



THE GAME
OF
CITY LIFE.

OR, THE
BOYS OF NEW YORK.

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McLOUGHLIN BROTHERS,
NEW YORK.

THE GAME OF CITY LIFE.

DESCRIPTION.

This game is played with forty-four illustrated cards. It is intended to illustrate—as its title indicates—the scenes, characters and incidents common to life in a large city.

It is not intended simply to present to the eye a series of pictures of city life, neither is it intended only as a pleasant pastime; but while it does accomplish both these objects, it goes still farther, and its highest value lies in the fact, that while it furnishes an unusually interesting game, it at the same time imparts a strongly pointed lesson in morality; showing the value of good qualities, kind actions, honesty and faithfulness, as against wickedness of every form. In short, whoever wins a game

at "City Life," does so because he or she strives for the cards representing the virtues of life, and to avoid those representing wickedness or crime.

It will be seen that each card bears a picture of some good or bad character, and that those representing the vices of life count *against*, while those representing virtues count in favor of the player who may capture them in the course of the game.

DIRECTIONS FOR PLAYING THE GAME.

First shuffle the cards and deal them out one by one to each player, in regular succession, commencing at left of the dealer, and so continuing until all are dealt out.

In addition to the forty-four picture cards are a lot of small counters. There must be dealt to each player twelve of these counters, the balance being left in the box and called the "Pool," from which the players draw counters for the good cards which they win, and must also *pay* to the Pool *from their own counters* for the bad cards won.

The player at left of dealer commences the game by playing out any card which he may select, but would naturally play a card representing some bad character not bearing too high a number, it being *desirable* to get rid of the bad characters, but to capture the good. The next player to the left follows by playing any card deemed best, and so on, until each player has played one card upon the table. The person who has played the card bearing the highest number, takes the trick, and must at once pay to the Pool such counters as are called for by the note or direction at bottom of any cards in the trick taken, or take from the Pool such counters as are allowed by the same direction at bottom of cards.

In all cases where two cards of equal value are played as indicated by their numbers, the one representing a virtue, or commendable character, takes the trick.

The game proceeds in the same manner until all the cards are played, *when the player having the largest number of counters wins the game*, as it will be seen that the winner has *avoided*

the largest number of vices and has gained the largest number of good characters or virtues.

It will be seen that some of the cards have *only* a name at the bottom. Such cards are of no value *when captured in a trick*; but when such a card bears the highest number of any card in the trick, it captures such trick and is entitled to all the counters called for by other cards in the trick, and must pay to the Pool all counters called for by the bad cards.

Having above given description of game and directions for playing, in order that beginners may more readily understand the game, we give below an illustration of one "round," showing in detail the method of play:

Suppose there are four players, the cards and counters are dealt, and player No. 1 lays down "The Gambler," numbered 8. Player No. 2 follows, playing "The Street Gamin," numbered 2; player No. 3 plays "A Fire," numbered 10; player No. 4 plays "Fireman," numbered 16; and that being the highest number played takes the trick. Player No. 4 having taken the trick, must at once settle with the Pool as follows: He must pay to the Pool for "The

Gambler." 3; for "Street Gamin, 1; for "The Fire," 1; and takes from the Pool 3, according to direction at bottom of card, "The Fireman," with which he took the trick.

From the foregoing it will be readily seen that players will strive to capture cards which entitle them to draw counters from the Pool, and will make every effort to *lose* the cards which call for payments to Pool.

A little experience will teach players the best methods of accomplishing these objects.