

REDUCED FACSIMILE

(Actual Size of Board 16"x16")

of Game Board and Playing Cards for
Playing

THE POPULAR AMERICAN GAME

Trade **FORTY (49) NINE** Mark

Fully Protected by U. S. and Foreign Patents, Trade Mark
and Copyright

PUBLISHED BY
EDWIN PALMER McCOLLOM
BALTIMORE, MD., U. S. A.

Price \$1.00 Postpaid
Canada, and West of Denver, Colorado, \$1.25

(over)



RECORD OF A REAL GAME OF "FORTY-NINE" THAT WILL SHOW YOU IN FIVE MINUTES

HOW TO PLAY THE GAME

Two players "A" and "B". (Any number from 2 to 8 may play)
Deal all the cards on their correspondingly numbered squares on the Board.

Deal to "A" cards 3-17-24-40 and the "CHEATER."
Deal to "B" cards 9-25-35-38 and 45.

Hold your cards in numerical order, smaller numbers in front.
Take from the Board and place one upon the other, face up, cards 15-31-8-1-29-47-49-10-30-41-19-46-32-43-34-44-48-33 and place them face down on the back of the assembled remainder of the deck, card 15 being at the top.

The DEALER will call out slowly the numbers 1-2-3 and so on to find the lowest numbered card held by the players, which must be played first. The cards must be played on correspondingly numbered squares.

"A" plays card 3 on square 3.

"B" draws card 15 and passes. He cannot play.

"A" draws card 31 and passes. He can play the "CHEATER" (see rule 6) on square 2-4 or 10, or he may draw a card and then play or pass. Each player must play or draw a card, (rules 3-7) but he cannot draw after he plays. (rule 5)

"B" draws card 8 and passes.

"A" draws card 1 and passes.

"B" draws card 29 and passes.

"A" draws card 47 and passes.

"B" draws card 49 and passes.

"A" draws card 10 and plays it, making 10 points. Mark it down.

"B" plays card 9. Squares 2-4-9-11 or 17 may be played upon. (rules 3-4)

"A" plays card 17.

"B" plays card 8.

"A" draws card 30 and plays card 24 expecting to play card 31, then card 30 and score 30 points.

"B" plays card 25. Scores 25 points.

"A" plays card 31.

"B" plays card 38. Expecting to play card 45 next.

"A" plays the "CHEATER" on square 45 and scores 45 points for the square and 10 points for the completed row. Total 55 points. He cheats "B" out of this count.

"B" plays card 15. Scores 15 points.

"A" plays card 30. Scores 30 points.

"B" plays card 29.

"A" plays card 1. Hopes to play "last card" and end game. (see rule 11)

"B" draws card 41 and passes.

"A" draws card 19 and passes.

"B" draws card 46 and plays it.

"A" plays card 47.

"B" draws card 32 and plays it.

"A" plays card 40 and scores 40 points

"B" plays card 41.

"A" draws card 43 and passes.

"B" draws card 34 and plays it.

"A" draws card 44 and plays it.

"B" plays card 35 and scores 35 points.

"A" plays card 43.

"B" draws card 48 and plays it.

"A" draws card 33 and plays it, scoring 10 points for the completed row.

"B" plays card 49 and ends the game, scoring 50 points for the play on square 49, 10 points each for the two completed rows, and 5 points each for the two cards held by himself and "B" making a total of 80 points. (rule 12)

The total score gives "A" 145 points. "B" 155 points. "B" wins. Poker chips make convenient counters. Blue 50, Red 10, White 5 points each. Coins may be used. Dimes 50, Nickels 25, Pennies 5 points each.

"FORTY-NINE" "BALTIMORE STYLE" is popular. TRY IT

The players each take a supply of poker chips or coins.

Whenever a player scores any points, each of the opposing players must pay to him, in chips, or coins, the number of points made by the play.

See Leaflet "HOW TO PLAY "FORTY-NINE"

READ THE RULES CAREFULLY

(over

line, onto a vacant square, removing the man so jumped, and continue the play until eight of the men have been removed from the board, the man making the last jump to land on square 25. The same man may jump more than one man in a single play which counts as one move. The game may be played in four moves.

