

or "Up" if he wishes up-turned card on the Discard pile. Dealer passes card without showing its face.

Should all the cards of the pack be drawn before one of the players wins, the Dealer turns the discard pile face-down to form a "pack" and turns up the top card to start a new Discard pile.

If a player *discards* a card he *could have parked* he cannot correct his error.

In winning the hand by playing out his last card a player **must** use his last card in playing it to the PLAZA. In all other turns except the last he is obliged to discard a card. On the "running-out" play no discard is allowed.

The first player running out of cards WINS that hand. Each of his opponents has as many points set down against himself as his unplayed cards total. That is, a player left with 10, 3 and 4 has 17 set down *against* himself.

A player will naturally plan to avoid being left with high count cards in his hand.

THE GAME CONTINUES until each player has had two turns as Dealer, deal always passing to the left. The player having the fewest points **against** him WINS THE GAME.

PARKER BROTHERS, Inc.

SALEM, MASS. and FLATIRON BUILDING, NEW YORK

Sole Makers of the Famous Games

Rook, Pit, Plaza, Ping Pong, Round-up, Etc.

STUDY THE PRIMER

Rules For Playing The New Game

PLAZA

REGISTERED TRADEMARK

U. S. Patent 952,939

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PARKER BROTHERS

INCORPORATED

Salem, Mass., New York and London

PLAZA is played with a special five-suited pack of 60 cards, the sets being distinguished from each other by *color*; U. S. Patent 952939. There are sixty cards running from one up to twelve in each color. After reading the rules the **PRIMER** will make the play clear.

For two, three, four or five players.

Shuffle the pack very thoroughly.

Deal TEN cards to each player. Dealer places balance of pack before him face-down; then turns top card *face-up* and lays it *beside* the turned-down pack to start a **discard pile**.

THE OBJECT OF EACH PLAYER is to get rid of all his cards. He who first does so WINS.

The table space used in laying down the cards is termed the **PLAZA**. Cards are "parked," that is, laid down in **rows**, (all of the same *color* in a row) and in **columns** of the same number.

Player at left of Dealer has first turn.

THE TURN OF each player is always in this order, —**Draw, Play, Discard**, and must never be varied, excepting when after drawing a player cannot, or does not desire to make a play, *in which case* he simply draws and discards.

The Draw is for the purpose of constantly freshening a player's hand and consists of his taking *either* the top card of the turned-down pack, *or* the top card of the Discard Pile lying beside it, as he may prefer.

The Play consists in laying down from one's hand cards as follows:

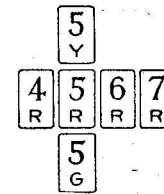
Any **SEQUENCE** of three or more cards of the **same color** (such as 4, 5, 6 Red or 8, 9, 10 Green) in a **row** upon the table.

Any **SET** of three or more cards of the **same number** (such as three 12s or three 8s) in a **column**.

You may "fill in" or add cards as described on next page.

The Discard consists of selecting any card from your own hand and "giving it away" by placing it *face up* on the **Discard Pile**. This is in exchange for the card drawn and to dispose of the least desirable cards. The card just drawn may be discarded instead of another if a player prefers.

"FILLING IN." Cards may be "filled in" or added to the Plaza as briefly shown here, and in the Primer. If, for example, the sequence 4, 5, 6, 7 Red lies in a row on the table and you hold two other 5's you may place your 5's so as to make a cross column of three 5's, and this play is as allowable as if you had played all three 5's as it completes a column of three.



You may in above example play two or more 4's, 6's, 7's in the same way, or you could add a 3 red or an 8 red in sequence, or play 6, 7 yellow—**anything that will make three or more in exact Sequence, or three or more in a Column.**

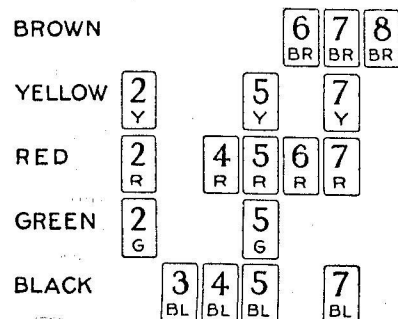
The turn to play passes to the left. A player may **draw only one card and discard but one card** at a turn, *but* he may play from his hand any combination as above described *and as many as he may have* (that is, play as many cards as you can). **IT IS ALLOWABLE** for a player to hold back his *play* if he desires, but in each turn he must draw and must discard. The idea of holding back cards which he could play is to block his opponents' chances of "filling in," until such time as he figures he can wisely put them down. Some players are apt to hold back their cards too long, however, and are "caught" as a result.

To save reaching across the table a player wishing to *draw* may ask the dealer. Player calls "**Down**" if he desires card face-down on the pack,

*pose 4 can
hand pose for
end 7 suit*

Perhaps

Mr. Smith has 6, 7, 8, Brown. Of course he can play them like this



Fill In,

Fill in, my merry-folk all! Drop in a 6 Yellow, or a 3 Red if you have it,—or a 4 Yellow or Green, to make a COLUMN of three 4's, or a dozen others that will "fill in." If you have three 11's play them in a COLUMN—each in the Row of its color, of course. If you hold a SEQUENCE of 10, 11, 12, or any other SEQUENCE of any one color, play it!

There are no special cards that it is compulsory to play first. If you have, say, three 12's or three 9's, you may make a COLUMN of them, or if you have a SEQUENCE of three or more cards beginning *anywhere* in a Row, you may play them, *when* its your turn to play.

