



IVANHOE.

A parlor game based on the story of Sir Walter Scott.

PUBLISHED BY GEO. S. PARKER & CO., SALEM, MASS.

DIRECTIONS FOR PLAYING.

1. This simple but fascinating game will be enjoyed by players of any age and may be played by any number, though best suited for the four.
2. The cards are dealt out except the prize card "IVANHOE."
3. The entire pack is dealt, one card at a time to each player. If a player can "pair" he does so; that is, if he has two cards exactly similar, he lays them aside.
4. The player who holds the prize card, IVANHOE, informs the other players that he has it, and holds his cards spread out with the backs toward his opponents, whereupon each, in turn, endeavors to obtain it by drawing a card from his hand. After drawing, a player "pairs" if he can do so, and the turn passes to the left.
5. The player who holds IVANHOE has the advantage, when his turn comes, of drawing *two cards* instead of one, from the other players (one from one person and one from another, or two from the same person), as long as he has IVANHOE in his hand. Of course he will use all fair means to prevent its being drawn, and it is the object of all players to obtain it. When a player obtains IVANHOE he must show the face of the card and then put it back in his hand.
6. When all the cards have been formed into pairs, as they gradually will be, *the last player holding Ivanhoe wins the game.*

N. B.—If the card IVANHOE becomes worn or torn, duplicates will be mailed by the publishers on receipt of 10 cents.

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