

RULES FOR PLAYING THE

Game of

**HOUSEHOLD WORDS**Copyright, 1916, by HOUSEHOLD WORDS  
GAME CO., WASHINGTON, D. C.  
Patent applied for.

The game of "Household Words" is composed of forty-eight especially designed and patented cards. The object is to complete books of four cards each, there being twelve books, numbered from one to twelve. Each card is a title card and under the title name which is in large letters at the top appear three smaller names which indicate the three other cards necessary to complete that book.

Deal four cards to each player, placing the remainder face down on the table. Each player in turn, commencing at the left of the dealer, calls from any of the other players for a card necessary to complete or help complete a book, part of which he holds. If failing to locate the card asked for on the first call, a card is taken from the pack on the table and the turn passes to the next, who proceeds in the same manner. If successful in locating a card, another call can be made. The player securing the most books wins the game. If all the cards are exhausted from the player's hand, he draws one from the pack. When the pack is exhausted the players call from each other's hands only.

## GAME NO. 2.

Deal six cards. Place balance on table face up. Play starts from the left of dealer. The object is to get rid of all the cards in your hand by making what are called "spreads." A spread can be made as soon as you hold three or more cards of a numeral, providing it is your turn to play, by laying the three or four cards on the table faces up. First draw one card from the pack on the table, then make your spread if you have three cards alike, that is of the same number which appears in upper right-hand corner. Then discard one card which you do not desire. If unable to make a spread after drawing, discard just the same placing the card face up in a pile beside the original pack, so that the next in turn may have the option of taking up the card you discarded or one from the pack. No card once covered up can be used again. When a spread of three cards is made, anyone holding the fourth card of that series may play it down completing that spread, when his turn comes. The one first playing down all his cards wins the hand and scores as many points as are left in each opponent's hand. For example "B" plays down all cards, leaving "A" with two fours, a six and an eight; "C" with a five. The score would start, "B", plus 27; "A", minus 22; "C", minus 5. A game may consist of any number of points decided upon. If the pack is run through without anyone playing down all cards, the one having the smallest aggregate total number of points wins the count.