

## DIRECTIONS FOR PLAYING

# JACK OF ALL TRADES

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TWO TO SEVEN PERSONS CAN PLAY

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### FIRST GAME

THE CARDS are thirty-six in number, and are divided into four suits. The cards have each a band of color upon them, by which the suit may be recognized; one suit being blue, another red, a third green, and a fourth orange. The cards rank in value alphabetically on the initial of the Trade represented, the best cards being those whose initial is A, as Author, or Artist; the second best, those beginning with B, and so on to T, which is of least value. Each card bears its initial prominently in the left-hand upper corner.

THE OBJECT of the players is to see which can first win all the cards of one suit.

DEALING.—A dealer is chosen who shuffles the pack and deals five cards, one at a time, to each player. After each has received five, the next card is turned face up on the pack and laid on the table. The suit to which this card belongs is the Trump suit in the ensuing play, and its poorest card is better than the best of any other suit.

The cards are all dealt around, as evenly as possible.

The players then examine their hands for complete books of four cards of the same initial, and lay them before them on the table.

The player on the left of the dealer then calls upon any other player for a card that he needs. Each card has upon it the titles of the others belonging to the same book.

If the player called on has the card asked for, he gives it to the caller, who must at once say, "Thank you." If he neglects to do this, before calling for another card, he must return the card to the player from whom he got it, and the right to make the next call passes to that player.

When a player fails to get the card called for, the turn to call goes to the player he last called on.

The player who collects the most books, wins the game. The book consisting of the four Jack of All Trades cards, counts as much as three of the others.

The cards may be called for by the name of the Trade, or by the initial and color only. The latter enables little children to play who are not advanced enough to read the names.

**METHOD OF PLAYING.**—Each player takes his cards in hand, and the one on the left of the dealer plays a card to the table. Then each of the others, in turn to the left, also plays a card. Each must play a card of the same suit as was led by the first, if he has one; if not, another suit may be played.

The trick is won by the player of the best Trump, or if no Trump has been played, the best card of the suit led by the first player. The winner takes the cards played, but keeps them separate from those in his hand. He then leads a card for the next trick, and the others follow, the play always going to the left.

The game continues in this way until the players have played out their hands. Those who have won tricks then have the right to retain all the cards they have won of any one suit, but no others. Each examines his winnings, and makes declaration as to which suit he will try to collect, and keeps all the cards he has of that suit. Two cannot choose the same suit; the right to first choice goes around to the left from the dealer in the regular playing order.

All the cards, except those of the declared suits that have been retained by the players, are then shuffled, and another deal is made, this time by the player on the left of the previous dealer. Another round is played on the same lines as the first, the players again retain the cards of their selected suits, and those who did not make declaration on the first round, do so

now, if they have won any cards. When a player has once declared his intention of collecting a particular suit, he cannot afterward change to another.

If the number of cards in play become too few before the finish to allow five for each player, the number dealt is decreased to four, or three, or whatever will give an equal number to each.

If, after a deal, there should be no card left to turn up for Trump, the dealer chooses the Trump, before looking at his cards.

The play continues until one of the players obtains all the cards of one suit, and so WINS THE GAME.

When there are more than four players, the following variation is necessary. Instead of getting the whole of a suit, the winner needs to get only the Jack of All Trades and the four cards alphabetically preceding or following *that* card. In making his declaration, a player must specify whether he intends to collect the A B C D cards, or the M P T S ones, and he cannot retain the Jack of All Trades until he has got all four of the letters he has chosen. One player may try to collect the first half of a suit and another the other half.

#### SECOND GAME

THE OBJECT in this game is to collect the cards into sets, or books, of four, all representing Trades of the same initial letter, as, Author, Artist, Actor, Attorney.