THE "FORTY-NINE" PUZZLE SUPREME

PLACE THE FORTY NINE NUMBERED CARDS ON THE GAME BOARD SO THEIR NUMBERS ADDED TOGETHER, IN EACH VERTICAL, HORIZONTAL AND DIAGONAL ROW OF SEVEN CARDS, WILL TOTAL ONE HUNDRED AND SEVENTY FIVE. THIS MAKES SIXTEEN ROWS OF SEVEN CARDS EACH WHOSE NUMBERS ADDED TOTAL 175 IN EACH ROW. IT CAN BE DONE.

SUITE ASSEMBLING SOLITAIRE

Remove the CHEATER. Shuffle the cards, backs up. Deal off seven piles of cards, backs up. Place one card in the first pile, two cards in the second pile, three in the third and so on to seven cards in the seventh pile. Now turn face up the top card on each pile. Build down consecutively on these pile cards, for example: if card numbered ten appears on one pile and card nine appears on another pile place card nine on card ten and turn face up the card that was under card nine, and continue the play in like manner wherever and whenever they can be made. When all the cards have been taken from a pile the space becomes vacant, and may be filled by a card dealt in regular order from the remaining pack, or by transferring the cards turned face up from any other pile, and turning face up the next card of the pile from which the cards were transferred.

Cards 1-8-15-22-29-36-43 are foundation cards, being the lowest numbered cards of each suit, or color, and as they appear face up they should be placed in order above the pile cards, and these foundation cards are to be built up until the seven cards of the suit are completed. After all the possible plays from the seven piles of cards have been made deal three cards from the remaining pack and look at the bottom, or third card. If it can be played on a foundation suite, or on a pile, do so, and likewise with the next, or second card dealt, if possible, and likewise with the next, or first card dealt off. Then deal three more cards, to be played likewise, and continue to deal the cards from the remaining pack, in lots of three until all the cards have been placed on the piles, or the foundations, or the play is blocked by being unable to play a card on the foundation cards, or the pile cards. This is a very interesting solitaire game.

ISOLATION

Place seven cards on the board so that each will be isolated from the others, being the sole occupant of the vertical, horizontal and diagonal rows of squares of which the square each card occupies is a part. In other words, two or more cards must not be put in the same row. This can be done in at least fourteen ways.

(4)

SOLITAIRE AND PUZZLE GAMES

PLAYED WITH THE

FORTY (49) NINE

TRADE MARK

GAME OUTFIT

Handwritten numbers and scribbles:

15	25
10	5
25	20
40	10
10	10
55	25
30	
5	



Copyright 1928, By

EDWIN P. McCOLLOM. Box 263, Baltimore, Md.

(1)

THE "13" PUZZLE

Take the cards numbered 1 to 13 inclusive. Mix them and place them face up, as they are dealt from the pack, on the squares 1 to 13 in rotation. This leaves square 14 vacant. The object of the game is to place all the cards on their respectively numbered squares by moving any card opposite a vacant square, of the 14 squares, onto such vacant square, and continuing the process until all the cards have been placed on their respective square. Diagonal moves are not permissible.

THE REVERSE PUZZLE

Place three cards, or other objects of the same color, or shape, on squares 1-2-3, and three cards, or other objects of a different color, or shape, on squares 4-5-6. This leaves square 7 vacant. The object of the game is to transfer the three cards first named onto squares 5-6-7, and the second named three cards onto squares 2-3-4 in ten, or less moves. Any card may be moved onto an adjoining vacant square, or one or two men may be jumped to make a move.

ANOTHER REVERSE PUZZLE

Place three cards of the same color on squares 1-2-3 and three cards of another color on squares 5-6-7. By moving any card onto an adjoining square, or jumping one or two men, reverse the position of the six men in ten, or less moves.

THE "25" GOAL

Place a card, or other object on each square on the board, except 49. Take any man that can be jumped over one other man, either vertically, horizontally or diagonally into a vacant square and remove the man jumped, and continue the jumping until all the men have been removed from the board except the man making the last jump, who must land in square "25".

THE MYSTIC DOUBLE CROSS

Mix all the cards. Count off 25 cards from the top of the pack, face down, and place them as they are drawn from the deck, on their respectively numbered squares. Each card so placed whose number is divisible by 5 counts the number of points its number represents. Each vertical, horizontal or diagonal completed row of seven cards counts 10 points. The Cheater, (if used,) may be placed on any square and when once placed cannot be changed. It is possible to make 265 points with 25 cards.

