





, and if it forms a pair with one of the cards in d, he throws the pair aside. If it does not, he in his hand.

Whether he can match the card drawn or not, it comes the turn of the player on his left to draw m, and form a pair if possible.

So the game proceeds until all the cards have been and thrown aside, leaving the old maid only, and ayer holding that is declared the "old maid" and he game.

When a player has matched all his cards he is out game and must draw no more.

DIRECTIONS FOR PLAYING

The Jolly Game of

OLD MAID

Published by Parker Brothers, Salem, Mass., U. S. A.

AGCA ARCHIVES

3 Mardo

DIRECTIONS

FOR PLAYING THE

Game of Old Maid

ER BROTHERS, PUBLISHERS, SALEM, MASS., U. S. A.

There are two cards of each kind in this game, he exception of the Old Maid, of which there is ne.

- 2. The object of the game is to match all the cards in one's hand, and to avoid being left at the end of the game with the Old Maid.
- 3. In beginning the game the cards are well shuffled and dealt one at a time to the players until all are distributed.
- 4. As soon as the cards are all dealt, each player matches as many of the cards in his hand as he can, that is, if he holds pictures of a man and woman of the same name, he puts them aside.
 - 5. The dealer then draws a card from the player on











