

Second, a sequence of any three books or sets bearing dots 2—3—4, which being added together gives a count of nine for game.

Third, a sequence of any four books or sets bearing dots 1—2—3—4, which by addition, as above described, give a count of ten for game.

A player is entitled to make as many sequences as he is able to from the sets held by him, but cannot use the same sets over to form a second or third sequence. Each sequence must be composed of different books or sets.

**NOTE.**—Those familiar with the true method of counting sequences, which is too intricate to be explained here, may follow that method in counting for game instead of the above.

After the players have counted all the pairs and sequences they are able to make from the sets held by them, they add together the values of the different sets, ascertained by their dots, and the one having the largest count wins the game.

Suppose a player holds the following sets at the close of the game, 1—2—3 . 4—2—2—3—4, he would count as follows :

For the two sets 3—3	a Pair or.....	2
“ three “ 2—2—2	a Triple Pair or.....	6
“ sequence 2—3—4	.....	9
“ “ 1—2—3—4	.....	10
“ value of the sets (the sum total of their dots).	.....	21
		—
	<b>Total count.</b>	<b>48</b>

# COMPLETE AUTHORS.

## OUR NEW AUTHOR CARDS.

Each card shows clearly and distinctly, in its upper left-hand corner, first, the author's name ; second, which card it is of a set ; and third, the value or rank of the set to which it belongs.

All the books or sets are also separately lettered.

The improvements first named are compactly placed in the corner, and show, at a glance, when the cards are held fan-like in the hand, the value and relation which each card bears to every other card in the pack, thus avoiding the necessity for shuffling them backward and forward to see the different cards.

They also form the basis of one of the strongest and best games of Authors ever published.

## NOTES FOR AUTHOR PLAYERS.

Each set or book consists of four cards.

Each of the four cards of a set contains the name of the same author, and three of his works, but so arranged, that a different name appears at the top of each card.

The title of a card is the name at the top in large print, the names below being the titles of the other three cards of that set.

Any card therefore shows at a glance, the titles of all the other cards of its set, and this knowledge enables the players holding one card, to call upon the other players for the three cards necessary to complete that set.

During the game, the players make the cards into sets or books by calling them from one another.

The one calling, finds the title of the cards wanted by him to complete a set, in one of the three lines below the top one, while the one of whom the card is called, finds the title at the top of one of his cards.

### DIRECTIONS.

Mix the cards thoroughly, and deal them equally to the players.

The object of the game is to get the cards into books or sets by calling them from one another.

The players first arrange their cards in sets, announcing and laying upon the table any complete ones they can form from the cards dealt to them.

The player on the right of the dealer begins, by calling upon any player for any card necessary to complete a set of which he holds one or more cards.

*NOTE.*—Some play the game by calling for any card, whether they hold one of the set called for or not.

If the one called upon has the card asked for, he *must* give it to the one calling, and that player continues to call upon the same, or upon any other player, as long as he obtains a card.

If he fails to obtain the card asked for, the right to call then passes to the one of whom he called, and failed to receive a card.

This player then calls in the same manner upon any of the players, for such cards as he may want to complete his sets, and in the event of failure to get the card asked for, the right to call passes to the one of whom he failed to get a card, and so on.

But one card can be asked for at a time.

As soon as a player secures a set, he lays it aside for game, announcing at the same time the name of the author.

The game is ended when all the cards have been made into sets or books.

At the beginning of the game the players must agree upon one of the three methods of counting the result, below described. These vary in simplicity and greatly enhance the interest of the game accordingly as they engender a lively contest for books that will produce the largest count.

### METHODS OF COUNTING.

**FIRST METHOD** is the simple old fashioned one, of counting one for each book or set held at the end of the game. The largest count wins.

**SECOND METHOD** depends upon the dots in the upper left-hand corner, the cards of each set being uniformly dotted, and the set itself valued, according to the number of dots upon one of its cards. Thus a set whose cards bear each four dots, counts four for game; bearing three dots, three for game, and so on. At the end, the values of the different sets held by the players are added together, and the one having the largest count wins.

**THIRD METHOD**, also, depends upon the dots, using them to form Pairs and Sequences, and likewise to give value to the sets the same as in the second method above stated.

*Pairs.*—Any two books or sets bearing a like number of dots form a Pair, which counts two for game.

Any three books or sets whose dots are the same in number, form a Triple pair, which counts six for game.

*Sequences.*—Any three sets, or any four sets, whose dots will form a rotation, make a Sequence, which counts according to the sum of its dots.

Three kinds of sequences can be made, provided a player holds the proper sets.

First, a sequence of any three books or sets bearing dots 1—2—3, which being added together, give a count of six for game.

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Whittier.

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JOHN G. WHITTIER.

Snow Bound.

Tent on the Beach.

In War Times.