THE BLIND "49" GAME

Remove the Cheater. Mix the cards. Draw a card from the back, and place the remaining 48 cards, backs up, on the squares 1 to 48 inclusive. Now take the card that was drawn from the pack and place it face up on the square having the same number, removing the card occupying that square. Place the card so removed on its respectively numbered square, after removing the card occupying that square, continuing in like manner until card 49 is drawn which must be placed on square 49 thus ending the game. All cards whose number is

divisible by 5 counts as many points as its number. Each completed vertical, horizontal or diagonal row of seven cards turned face up, counts ten points. A total of 385 points may be made by turning all the cards face up in regular play.

COLOROW SOLITAIRE

The King of all Solitaire Games

This game is played exactly like the COLOROW game, the object being to place the seven sets of cards of seven different colors in such formation on the board as to obtain the greatest number of points. Three, or more cards of the same color placed in a vertical, horizontal or diagonal row in any position on the board counts as many points as there are cards in the row. Example: Select seven cards of the same color. Place three of them on squares 4-10-22. This counts 3 points. Place two more cards on squares 18-25. This makes six points. Place another card on square 26. This makes the count 12 points. (Six points in the two diagonal rows, three points in the vertical row and three points in the horizontal row.) Now place the remaining card on square 34. This makes the total count 13 points. The same result would be obtained by placing the last card on square 32. By properly placing the seven sets of cards of seven colors on the board it is possible to make a count of 100 points. A substantial reward will be paid to anyone who will show the way to exceed 100 points.

PITTSBURG DRAW PUZZLE

Arrange the entire deck of 50 cards into ten hands as designated in the rules for playing Pittsburg Draw. It can be done.

THE "49" PUZZLE

Place a card, poker chip, or other object on each of the squares numbered 1 to 48 inclusive. This leaves square 49 vacant. The object of the game is to jump any man over a man on an adjoining square vertically or horizontally, (not diagonally,) into a vacant square, removing the man jumped, and continue the process until all the men but one have been removed from the board. It is uncertain, but doubtful whether this puzzle can be done. The game may be played by starting with a vacant square other than 49. Some can be done, and some probably cannot be done. Try it.

THE NINE MEN TRIANGLE PUZZLE

Place a man each on squares 25-31-32-33-37-38-39-40-41. Now jump any man over any one other adjacent man in a vertical, horizontal or diagonal line, onto a vacant square, and remove each man so jumped. The same man may jump more than one man in a continuous single play which counts as one move. The object of the game is to jump 8 of the men, landing the man making the last jump, on square 25. It can be done in 4 moves.

THE NINE MEN SQUARE PUZZLE

Place a man each on squares 17-18-19-24-25-26-31-32-33. Now jump any man over any other one man, on an adjoining square, in a vertical, horizontal or diagonal

PITTSBURGH-DRAW

The object of the game is to secure the most valuable hand, and win points accordingly. The hand and point values, from the lowest to the highest are as follows:

- First: One pair, or two cards of one color, and three odd cards of different color Value—1 point
- Second: Two pair, or four cards of two colors, comprising two cards in each color, and one odd card Value—2 points
- Third: Five cards of different color (called a "RAINBOW") Value—3 points
- Fourth: Three cards of one color and two cards of different color Value—4 points
- Fifth: Three cards of one color and two cards of one other color (called a "Full Hand") Value—5 points
- Sixth: Four cards of one color and one card of another color Value—6 points
- Seventh: Five cards of one color (called a "Flush") Value—7 points
- Eighth: Five cards numbered consecutively, three of one color and two of one other color (called a "Full Hand Straight") Value—8 points
- Ninth: Five cards numbered consecutively, four of one color and one of another color (called a "Four Straight") Value—9 points
- Tenth: Five cards numbered consecutively, and of one color (called a "Straight Flush") Value—10 points

The "CHEATER," when used, may be paired with any suit or color, or may take the place of any absent card, but cannot rank higher than the highest rank in the color with which it is used.

The highest numbered card in a pair, two pair, rainbow, three, four or five cards of one color, or numbered consecutively, shall govern. Example: A hand consisting of the 7-2-1 RED and 8-9 ORANGE ranks higher than 6-5-4 RED and 48-49 VIOLET.

Deal five cards to the players in the usual manner. The players will then discard such of their cards as they do not want, whereupon the dealer will again deal to each player in turn, the same number of cards as the player discarded, thus providing each player with a complete hand of five cards.

