

The DEADHEAD card in a winning hand adds 5 points, but its holder in any other hand is fined 5 points.

The holder of the BLIZZARD card at the close of a hand is fined 10 points.

A player claiming HOUSEFUL who does not have it is fined 10 points.

If a player who has made no points is fined, it is set down to his score with a minus (—) sign.

The points of the winner of any hand are counted before those of any other player. Thus if A had 70 points and B 90, and A secured a HOUSEFUL of DRAMA cards, counting 30, he would win the game, although B held the HOLIDAY card, counting 10.

The score may be kept by any player.

Any violation of these rules makes the offender liable to a 5 point fine. The dealer is the MANAGER in all disputes, unless personally concerned, in which case, the player on his left decides.

PROGRESSIVE "STAGE"

Is played as are other Progressive games. The winner of two "Housefuls" goes to the next highest table as soon as there is room for him. At the highest table the lowest player goes to a lower table when a new player moves up.

For a good time play "Stage" rapidly. Don't go to sleep, but try and catch your neighbor napping, or he may catch you.

**Invite your Friends to a
...Stage Party...**

**And give prizes for the highest scores
There is no Better Entertainment**

"Stage" is for sale at all book, stationery and department stores, or will be SENT BY MAIL by the publishers.

**THE C. M. CLARK PUBLISHING COMPANY (Inc.)
Boston, Mass., U.S.A., Sole Proprietors and Publishers
of "Stage." Price of this edition (fifty) 50 cents**

The Great Novelty AND FUNNIEST OF ALL CARD GAMES.



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Patent upon the game of "Stage" applied for and pending. All infringements will be rigorously prosecuted.

Learned in a Twinkling. Never Forgotten.

How to Play "Stage."

There are 66 cards in the pack of "Stage."

These branches of stage art are represented; GRAND OPERA, TRAGEDY, DRAMA, COMEDY, COMIC OPERA, VAUDEVILLE and FARCE, *seven cards for each branch.*

There are also SEVEN "THEATRE" cards, one for GRAND OPERA, one for TRAGEDY, etc., etc.

There are also SEVEN "AUDIENCE" cards.

The pack is completed by —

THREE CARDS called "HOLIDAY," "BLIZZARD" and "DEADHEAD."

The game may be played by any number from three to seven. If more play, use two or more tables with separate packs of cards. If SEVEN play, use the entire pack. If SIX play, discard eight cards labelled "FARCE" and *one* "AUDIENCE" card. If FIVE play, omit cards labelled "FARCE" and "VAUDEVILLE" and *two* "AUDIENCE" cards, and so on for fewer players.

That is, discard nine cards (seven "Performer," one "Theatre," and one "Audience") for each player less than seven.

THE GAME

Cards are dealt, one at a time, until *all except three* are dealt. Each player should then have *nine* cards. The three cards remaining are placed, face down, on the table, in what is called the "GREEN-ROOM."

The dealer must then say, "DOORS OPEN," the signal to pick up cards. When the dealer has, within a reasonable time, sorted his cards, he must say, "CURTAIN'S UP." Then play begins.

THE OBJECT OF THE GAME

It is to be the first player to fill some special class of theatre with the artists that belong there, and an audience; that is, to hold seven cards of the same description (Comedy, or Tragedy, or Vaudeville), a "Theatre" and an "Audience" card. For example: **If, after the deal a player holds, say the "Vaudeville Theatre" card and four Vaudeville Performer cards, he needs but three more Vaudeville cards and an Audience card to complete his hand. If he succeeds in securing these cards, and announcing the fact by the word "Houseful," before any other player, he is the winner, and a new hand is dealt.**

No hand is complete if it contains more than one AUDIENCE card, nor without one, unless it contain the HOLIDAY or the DEAD-HEAD card, either of which will serve in place of any other card except the THEATRE card.

Thus, if a player holds the Comic Opera "Theatre" card, seven COMIC OPERA cards, and also the HOLIDAY or the DEADHEAD card his hand is complete.

A hand completed by the HOLIDAY card is increased 10 points.

The BLIZZARD card is as detrimental to success in the game of "Stage" as bad weather is to the theatrical business. If you receive this card, get rid of it.

The DEADHEAD card is dangerous too, although reckoned as standing for any other card *except* the THEATRE card. When a "HOUSEFUL" contains the DEADHEAD card, 5 points are added to its value. If a player who does *not* have the winning hand holds the DEADHEAD card, he is fined five points.

THE METHOD OF PLAY

is simple. After the dealer says "Curtain's up," **the first player to his left can call for any card he wants, provided he holds a "Theatre" card.**

For instance: If he holds the GRAND OPERA HOUSE and DRAMA theatre cards, he can select GRAND OPERA or DRAMA as the class which he will try to fill. If he holds three GRAND OPERA cards and one DRAMA card he will naturally select GRAND OPERA, and cry "I'll hire GRAND OPERA." Any player may then offer him a card of the kind called for, or an AUDIENCE, THEATRE, BLIZZARD or DEADHEAD card. **The player calling must accept the first card offered, or what appears to him as the first, without delay, exchanging for it any card from his own hand. If no player offers exchange he may take a card from the "GREENROOM."**

If a player gives another a PERFORMER card different from that for which he asks, he is fined 5 points.

As soon as the exchange is made the next player to the left calls for the kind of card he wants, proceeding thus until some player completes his hand and throws it face up, with the word, "HOUSEFUL."

In order to deceive, a player may call for cards he does not really want. This, adopting stage parlance, is called "giving the wrong cue." You are just as likely (perhaps more so) to receive the card you wish in those exchanged with you by other players as by calling and drawing yourself.

You can, for instance, call for an AUDIENCE card when you already hold one or more of them. Or you may call for the DEAD-HEAD card. It is obvious that you will not need to call for the BLIZZARD card. It would be useless to call for the HOLIDAY card.

If a player calls for a Performer card when he does not hold the THEATRE card of that particular style, and is detected, before the exchange is completed, a 5 point fine is imposed, which is added to the score of the person who announces the "wrong cue."

If you do *not* hold a THEATRE card you may call for an AUDIENCE or DEADHEAD card, or say "Greenroom" and exchange one of your cards for one of the three on the table.

You can draw from the "Greenroom" instead of seeking exchange. This also disguises your hand.

THE GAME is 100 points.

A "Houseful" of Grand Opera or Tragedy cards	Counts 50
" " Drama or Comedy cards	" 30
" " Comic Opera, Vaudeville or Farce	" 20

The HOLIDAY card gives 10 points to a player who has it at the close of a hand.