



Authors

WILDER TYPE CO. ST. LOUIS  
MADE IN U.S.A. 44

THE CASE OF ATTORNEYS

# THE CASE OF ATTORNEYS

Illustrations by Miss M. M. M. M. M.

1. The first thing to be done is to get the names of all the attorneys.
2. The next is to get up a list of all the names of the attorneys.
3. The next is to get up a list of all the names of the attorneys.
4. The next is to get up a list of all the names of the attorneys.
5. The next is to get up a list of all the names of the attorneys.
6. The next is to get up a list of all the names of the attorneys.
7. The next is to get up a list of all the names of the attorneys.
8. The next is to get up a list of all the names of the attorneys.
9. The next is to get up a list of all the names of the attorneys.
10. The next is to get up a list of all the names of the attorneys.

## THE GAME OF AUTHORS

Wilder Manufacturing Co. St. Louis MO.

1. The game should be played by from three to six players.
2. The pack is made up a number of books, each book consisting of four cards.
3. The cards should be shuffled, and an equal share dealt one card at a time, to each player, after which each player should arrange cards of the same book together in his hands. The letters at the top of the cards will assist the player in arranging.
4. The object of a player holding one or more cards of a book is to obtain the remaining cards of that book, as the player who can during the game lay aside the greatest number of complete book, Wins.
5. The name or character represented by a card is the name prominently lettered at the top. In calling, use one of the three names at the bottom, the names of the other three cards of the book.
6. The player at the left the dealer begins by calling for a card from any other player that will help him complete a book, any portion of which he holds. The player called upon gives up the card called for, if he has it. If the player, calling obtains the card asked for of the person asked, he puts it in his own pack with his other cards of the same book and continues calling for other cards the any of the players. The player calling loses his turn when he demands a card a a player who does not hold it; it then becomes the turn of his left-hand neighbor to call, and so on in turn.
7. When a player obtains a complete book, he lays it aside to be counted at the end of the game.
8. When a player calls for a card which he already has, he forfeits it to the player from whom he calls it.
9. When the cards have all been formed into books the game ends, and he player having the most books, is the winner of the game.