

WANG.

TRADE-MARK.

The game of "Wang" consists of seventy-two cards, divided into two sets of thirty-six cards each, the one in black and the other in red, but corresponding in design, and a quantity of counters or Sheckels. The number of players is limited to six persons. First select a Gamekeeper by mutual consent, and then divide the Sheckels evenly among all, including the Gamekeeper. The Gamekeeper takes in hand either the pack of black or the pack of red cards, and exchanges as many as each of the other players may stipulate, not exceeding five, for an equal number of Sheckels, placing the latter with those of his own share. After the exchanges have been completed the remaining cards are placed aside until the next hand. He now takes up the other pack and after thoroughly shuffling them places the first nine cards, with the faces exposed, in the centre of the table in the following order: four rows of two cards each, one row above the other, and a single card for the fifth row. The balance of this pack is then placed aside, but separate from the other color. It is the object of each player, beginning with the one at the left of the Gamekeeper, to match with the cards in his hand the design of as many of the nine cards as he can, but the Gamekeeper does not participate in this part of the game. The players win from the Gamekeeper for every card they cover

In the First row of two cards :	one Sheckel each
“ “ Second “ “ “	two “ “
“ “ Third “ “ “	three “ “
“ “ Fourth “ “ “	four “ “
“ “ Fifth “	one card : five Sheckels

and they are entitled to receive the same immediately.

If the card with the design of *one candle* upon it is laid up in the fifth row the player covering it is entitled to fifteen Sheckels, and if one of the remaining cards having a single design is laid up in the fifth row the player covering it is entitled to ten Sheckels. A player assumes the functions of Gamekeeper for three hands, after which his place must be taken by the one at his left, and he may then become one of the players.

The nine cards which have been laid up must not be used by a Gamekeeper again, but he uses all the cards of the other pack each time he makes the exchanges for Sheckels.

There is no maximum of points to be gained; when the play ceases the one possessing the greatest number of Sheckels wins the game.