

HOW TO PLAY THE GAME OF "HONORS"

No. I

The cards comprise twelve "books" of four cards each. Any number of persons, from two to eight, may play the game. It is based on the Camp Fire Movement, but will prove interesting and amusing to persons of either sex and of any age.

When two, three or four persons are playing, only six cards should be dealt to a person, the remainder go to the center and cards are drawn from them as the necessity of the game requires. When more than four are playing, all the cards should be dealt. Deal the cards one at a time, from left to right. The play begins with the person on the left, who asks of any person at the table for any card that she may desire to fill a book. If she obtains the card, she may call for another and continue as long as her calls are correct. The play then passes to the left. As soon as the player completes a book, it is laid aside to be counted at the close of the hand. Cards are drawn to fill out a hand as soon as any book is completed.

Book A counts ten, each of the other books counts five. The first player who gets rid of all the cards in her hand, receives a premium of five points to be added to her score. The game may consist of as many points as desired.

No. II

For from two to six players—

Seven cards are dealt each player face down. The remainder of the pack is placed in the center of the table face down, with the exception of the top card, which is laid face up beside the pack.

The player to the left of the dealer opens the play by drawing a card from the pack, or, if she prefers, she may take the card which is placed face upwards on the table. If the player holds in her hand three cards belonging to the same book she lays them on the table in front of herself face up, and discards a card onto the card which is face up in the center of the table. (This must be laid down leaving the under cards visible.)

The play then passes to the left, the player proceeding in the same manner as the first player—i. e., drawing a card from the table, then playing. If any player wishes a card that is at the bottom of the pack turned face up she may obtain it by taking up the entire number of cards; if the card she wishes is only the second card down it is necessary to only take the top two cards. Having drawn she proceeds to play. If she happens to hold the fourth card in any book that has been played on the table, she plays her card on the table in front of herself. She may continue to play as long as she can lay down three cards in any one book, or a fourth of any book laid down by another player. When she can play no longer she discards and the play passes to the left.

Any player discarding a card that could have been played is fined by giving it to the player who first discovered the mistake and by taking any card which she chooses to give her from her hand.

The first player to lay down all her cards goes out and counts first. Each card counts as is designated in the corner—i. e., J-3 counts 3 points, K-1 counts 1 point, etc. The other players total the score of the cards left in their hands and deduct it from the total of those they have played—i. e., presume a player had E-3 and E-1 left in her hand, she would subtract the total of this (4) from what she had played—i. e., A-1 and A-2 and A-3 and D-4 on the table (10), leaving her a score of 6. If she was left, however, with A-1 and A-2 and E-3 and D-4 in her hand and G-3 and D-1 on the table, she would have a score of -6. In other words, cards played on the table are plus scores and cards left in the hand are minus scores. The first player to score 150 wins the game.

No. III

Any number from four to seven may play. The entire pack is dealt around. The player at the dealer's left opens the play by offering to exchange one, two or three cards she does not wish with any other player, saying as she does so: "Change one" or "Change two," etc. Once the play is opened all the players play simultaneously. As soon as a player gets a complete book of four cards she lays them down. The first player to go out calls "Honors" and the play ceases, no cards may be played after this has been called. The player who goes out gets a score of ten points for each book, the other players receive five for each book. A total of 200 points completes the game.

No. IV

Any number of players may play this, it is a "peppy" game to fill in those last long moments before meal time. The pack is placed face down on the table, any player opens the play by drawing a card. All the players draw one card. The first player draws again and if she draws a card belonging to the same book and in sequence—i. e., A-1 and A-2 or A-2 and A-3 or A-3 and A-4 (such combinations as A-1 and A-4 do not count), she goes out. If her card, however, does not match she may discard it or the last card she drew, face up on the table. The player to her left may take the card she has discarded or one off the pack. The top card on the exposed pack is the only one that may be drawn. The play proceeds until a player goes out. The player going out starts the play next time.

Have you thought of a progressive "Honor" Party at 10 cents a player to help raise your dues?