

GAME OF FAMILIAR QUOTATIONS.

Forty-two Cards.

FOR THREE, FOUR, FIVE, OR SIX PLAYERS.

THE OBJECT of the game is to collect the familiar quotations of various authors into "books" of three cards each.

Deal all the cards out to the players, face downward. If any player has any complete books of three in his hand, he lays the cards on the table to count for his score. Then the player on the left of the dealer calls upon any other player for a card, by reading the Quotation at the *bottom* of his card. If the player called upon has a card with that Quotation or name at the *top*, he must hand it to the caller. As an instance, in the case of Scott, where a player holds a card having at the *bottom* "Love is heaven," he must ask for "Love is heaven," which, of course, will be at the *top*. Then he asks for "Scott," and will get the card having "Scott" at the *top*, thus completing the book. If the player called upon has not the card asked for, the turn passes to him. A player may go on calling as long as he is successful in getting the card called for.

NOTE: The American authors count two points, and the English authors one point.

TO WIN: The player scoring most points, wins the game.