The player holding the best hand wins the number of points according to his hand, as shown by the table of hand and point values. The first player making a total of twenty-one points wins the game.

NOTE: The smallest possible hand is the 1 and 2 RED, 8 ORANGE, 15 YELLOW and 22 GREEN. The largest hand is the 46-47-48-49 VIOLET and the "CHEATER." To form the ten hands described in the table, including the lowest and highest hands, out of a "FORTY-NINE" pack of cards makes an interesting solitaire game. It can be done.

NOTICE

I reserve the sole authority to interpret all rules, to void or amend existing rules, to make new rules, and to determine all questions in which the game "FORTY-NINE," or any other game published by me may be involved.

Anyone who develops any new and interesting game, solitaire, problem or novel idea employing the "FORTY-NINE" Game Board and Cards, or either, will be suitably compensated for their invention, discovery or suggestion if accepted in writing by me, for publication.

RULES INSTRUCTIONS AND SUGGESTIONS

FOR PLAYING THE GAMES

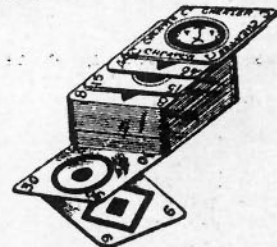
FORTY (49) NINE

BOSTON-BOOKS
CHICAGO-CASINO
COLOROW
NEW YORK-WHIST
NEBRASKA-CHECKERS
PITTSBURGH-DRAW

Copyright 1926, by

EDWIN PALMER McCOLLOM, BALTIMORE, MD.

♠	♠	♠	♠	♠	♠	♠
♠	♠	♠	♠	♠	♠	♠
♠	♠	♠	♠	♠	♠	♠
♠	♠	♠	♠	♠	♠	♠
♠	♠	♠	♠	♠	♠	♠
♠	♠	♠	♠	♠	♠	♠
♠	♠	♠	♠	♠	♠	♠
♠	♠	♠	♠	♠	♠	♠



Design of a Forty (49) Nine Game Board and Playing Cards

FORTY (49) NINE INSTRUCTIONS

A complete FORTY (49) NINE outfit comprises a pack of 50 playing cards and a square Game Board.

Forty-nine of the cards are numbered consecutively from 1 to 49 inclusive, the card number appearing in the four corners of each card.

These cards also bear upon their faces squares or circle in the seven colors of the rainbow, each color including seven consecutively numbered cards. The circles appear on those cards having a number divisible by five, the squares on the remainder.

The odd card, of special design, is called "Cheater," which name appears on the four marginal sides of the card, and the letter "C" appears in each corner.

The Game Board is blocked into 49 equal squares, consecutively numbered from left to right, downwardly, 1 to 49, inclusive, the square number appearing in the four corner sections of each square, inversely, surrounding a small central square or circle. The numbers divisible by five are enclosed within a larger circle and surround a circular center; the remaining numbers surround a square center.

A total of 450 points can be made in a single game, to wit:

The nine numbers divisible by five.....	225 points
14 straight rows across the Board, two ways..	140 points
2 diagonal rows across the Board, two ways..	20 points
Playing the card 49, or the Cheater instead....	50 points
Playing the "last card" of a hand.....	10 points
One remaining unplayed card.....	5 points

Total 450 points

Note.—Any two numbers having a relative position to the central number (25), added together, equal fifty, i.e., 1 and 49, or 11 and 39. Any four numbers equal 100, to wit: 4-46-22-28, or 9-41-13-37. If desired, these combinations may be included in the game, counting five extra points for fifty and ten points for one hundred.

"FORTY (49) NINE" (Baltimore Style)

Poker chips make convenient counters. Blue 50, Red 25, White 5 points each. Coins may be used. Dimes 50, Nickels 25, Pennies 5 points each. The players each take a supply of poker chips or coins.

Whenever a player scores any points, each of the opposing players must pay to him, in chips, or coins, the number of points made by the play.

DIRECTIONS AND RULES

1. Deal from left to right, one card to each player until five cards have been dealt to each. Lay the remaining cards, face down, on the table, or on the Game Board if desired.
2. The player holding the lowest numbered card must play it, face up, on the correspondingly numbered square on the Game Board.
3. The next player to the left may then play a card, if he holds it, upon a correspondingly numbered square, adjoining (not diagonally) the square upon which the card has been played, or he may pass the play at his option. If he cannot play or passes, he must draw the top card from the deck. If he can then play any card in his hand he may do so, or he may pass the play to the next player.
4. The play then passes to the next player to the left, proceeding in like manner as directed in Rule 3, the cards to be played upon the correspondingly numbered squares adjoining the squares played upon until the game is ended.
5. After a card is played upon the Game Board the player cannot draw from the deck until his next regular turn.

