



RULES FOR PLAYING

The Quaint, Comical
and Polite Game

SQUIRE

Registered Trade-mark

OR

SIR PETER PEPPERCORN

Registered Trade-mark

Published by

PARKER BROTHERS (Inc.)

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The Pack is made up of **Eleven Families**, each family consisting of **Five Cards**; *i. e.*, the **Man**, his **Wife**, **Son**, **Daughter**, and a fifth card showing an **Article** indicating the family. (In Sir Peter's family the fifth card is a servant).

THUS: The Sir Peter Peppercorn Family consists of **Sir Peter**, his **Wife**, **Son**, **Daughter**, and **Servant**.

The Huntsman Family consists of **Whip the Huntsman**, his **Wife**, **Son**, **Daughter**, and the **Whip**.

The Gardener's Family consists of **Spade** the Gardener, his **Wife**, **Son**, **Daughter**, and the **Spade**, etc., etc.

IDEA of the GAME.

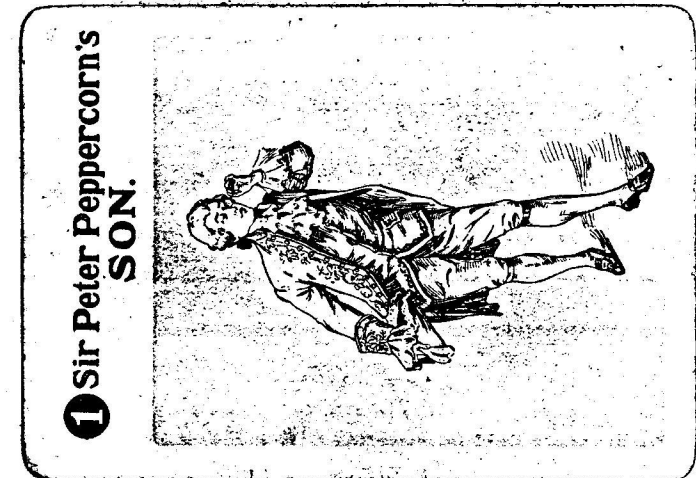
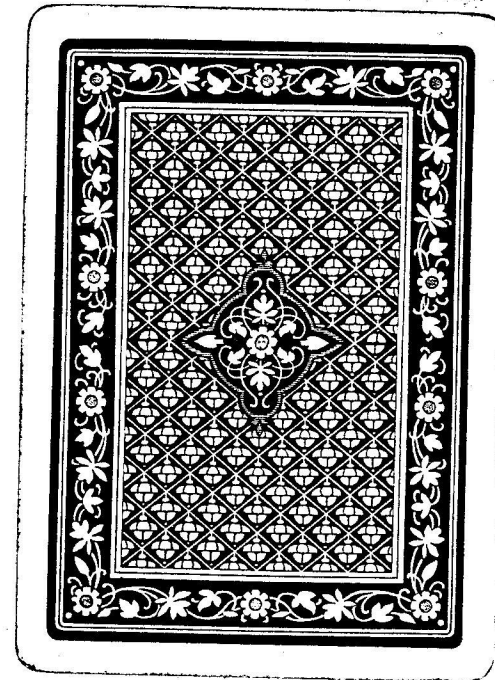
The object of each player is to obtain the remaining cards of the families of which he happens to hold a part.

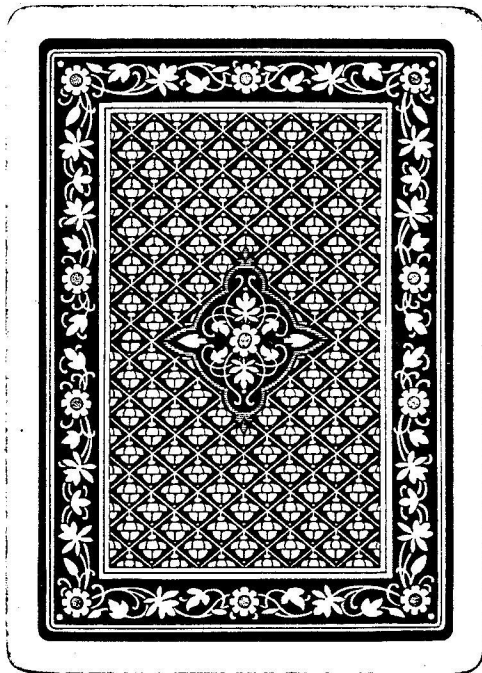
When a player receives a card he must instantly say "Thank you," otherwise some one will immediately call "PEPPER" and take all his cards.

The fun of the game consists in securing and completing the various families, and even more particularly in the constant capturing of cards by calling "PEPPER," and in the efforts of those *who have lost their cards* to again get into the game.

Any number, from three to ten, may play with one Pack (five to eight being, perhaps, the best number).

The cards must be well shuffled, and the entire pack dealt around. Sort the cards in your hand, putting cards of the same number together. Play in turn.





The player at the left of the Dealer **begins the game** by calling on *any* player for a member of any family of which he holds a part in his own hand. *If the player called on has the card called for, he must give it up.* The asker then calls in a like manner for any other card, either from the same, or from some other person, as he chooses, and so on, until he calls for a card from some player who does not hold that particular card. It then becomes the turn of the next player at the left to call.

The numbers on the cards are merely to aid in sorting the families.

A player must always give up a card called for if he has it.

Call from any person you please, but always call for a card belonging to the family of *which you hold a part.*

When a player obtains *all five* of the cards belonging to one family, he places the set near him on the table, face down, **thereby retiring that family from the game.**

When a player receives a card (*i.e.*, when he first touches it), he must say "Thank You." If a player neglects to say "Thank You," the other players should call "PEPPER," the player recognized to have first called "PEPPER" receiving all the cards of the one who neglected to say "Thank You." Whoever receives the cards must say "Thank You," or he in turn is liable to forfeit all his cards in the same manner to anyone calling "Pepper."

EXAMPLE. "A" holds **Whip** the Huntsman, his **Wife**, and **Daughter.** He requires the **Son** and the **Whip** to complete the family. "A" call from "P" for "Whip, the Huntsman's **Son.**" "B" gives "A" the card, but "A" neglects to say "THANK YOU." "C" quickly calls "PEPPER" and takes all of "A's" cards. Should "C" neglect to say "Thank You" on taking the cards, he in turn would lose all his cards (including those just received) to any player calling "PEPPER."

If a player has lost his cards, those who still hold cards are forbidden to speak to the loser.

A player who is out of cards cannot get back into the game unless he can induce one of the players having cards to speak to him, or unless he can successfully call "PEPPER" to some other player, in which case he takes that player's cards, carefully saying "thank you."

Any player *holding cards* who speaks to or answers any player who has lost his cards, will lose all *his* cards to the first player instantly calling "PEPPER."

Whenever a player obtains cards, he must retire to the table any of the families that he has completed.

The game continues until all of the families have been retired and laid aside upon the table, or until one of the players becomes possessed of all the cards remaining in actual play, when he must group them into families and lay them aside.

The player who retires the greatest number of families **WINS the GAME.**

If players tie, count the value of each family according to the number in the corner. The player making the highest count WINS.

PARKER BROTHERS (Inc.), SALEM, MASS., U.S.A., NEW YORK and LONDON.

Sole Makers of Squire, Sherlock Holmes, PIT, BID, Ping-Pong, Pillow-Dex, etc.