



DIRECTIONS FOR THE GAME OF
WHAT, the Battle with Letters.

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Can be played with any number of players. First throw down the cards, face up, to spell word **W-H-A-T**; then deal all remaining equally to each player. The player at the right of dealer begins the game by taking a letter from his hand as an initial letter to spell or make out a *new* word from *What*. If the player has a **C**, he lays it down and calls out "Cat loves pretty little mice;" or if he takes **H** he lays down the letter and calls out "What a *hat*," and so on. Each player must make a sentence to bring in the word that they make. If any player cannot make a word of two letters or more, he must forfeit two cards from his hand, always letting the dealer draw them. Boys and girls this is a game in which you will learn something before you know it, or anybody else.

Count. Have 2000 or more, for game. **M** is worth 1000, **D**—500, **C**—100, **L**—50, **X**—
V—5, **I**—1. Players must bring the above letters into words before winning the count.
Forfeit terrible. If any player fails to make up a funny—or a sentence that does not apply to word made—he or she must be judged by dealer, and after paying the forfeit the game must continue until some one is declared winner.

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