6. After the first card has been played the "CHEATER" may be played by the holder in the place of any unplayed card, including 49, with the same point counting privileges.

7. After all the cards have been drawn from the deck each player, including the drawer of the last card must play a card (CHEATER not excepted), in his turn, if he can do so. If he cannot play, he passes in turn.

8. Any player who passes his turn when he can play and should do so (see Rule 7) must forfeit fifty points as a penalty for his error.

9. Each card played upon a number divisible by five entitles the player to as many points as the number played upon.

10. When seven cards have been played upon adjoining squares, straight or diagonally across the board, the player of the seventh card is entitled to ten points for each row of seven cards completed by the play, if claimed before the next play is made. Any points not so claimed are void.

11. When a player exhausts his hand he ends the game, and must announce the play as "last card," and he is entitled to ten points for playing his last card and five points for each card in the hands of the other players, in addition to any regular points made by the play.

11-A. Any player who erroneously announces his play as last card must forfeit all points taken in the play and fifty points as a penalty for his error.

12. Playing the card numbered 49, or the "CHEATER" instead thereof, ends the game and entitles the player to a count of fifty points for the play and five points for each card in the hands of the players, including himself; also ten points for each row of seven cards completed by the play, and if the play exhausts his hand he is entitled to ten points for playing his last card.

13. A player is not required to state the number of cards he holds, or to expose his hand.

14. No person may examine or count the cards in the deck while a game is being played.

15. When in dealing, or otherwise, the face of a deck card is erroneously exposed to one or more players, it must be exhibited to all the players and placed face down at the bottom of the deck. When exposed in dealing the receiving player must receive the next card dealt.

16. A misdeal is void and the dealer must redeal the cards.

17. When a player removes his fingers from a played card, the play is final.

18. When a card is erroneously played and the error is discovered before the next play is made, it must be returned to the player, who loses his turn and all points made by the play, and must forfeit ten points additional, otherwise the play must stand as made.

REMEMBER: To begin every game, five cards must be dealt to each player (see Rule 1). The player holding the lowest numbered card must play it on the same numbered square on the Game Board. After the first play, only the squares adjoining (not diagonally) the squares occupied by a card can be played upon (see Rule 3).

After the first card has been played the holder of the Cheater may play it at any time, in regular order, in the place of any unplayed card (see Rule 6).

A PLAYER IS NOT REQUIRED TO PLAY A CARD IN HIS TURN UNTIL AFTER ALL THE CARDS HAVE BEEN DRAWN FROM THE DECK, but he must play or draw a card from the top of the deck, after which he may play or pass his turn to the next player (see Rule 3).

A player cannot draw a card after he plays, until his next regular turn (see Rule 5).

CHICAGO-CASINO

AFTER THE CARDS ARE ALL DRAWN FROM THE DECK EACH PLAYER MUST PLAY A CARD (CHEATER NOT EXCEPTED) IN HIS TURN, IF HE CAN DO SO. If he cannot play, he passes his turn (see Rules 7 and 8).

It is not always best to play when you can. Some players prefer to draw and pass their turn and accumulate cards to complete rows (see Rule 10), or prevent their opponents from doing so, and for many other reasons that develop in the games.

Some players prefer to play whenever possible, avoid rawing cards, and diminish their hands in the hope of playing their "last card," and ending the game, thus giving them a count of ten points for the "last card," and five points for each card in the hands of all players (see Rules 11 and 11-A).

Blocking an opponent and forcing him to draw, play the "CHEATER" (see Rule 7) or pass his turn is a rick frequently employed.

Seldom indeed, if ever, are two games played alike. New ideas are gathered and greater knowledge of the game is acquired by practice and experience. There is always something new to learn about "FORTY (49) NINE." The best game on earth for Adults and Children.

BOSTON "BOOKS" SIMILAR TO AUTHORS.

