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DIRECTIONS FOR PLAYING
—THE—
LION AND THE EAGLE
—OR THE—
—DAYS OF '76—

There are four suits of thirteen cards each. The British emblems are the Crown and Lion. The American are the Eagle and the Bell.

This game may be played by two, four, or six persons. First, the players separate into two sides, the British and American. The partners should sit opposite each other. Then one of the players is selected as dealer. The duty of the dealer is to separate the cards into two packs, a British and an American pack; these two packs must be thoroughly shuffled, and dealt in the following manner: The British cards to the British players, and the American cards to the American

players; seven cards are to be dealt to each player. The dealer will then mix both packs, and after shuffling them, draw a card. This card will determine the value of the cards—for instance, if the drawn card is a British card, the British card has the advantage, as in case two cards of the same number are played together, the British will take the American. On the other hand, if an American card is drawn, the American side has the same advantage.

The dealer commences the game by laying any card he chooses on the table; then the player on the left will play a higher card from the other side; the third will help his partner by placing a still higher card (if he has it), on the table; the fourth then lays down a card. The highest card played takes the whole. Then the player who takes the set leads, and so on till all the cards are played.

Then the person on the right hand of the dealer takes the cards and distributes them as was done by the first dealer.

In playing, if the British have the advantage (that is, have the drawn card), in the first playing, the American side is to take the first rank in the second playing, and so alternate till the game is finished.

N. B.—If the first player should throw down a

card from the Lion suit, the other side will endeavor to take it with a card from the Eagle suit; or if he plays a card from the Crown suit, the other party will try to take it with a Bell. (And so the Lion will fight against the Eagle, and the Crown against the Bell.) If the second player has no card of the Eagle suit, he will play a low card of the Bell suit, leaving it for his partner to take with an Eagle.

King George and Gen. Washington are the two highest cards, and, as the drawn card is either British or American, they rank above each other. The person who holds either of these cards can play it at any time, even if the drawn card is of another suit.

Benedict Arnold can be taken by any card, even if the American cards have the advantage.

Before beginning the game, if any of the players choose, they can draw one from the surplus cards, and use it in place of one of those in their hands.

— METHOD OF COUNTING. —

The game consists of seven points. Every set taken counts one, and the party that first gets seven wins the game.