

Take out cards Nos. 10, 11 and 12. Use upper right hand cor-  
 (Over)

**GAME OF LIFE NO. 2**

Shuffle all cards. Deal 12 to each player. If more than 4 play, deal evenly. Highest numbers win. Game is to win most LIFE cards. Nos. 5 to 9. Each No. 5 card counts 3 points. Other LIFE cards 1 point each. No. 11 RED card counts 4 points and No. 4 RED card counts 2 points against (subtract) the player who takes them. 4 deals a good game. On 1st deal RED (Health) cards are trumps. On 2nd deal BLACK (opposite White, Happiness) cards are trumps. 3rd deal GREEN (Prosperity) card trumps. 4th deal BLUE (Here used for Peace) trumps.

**GAME OF LIFE NO. 1**

Makes every play of special interest. Fine for progressive parties. For 2 or more. Best for 4. Take all cards Nos. 10, 11 and 12, which are property cards, \$1 to \$10, \$12, \$15. Shuffle and put in pile face down. Deal rest of cards 9 to each player. Best one at a time. If more than 4 players deal evenly. Balance not used. Turn up top card on pile which decides trump color or suit. This card goes later as prize to one who takes card No. 5 of same suit. Turn next card which goes to winner of that trick. Dealer leads first. Afterward winner of last trick leads. Winner of first trick also takes the next card on pile as prize. Winner of last trick in hand takes the last card in pile as prize. Before each trick turn up next card on pile which goes to winner of that trick. Highest number played wins each trick. Trump cards win over all others. Follow suit or play trump or if no suit cards you may discard any. After last trick add value of property cards. 4 deals make a good game. Set own limit. One who accumulates most property wins. Can be played without trumps. Also highest bidder can name trumps. Add amount of his bid to assets of every other player.

**COUNT THE COST**

**DIRECTIONS FOR C. C. GAMES**



**GAMES OF LIFE**

*"Count the Cost" Etc.  
 and C. C. Lessons*

GOOD AS A BOOK FOR YOUTH  
 AND ADULTS



Youth—learn while you play  
 Adults—play while you live

Legal use of C. C. Emblems since 1918.  
 By R. T., 9347 Amesbury Ave., Cleveland, O.

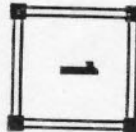


**M**  
 GAME

**THE GAME OF LIFE**

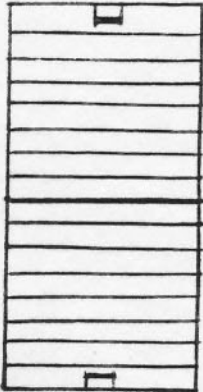


Need all four to score. Most people play on this diamond and few score. See No. 4 card.

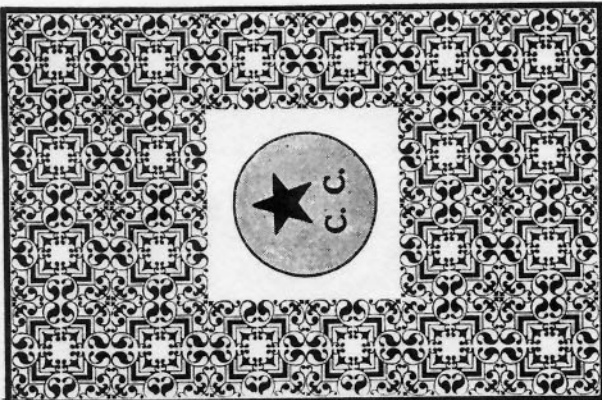


**G**  
 GAME

**CO-OPERATION**



Football and Business  
 and Home  
 find Co-operation necessary  
 to win



Need all four to score. Most people play on this diamond and few score. See No. 4 card.

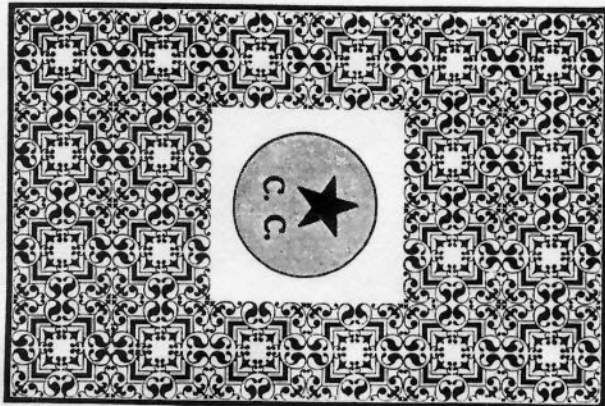


THE GAME OF LIFE

PAOAN



M  
GAME



A  
GAME

Champion Combination in business and play

WISDOM • JUSTICE

AMBITION

SKILL

LOYALTY

COURAGE

PURITY

COOPERATION

CONFIDENCE

STRENGTH



ner of rest of cards. Object is to collect sets of 4 cards each containing words GAME, LIFE, WORK, PLAY, LOVE, REST, READ. Other cards with letters alone have no count values. Deal cards one at a time to players. Players in turn call for a letter desired. Need not name word. Other players having the letters called for hold up their cards faces unseen. Player calling decides which card to take and gives one in exchange if he has 4 or more cards in his hand. When he has less than 4 cards he gives none in return. As names are completed cards are taken from hand. Each Name set counts 4 points. The first player who may happen to dispose of all his cards wins 8 extra points. Set own limit.

### GAME OF LIFE NO. 3

Use only NAME cards like the old game of Authors.

### C. C. FOOTBALL GAME

For 2 or 4 players. Use all cards dealing 12 to each player. Ordinary card rules. Take sheet of paper. See No. 1 GREEN card. Mark heavy line in center and 10 lines on each side. Use button as ball starting in center. For each trick won move ball one line towards opponent's goal. No. 11 RED card counts 6 lines and No. 4 RED card 3 lines against player taking same. No. 5 RED card counts 4 lines in favor of player taking same. 4 deals make a game. A goal counts 10 points and each line from center to where ball is at close counts one point for opposite side. Red cards making goal lose extra line counts over same. Ball goes to center only after each goal.

### "CHARITY" OR "GETTING RID OF THE BLUES"

Teaching that "it is better to give than receive." Like the very old game of Give-away. Use all cards. Object is NOT to win tricks. Scientific when four play. Good for any number. Every BLUE card counts one point and the No. 11 RED card counts 8 points against the player taking same. 4 deals or certain number for game. Deal one at a time evenly among players. Any remaining save unseen for player who takes the last trick. No trumps. Follow suit or discard.

Other games are also made from these cards.

By R. T., 9347 Amesbury Avenue, Cleveland, O.



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