A "FORTY-NINE" pack of cards comprises seven different colored sets of seven cards each. These cards, arranged by colors in the order of those of the rainbow, are classified by numbers as follows:

Red	1 to 7 inclusive
Orange	8 " 14 "
Yellow	15 " 21 "
Green	22 " 28 "
Blue	29 " 35 "
Indigo	36 " 42 "
Violet	43 " 49 "

The pack also includes an additional card called "CHEATER."

The object of each player is to accumulate all the cards of the same color, thus forming a set, or "BOOK," which he lays aside. Each "BOOK" counts as one point for the player completing it.

In the customary manner deal seven cards to each player, and place the remainder of the pack, face down, upon the table.

The "CHEATER" (when used) may be used to take the place of any absent card to complete a "BOOK."

The player at the dealer's left may call for any card desired from any other player, who must surrender the card called for if he has it, whereupon the player may again call for any other desired card from any one of the players, and continue to so call as long as the cards called for are obtained. In the event that a card called for is not held by the player called upon, the seeking player must draw a card from the pack, and if the card sought be drawn the player may then again call upon any player for any desired card, and so continue to call, or draw, until he fails to obtain the card sought, whereupon the play passes to the next player at the left, to be carried on in like manner, until all the cards are drawn and assembled into "BOOKS."

No player should make it known when his hand is exhausted. As long as the game is pending every player is entitled to call for cards in his turn, even though he may hold none.

Players, except those having no cards, are required to hold a card of the same color as asked for when calling for a card, and must state the number and color of the card wanted.

The player first securing seven "BOOKS" wins the game.

Fifty-one points may be made in a game as follows:

Little Casino, or Card No. 1....	1 point
Big Casino, or Card No. 49.....	2 points
Cards (greatest number).....	3 "
Card No. 5	1 "
Card No. 10	2 "
Card No. 15	3 "
Card No. 20	4 "
Card No. 25	5 "
Card No. 30	6 "
Card No. 35	7 "
Card No. 40	8 "
Card No. 45	9 "

Total..... 51

Deal in the ordinary manner, four cards to each player, and four cards (face up) to the table. Cards are dealt to the table the first deal only.

The player at the dealer's left may take from the table any card, or cards, of the same color, provided he plays on the card, or cards to be taken, a card from his hand, of the same color, and of a larger denomination, or number, than any card so to be taken from the table. If he does not take any card from the table in his turn, he must place a card from his hand upon the table, face up, and the play then passes to the next player at his left, and so on until the hands are played, whereupon the dealer must deal four more cards to each player, to be played in like manner, the deal to be repeated likewise until all the cards have been dealt. The odd card (or cards, if the "CHEATER" is used) remaining after the last deal, must be placed on the table, face up.

After all the cards are dealt, the player taking the last trick is entitled to all the cards remaining face up on the table.

The "CHEATER," when used, is the highest ranking card of any suit, or color, and may take any card, or cards of the same color upon the table. When the "CHEATER" is dealt to the table it may be taken with any other card, or cards, taken by a player.

Any card whose number is divisible by seven (i.e., cards 7, 14, 21, 28, 35, 42, 49) after having been laid upon the table is called a "Drone," and may be taken with any other card, or cards, taken from the table by a player.

A player having more than one card of the same color may place one of them upon a card, or cards, of the same color on the table, and call his play a "build," provided he retains a card of the same color, and of a higher denomination, or number, than any card in the "build." The "build" may be taken by any player in his turn, with a card of the same color and of a higher denomination than any card in the "build," or he may "rebuild" to a higher denomination, provided he retains a card of the same color as the "rebuild" card he plays on the "build," and of a higher denomination than any card in the "build," or "rebuild," and under the same rule the "rebuilt" may be continued to the highest numbered cards.

Any card, or cards on the table, of the same color but of a higher denomination than any card in a "build," or "rebuild," may be included when such "build" or "rebuild" is raised to a higher denomination.

Any card, or cards, placed on the table after a "build" or "rebuild" is made, that are of the same color and of a lower denomination than the highest numbered card in such "build" or "rebuild" may be included in the "build" or "rebuild."

The player having the greatest number of points after the cards are all played, wins the game, or the game may be played for any number of points agreed upon by the players.

COLOROW

INSTRUCTIONS

A COLOROW outfit comprises a FORTY (49) NINE Game Board, and a FORTY (49) NINE deck of cards, excluding the CHEATER.

The object of the game is to score points by placing three or more cards of the same color in a straight or diagonal row in any position on the Game Board, each card in such row, or rows, of three or more counting one point for each row in which it appears.