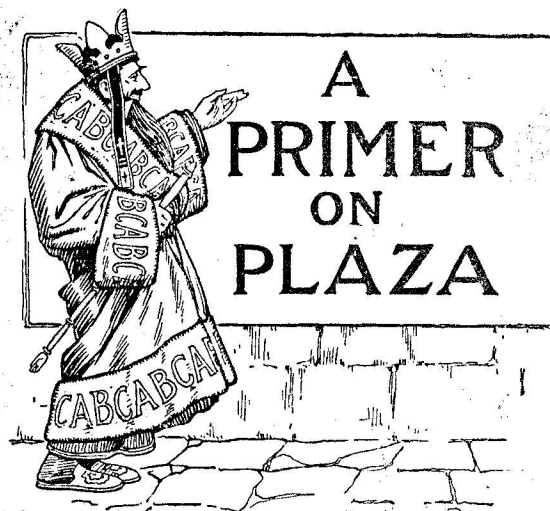
Remember, you may *hold back* cards which you think some opponent would be only too glad to have you play, but *when* you do this you take your own risk of your neighbor playing out his cards, and leaving you with both cards and regrets.

You have noted, of course, that a player does not always have to play three or more cards, because he can *often* "fill in" one or two cards to a **Sequence** already established, or a card to help towards *completing* a Column.

THIS PRIMER simply shows the way to play to the **PLAZA**,—the way to "fill in." The Rules give other interesting details.

AND NOW, if the method of "filling in" the Plaza is not perfectly clear, write us immediately and we will try to make it very clear indeed.

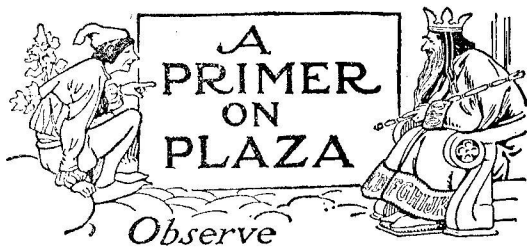
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**A NEW
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PLAYED WITH A SPECIAL
FIVE SUITED PATENTED
PACK OF PLAZA CARDS**

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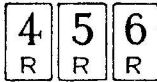
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The letters on the cards below are simply to show the COLORS,—
R for Red, G for Green, etc.

When it is Your Turn

You may play A SEQUENCE (any Sequence of three or more cards of any one COLOR IN A ROW,—Like this

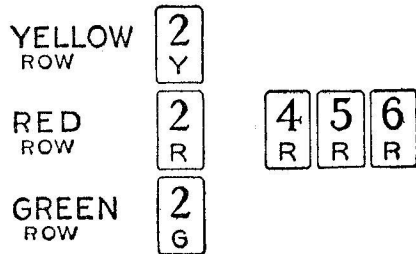


Or—

You may play A COLUMN of three or more cards of the same number—

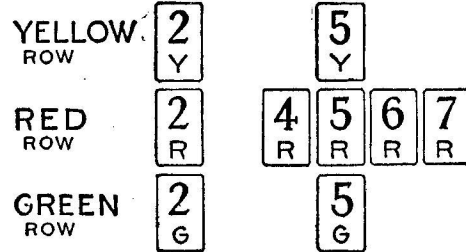


Suppose the above are played—then the PLAZA will look like this



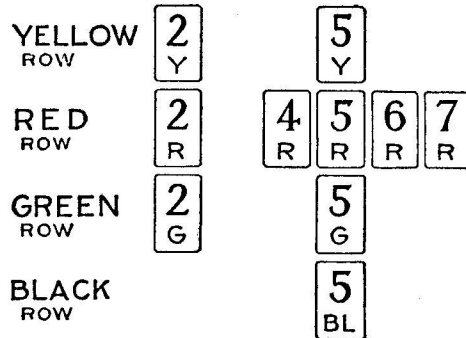
Now!

Let us say you have two 5's (Yellow and Green) why not play them? (You see they will complete a COLUMN of three), and if you have, say, a 7 RED you may also add it to the three red cards, completing a Sequence of four. Then the PLAZA will look like this



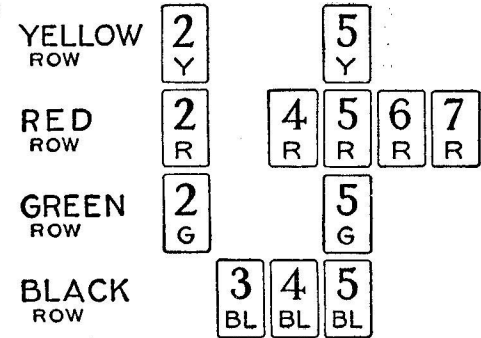
Mr. Brown (clever man)

has 5 Black. He adds it to the Column of 5's and incidentally "establishes" the Black Row like this



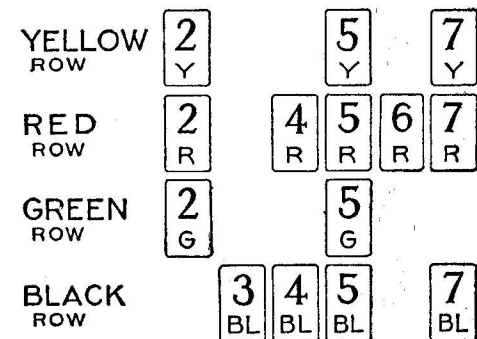
Miss Jones (bright girl)

has 3 and 4 black. She plays them of course, as they will complete a Sequence of three, and the PLAZA will look like this



Now Watch!

If a player has a Yellow 7 and Black 7, he may play Yellow 7 in the Yellow Row, but the Black 7 must be played where the Black Row can go. Yes, the 7, 7, 7, are now three in a Column. The space left in the Column does not disturb that fact. (With SEQUENCES it is different, three or more of a color must fit *tightly* to make a SEQUENCE—7, 8, 9,—3, 4, 5, and the like.)



See first for table 4 to