

PORTRAIT AUTHORS.



The portrait given above is one of the *thirty-two* finely executed likenesses given in the elegant game of *Portrait Authors*. The finest edition of this popular game ever published. Sent post-paid to any address on receipt of 50 cents. Published only by

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CHRONICLES OF UNCLE SAM'S FAMILY FOR 100 YEARS.

This is a historical game comprising a period of one hundred years, which period is divided into ten Decades — each Decade consisting of five cards.

RULES OF THE GAME.

This game may be played by any number, not exceeding ten.

Shuffle and deal about one-half of the cards, leaving the remainder on the table, face downwards, for a bank.

The person at the left of the dealer commences the game by calling upon any one for a card which he does not hold, belonging to any Decade of which he has one or more in his hand. If he obtains the card called for, he is entitled to draw one from the bank and call

again, continuing to call and draw till he misses, when the next in turn commences in the same manner. When the bank is exhausted, continue to call from one another till the Decades are all completed. If all the Decades are completed, save one, and any cards remain in the bank, the last holder may draw them to complete his Decade.

Each Decade is made up of the following cards: "Family Record," "Heads of Family," "Acts of the Family," "Circumstances of the Family," "Distinguished Sons."

When the Decades are all completed, the counting takes place, and the person making the highest count wins the game.

The two picture cards, "Uncle Sam" and "John Bull," do not belong to any set, but are used to add variety to the game, as follows:

The card "Uncle Sam" counts five to whoever holds it at the end of the game, while "John Bull" destroys *ten* from the count of its final possessor. It will therefore be the aim of each player to secure "Uncle Sam" and to keep clear of "John Bull." Whenever a player calls for a card which the person ap-

plied to does not hold, yet if such person holds "John Bull" he can pass it to the person calling, being careful not to have it seen by the other players. The player first named then has the right to draw from the bank and call again, precisely the same as if he had received the card he asked for. If he is wise he will not immediately ask for the same card as before, as that would at once indicate that he had become the possessor of "John Bull." "Uncle Sam" can be called for but once by each player during the game, except the person who holds "John Bull," who may ask for it in his turn as many times as he chooses. Whoever holds "Uncle Sam," and no other card, can retain it: it can not be called away from him.

DIRECTIONS FOR COUNTING.

Each Decade counts	5
Each Head of the Family counts	4
Each State added to the Family counts	3
Each Treaty counts	2
Each Distinguished Son of whom you can give any item of information counts	1
Uncle Sam counts	5
John Bull DESTROYS	10