Example.—Select seven cards of the same color. Place three of them on squares 1-2-3. This counts three points. Place another card on square 7. This counts four points. Place another card on square 25 and another on 43. This counts 7 points. Place the remaining card on any square between squares 1 and 25, or between 1 and 43, and count ten points more, making a total of 24 points in playing the seven cards.

Various point counting combinations can be formed with seven cards of the same color, or with all the cards, including seven colors, providing an interesting solitaire amusement as well as a good game.

Poker chips are very convenient to score points. White, value 1 point; red, 5; blue, 10.

DIRECTIONS AND RULES

1. Deal from left to right, one card to each player, until five cards have been dealt to each. Place the next card on the center square (25), on the Game Board.

2. The player at the dealer's left must play a card from his hand on any desired square on the board, whereupon the next player to his left must do likewise, and so on, until all the cards dealt have been played.

3. The dealer must deal five more cards, in like manner, to each player, who must play them in turn, as directed in Rule 2, and so on until all the cards have been dealt and played, thus ending the game. The last deal may include more or less than five cards to each player, according to the number of players.

4. Three or more cards of the same color, played on the board in a straight or diagonal line or row, in any position on the board, count for the player completing such row, the same number of points as there are cards in that row, and all connecting rows of three or more cards of that same color, each row counting separately.

5. When the cards have all been played, the player having the most points wins the game.

6. All points made by a player must be claimed before the next play is made, or the count for unclaimed points is void.

7. When a player voluntarily removes his fingers from a played card the play is final.

8. A card erroneously exposed by a dealer must be placed at the bottom of the deck, and if exposed in dealing, the receiving player must receive the next card dealt.

9. When a count is erroneously taken and the error is discovered before the next play is made, the points erroneously taken are void and the player must forfeit five points for his error, otherwise the play and count must stand as made.

10. If more than one card should erroneously be played at a time, the card or cards erroneously played must be returned to the player having the short hand.

NEW YORK-WHIST

Fifty-seven points may be made in a four-handed game, as follows:

Twelve tricks (four cards each)...	12	points
Card No. 5	1	"
Card No. 10	2	"
Card No. 15	3	"
Card No. 20	4	"
Card No. 25	5	"
Card No. 30	6	"
Card No. 35	7	"
Card No. 40	8	"
Card No. 45	9	"

Total..... 57

Deal the cards equally to the players, and place the remaining card (or cards, if the "CHEATER" is used) on the table, face down. The card, or cards, placed upon the table is called the "Blind," and will pass to the taker of the first trick.

Players will likely prefer to play with partners, altho the game may be played by two or more players independently.

Players may prefer to designate a trump, and require players to follow suit, or play according to whist rules. To simplify the game in this instance there is no trump, and players are at liberty to play any card in their hand without reference to suit or card numbers, but the highest numbered card played on each trick wins it, thus it is up to each player to work out the best way to capture the most tricks and point counting cards.

The player at the dealer's left must play the first card, each player at the left to play a card in his turn. The player who plays the highest numbered card wins the trick and the "Blind." He must then play a card, to be followed by the next player at his left and so on in like manner until all the cards are played, the partners, or player having the most points winning the game.

The "CHEATER," when used, has the highest rank in value.

NEBRASKA-CHECKERS

This novel game is played with a "FORTY-NINE" Game Board and fourteen checkermen.

Place seven checkermen of one color on the odd-numbered squares on one side of the board, and seven checkermen of a different color on the odd-numbered squares on the opposite side of the board, four men on the first, or "KING" row, and three men on the three odd-numbered squares next above.

The game is played like ordinary checkers, but as there is no double row, draw games are unlikely.

All movements of the checkermen must be one square forward, diagonally until the "King" row, or last row across the board has been reached, whereupon the movements of checkermen having reached the "King" row may be made one square diagonally, forward or backward.

A checkerman on a square diagonally adjoining a square occupied by an advancing opponent, or by a "King" (a checkerman that has reached the "King" row), is exposed to be "jumped" and taken, if the square next adjoining such checkerman, on a diagonal line with the opponent, be vacant.

All checkermen exposed to be "jumped" and taken must be so "jumped" and taken, and removed from the board.

A movement of a checkerman cannot be successively repeated more than once.

When a player's fingers are taken from a properly moved checkerman, the play is final.