

DIRECTIONS FOR THE GAME OF SHOPPING

FOR ANY NUMBER OF PLAYERS.

There are in this game a number of cards marked with the names of articles sold in stores, and thirty-six pieces of money to be used in purchasing, the amount of which exactly equals the total value of the articles. Should a card representing an article or a piece of money be lost, it should be replaced by one of equal value, for the amount of money must equal the total value of the goods.

1. In the beginning, the cards representing money must be placed in a pile by themselves face down, and are to be kept *face down* until used. Then the dealer lays out four of the large cards on the table, and the player at the left of the dealer begins the game. He takes up one of the pieces of money from the pile and if it is the exact price of one of the four articles laid out, he buys and takes it, and puts his piece of money in the storekeeper's safe, represented by the box. He may buy two or more articles provided the sum of their prices amounts to the exact value of his piece of money.

bought or any money is paid on it, the dealer puts down another to be bought in the same manner, and if at any time a player's piece of money represents more value than can be paid on any one without exceeding the sum due on it, he may put two or more together, *even though sums may have been previously paid on account on one or all of them*, and add his money to the total amount already paid.

5. If a player draws from his pile of money a piece of larger value than is due to secure all the articles on the table, the dealer must lay down others, until their value equals or exceeds the amount of money.

6. Of course it is not for the advantage of any player to pay on account if he can help it, as another player may finally obtain the article after all, and it is not necessary to continue to pay on an article for which he has paid part; but, instead, one may buy or pay part of the price of any other on the table.

7. At the end of the game, when all the goods have been purchased, the player who has succeeded in obtaining the greatest number WINS THE GAME.

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2. If, however, his money does not represent the exact price of any article, he may pay so much *on account* toward one of them if his money be of less value. Or if his piece of money be larger than any one of the articles he may put two or more of them together and pay on account toward the lot. Then when his turn comes round again, he may complete his purchase with his next piece of money, or pay more on account. When paying on account, *the money should be placed near the article or articles to be purchased*, so as to be able to tell at any time just how much has been paid, but when the entire price has been laid down, then the money must be put in the "safe."

3. After one player has used one piece of money, it becomes the turn of the next. Any player who so chooses may, when his turn comes, pay an additional amount on any article or articles on which a portion of the price has already been paid, and take it if the amount he pays makes up the whole price; but after two or more articles have been put together and money paid on account towards them, they cannot afterward be separated, but any additional pieces of money must go toward the payment of the lot.

4. As soon as any one of the four articles first laid out is either

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