

POLLYANNA

The Glad Game



*The Best New Board Game
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Last Quarter Century.*

POLLYANNA possesses splendid new features. It delights young and old and appeals strongly to the Home. A perfect game for two, three or four players. Partnership games are great Fun.

POLLYANNA IS MADE IN SEVERAL EDITIONS
the most popular selling at \$1.00 and \$1.50.

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DIRECTIONS FOR PLAYING

FLOWERS

There are 52 cards in the pack which should be thoroughly shuffled before each deal. Any number from **three** up can play. If more than 8 play, use two packs of cards.

THE DEAL. The players decide who is to deal first. The deal passes to the left after each game. Deal all cards one at a time, to all players, keeping all the cards in play even though the deal does not come out even. All players take cards in hands preparatory to playing.

THE GAME. Player at left of dealer plays first. If he has any number 1 cards, he **must** play them face up side by side in center of table. If he has the number 2 card of any series already played, he can lay that on top of the number 1, etc., building up, until he cannot play further, and

then lays any card he wants to get rid of, face down in center of table, as a reward for being able to play.

Player at last player's left now plays, playing first, if he has any, number 1 cards, and then plays on any other series on table, until he cannot play further, etc. **IT IS COMPULSORY** to play **NUMBER ONE** cards your first turn, but any other cards can be held up at will of player holding same if he thinks he can thereby stall game to his advantage.

If player holds no number 1 cards, nor cannot play any cards to the table, he loses his turn, and if there are any cards in the discard pile, has to take the top card as a penalty for not being able to play.

Every time the play has gone completely around the table, before the player at left of dealer starts to play, each player draws one card at random from player's hand at his immediate right. Play is then resumed, etc.

The object of the game is to be the first to dispose of all the cards in one's hand thus having no count to go on his score. The game continues until each player has dealt five times. This can be lengthened or shortened as players see fit, deciding before game starts.

THE COUNT. Every card left in a player's hand (after any player has played his last card) counts two points with exception of number 13 cards which count 10 points each. This is added to player's score holding cards.

THE WINNER is the player who has the **lowest score** at the end of the game.

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