

Directions for Playing

Familiar Quotations.

Any number from three to ten may play.

The cards form groups or families of five. Each card contains four quotations and the name of the author or work they are taken from, and the five cards of each group are alike except in the order in which the lines are printed.

In playing, every card is designated or known by the quotation or name which stands at its head, in the larger type, the other lines serving merely to show the make-up of the group.

The object of each player is to get together, complete, as many of these groups as possible.

The cards are first shuffled, and then dealt equally among the players.

If a player finds among the cards dealt him any complete groups, he lays them aside at once to count for game.

Then the player on the left of the dealer calls upon any other player for any card he needs to fill out one of the incomplete groups in his hand, the lower lines on his cards informing him what to call for. If the player called upon has the card, he must give it to the player who calls. That player then calls upon the same or any other player for another needed card, and continues calling as long as he succeeds in getting cards.

As soon as the first player calls for a card which the player called upon does not hold, the right to call passes to the player so called upon, and afterward from him to others in the same way.

Whenever a player gets together a complete group, he lays it aside, and the game ends when all the cards have been gathered into their respective groups, the player who has laid aside the greatest number of groups being the winner.