

THE GAME OF NATIONS.

FOR FOUR PLAYERS.

The Pack consists of cards representing four Nations, Europe, Asia, Africa, and America, which each have one quarter of the cards. In each Nation the card of the highest value is the Map, then the Man, then the Woman, then the Children, and afterward the House Cards, numbered from two upward.

The Object of the game is to see which players can make ten points first.

To Deal.—The players choose partners, and then all draw one card from the pack; the highest then deals all the cards, after shuffling, beginning with the player on his left, and giving himself the last card, which he turns face upward on the table.

(This is left on the table until the first trick is played, and then taken into the dealer's hand.)

The suit that the turned-up card belongs to is called the "Star Suit." It ranks higher, and will capture any cards of other Nations.

To Begin.—Each player arranges his hand according to Nations, and the player on the left of the dealer puts down any card in his hand.

Each player must always play a card of the Nation led, if he holds one.

The highest card played wins the trick.

Each trick won must be kept separate from other tricks by the winner, who also plays the first card of the next trick.

When a player cannot play a card of the kind or Nation led, he may discard, or play any of his cards. In case he holds a "Star" card, he may play that, and it may win the trick; but, if he plays a card from any other Nation, it counts for nothing, no matter what its value may be.

Only the tricks above six won by either side, count for game. For instance: the side winning seven tricks counts one; winning nine, counts three points.

The deal passes around the table in turn after the first round.

To Win.—A series of rounds is played till one side gets ten points.

NOTE.—The game may be elaborated by the players counting titles, i.e., the four highest cards of the "Star Suit." If one side is dealt all four titles, it scores four points; if three, two points; two or one counts nothing.