A player WINS the game if he has other cards in his hand in addition to *Robinson Crusoe*, *Friday* and *Rescue Ship*, but he must have those three in his hand at the same time to WIN.

When a player gets these three cards in his hand, he at once shows them to the other players, and the game stops.

When a player entirely runs out of cards, he is out of the game. This sometimes occurs from a player's being obliged to pair very frequently.

Parker Brothers' Illustrated Catalogue, describing over two hundred games, will be sent on receipt of a two-cent stamp.

If you want a bright, simple card game for little folks, be sure to get Parker Brothers' "Brownies." Price, 30 cents.

RULES FOR PLAYING THE







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RULES FOR PLAYING

Game of "Robinson Crusoe."

Copyright 1895, and Published by Parker Brothers, Salem, Mass., U.S. A.

The popular story of "Robinson Crusoe" forms the basis of this little game for children.

In the pack of cards, with which the game is played, there are several cards which have exact duplicates, but there is only one card each of ROBINSON CRUSOE, FRIDAY, RESCUE SHIP, etc.

The cards are thoroughly shuffled and dealt, one at a time, to each player.

If a player has two cards of the same kind in his hand, that is, two *Goats*, two *Turtles*, two *Cannibals*, etc., he pairs them, and they are thrown out of the game.

One player begins by drawing from the player on his left hand, one card. The player from whom he draws holds his cards so the faces cannot be seen.

The player on the right then draws a card in the same way from the first player, and the game thus proceeds, until one player succeeds in getting the three cards, ROBINSON CRUSOE, FRIDAY and RESCUE SHIP, in his hand at the same time, thereby WINNING THE GAME.

Usually, before one player succeeds in getting the three winning cards into his hand, quite a number of the cards have been paired and laid aside, so that the size of the pack is greatly reduced.