

PORTRAIT AUTHORS.

THIS game employs sixty-four cards, divided into eight groups,—each group consisting of four pairs. One card of each pair has upon it the portrait of an author with his name at the head of the card under the class in which he is ranked; as Historian, Poet, &c. The companion card has upon it the life sketch of same author.

TERMS USED IN PLAYING.

- Portrait.* Card containing portrait.
- Sketch.* Card containing sketch of life and works.
- Pair.* The illustrated card and its corresponding descriptive card.
- Pair Royal.* Two pairs of the same group, held at the same time.
- Double Pair Royal.* Three pairs of the same group, held at the same time.
- Book.* All the cards of one group, held at the same time.

Stacking. Placing upon the table any pair royal, double pair royal, or book, that may be obtained according to the rules.

Group. The class to which the author belongs is invariably indicated at the head of each card; as Historian, Journalist, &c.

Scoring or Counting. Keeping account of what each individual makes, according to the rules of the game.

Pair Royal counts	- - - - -	3
Double Pair Royal counts	- - - - -	6
Book counts	- - - - -	10

Study the rules thoroughly. No game can be made interesting until it has been well studied and is understood in each particular.

RULES OF THE GAME.

This game can be played by any number of persons not exceeding eight.

1st. Shuffle the cards and deal one at a time to each player in turn till all the cards are exhausted. The person at the left of the dealer then commences the game by calling upon any player for some card he does not hold, continuing to call upon whomever he pleases till he misses, when the next in turn commences to call in the same manner.

2d. It is imperative that in calling, the one

so doing should hold in his hand at least one card of the eight forming the group for which he calls.

3d. When any player obtains a pair, he can if he so choose, stack it upon the table, but by so doing he adds nothing to his count, and there are but few cases where such a play would be advisable, as by retaining such pair and obtaining another of the same group he could make a pair royal, stack it and count three, or by retaining the pair royal and gaining another pair of same group, form a double pair royal, stack and score six; or retaining the double pair royal and in the same manner form a book which is then stacked, entitling the player to ten, the highest single count.

NOTE.—When players become thoroughly familiar with the groups and method of playing, nothing less than a book should ever be stacked as it detracts from the interest of the game, breaks up the groups, and narrows the contest.

The player must in every instance *decide* if he will "stack," before he misses a call, as after having missed he cannot stack until his turn has come again and he has added another card to those held before. *Study this rule well.*

NOTE.—Thus, a player holding in his hand the portrait of Henry J. Raymond, calls for his sketch, which receiving, he is at liberty to stack the pair but counts nothing for such;

but if he retains it in hand and at that or any subsequent call makes another pair,—for instance, Horace Greeley and his sketch,—he can then stack his pair royal and count three; by holding it, however, and in the same manner drawing of the same group, Journalists, James Gordon Bennett, and sketch, he will then hold a double pair royal, which stacked, would count six; but holding these and gaining the last pair of the group, Geo. W. Curtis and sketch, would give ten, which would be, by far, the best play.

4th. When the player stacks his cards they should be placed face upwards convenient for reference; and when being so stacked the name of the group should be called, also, stating whether is stacked a pair, pair royal, double pair royal or book.

5th. If in the deal any player should receive a pair, pair royal or double pair royal, the player receiving such has no right to stack them for count, until he shall have added another card of same group.

6th. A player having stacked a portion of a book, any one holding the whole remainder of the group can stack at pleasure.

7th. If a player having obtained a pair, pair royal or double pair royal, without losing his call, should stack, making the score to which he is entitled, and then fortunately obtain another pair or more of the same group, he must consider those obtained after stacking, the same

as though he had not previously held any of the same group.

NOTE.—A player holding in his hand, of Poets, Oliver Wendell Holmes and sketch, and Longfellow and sketch, forming a pair royal, calls and receives from another player Whittier and sketch, which he then stacks, counting six; he calls again, receiving James Russell Lowell and sketch, which he stacks, counting nothing; whereas, if the last call had been made *before* stacking, ten would have been the count.

8th. A player calling for a card, should in every case *first* mention the name of the *group* to which the card belongs: then state plainly which is desired, the illustrated card or descriptive.

NOTE.—A player desires to draw from another the portrait of James Parton. He should say: "Give me, in Biographers, the portrait of James Parton," or in the same manner, "the sketch of James Parton." No forfeit is here appended for non-observance, and it is at the option of the players to impose the loss of the call, if the rule is not complied with. Naming the cards in such order is a great convenience, requires presence of mind and attention, enhances the interest of the game, as well as facilitates rapid play.

9th. But one card can be called for at the same time.

NOTE.—Such calls as "give me Henry J. Raymond and sketch," or "Sketch of Henry J. Raymond and portrait" are not ruleable. Call for the cards singly, not in pairs.

Do not allow yourself to *think aloud*, saying

like this: "Now I wonder if I had better stack these and make sure of them." "I wonder who has the rest of this group," &c. A shrewd opponent will form a pretty correct idea of what you have from such short sentences and should you miss, will be sure to use such knowledge to your disadvantage. Keep your own counsel, decide by your own judgment, and act promptly.

To become an expert player, cultivate the memory, pay close attention to the progress of the game, keep perfectly cool, and always be *good natured*.

This game taxes the memory and requires closer observation than any other. Those who desire to play an easier form can lay aside the sketch cards, and the use of pairs. Call as before, the player who gets a full group or book laying it on the table. Each book counts one, the one having the greatest number of books winning the game. If the Portrait Cards do not make enough for all who wish to engage in play, the Sketch Cards can be added, and used not as pairs but to increase the number of books of four cards each.

All other names are similar to those found in the Game of Authors.

COUNTS.

There is but one method of counting employed in this game, *i. e.*, when four cards of a group are formed in a book and stacked, each book so formed counts one. The player obtaining the most books wins the game.

RULES FOR TWO OR THREE PLAYERS.

It often occurs that but two or three wish to play at one time; in which case, let the dealer give to each ten cards, laying the remainder on the table face downward, this is called the "Bank."

The next player then begins by calling for any card, as in the full game. If the one on whom he calls has not it, the one calling draws one from the Bank. Should the card he draws prove to be the one *called* for, he then draws again; but if the card drawn is *not* the one called for, it is the turn of the next player to call. The count is the same as in the full game of Authors.