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Directions for Playing

. . . THE . . .

SHAKESPEARE GAME.

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RULES FOR PLAYING

. . . THE . . .

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1. The game should be played by from three to eight players.
2. The pack consists of fifty-six cards, divided into fourteen sets or books of four cards each. Cards of the same letter belong to the same set.
3. The cards should be shuffled, and an equal share dealt, one card at a time, to each player, after which players should arrange cards of the same set together in the hand. The letters at the upper left-hand corner of the cards will assist in arranging.
4. The *object* of a player, holding one or more cards of a set, is to obtain the remaining cards of that set, as he who can during the game lay aside the greatest number of complete sets, *wins*.

5. The QUOTATION on a card immediately under the NAME of the PLAY *is the one* which represents the card on which it is printed. The player at the left of the dealer begins by calling from any other player for a card that will help him complete a set, any portion of which he holds.

6. In calling, a player must *read* the quotation he wishes to obtain.

EXAMPLE.

A has the two Act II. quotation cards of "Hamlet" (i. e. *these two quotations are the ones at the top of the two cards A holds*), he wishes to obtain from B the Act III. card. He will say to B, "I wish 'Conscience does make cowards of us all. Act III., Scene I, Hamlet.'" The player called upon gives up the card called for if he holds it. If the player calling obtains the card asked for, he puts it in his own pack with his other cards of the same set, and continues calling for other cards from any of the players. The player calling loses his turn when he asks a card of a player who does not hold it; it then becomes the turn of the player on his left, and so on in turn.

7. When a player obtains a completed set, he lays it aside to be counted at the end of the game.

8. When a player calls for a card which he already has, he forfeits it to the player from whom he calls it.

9. When the cards have all been formed into sets the game ends, and the player having formed the greatest number is *winner of the game*.