

the necessary letter to complete your word, before your turn, and take the word away from you.

... SCORE ...

Any number of points may be made to constitute a game, but 100 is most usual. Or, no number may be fixed for game, but after a given time, the player (or side) with the highest score wins.

When the cards have all been dealt and played, each player (or side) counts the cards in the words made by him, and each card counts one toward game.

If a player builds a word, the name of one of the fifteen World's Fair buildings, as given on the face of these cards, that counts ten points extra toward game.

## THE WORLD'S FAIR Games and Puzzles.

Two Fascinating Parlor Card Games also  
Large Colored Puzzle Picture showing a Birdseye  
View of the World's Fair Grounds and Buildings

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OF THE

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PORTRAITS OF THE

Officers and Managers of Fair. Picturesque State  
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ing formed, and that player (or side) which first counts 21 buildings wins the game.

It is interesting to vary the method of counting game. It may be made requisite that a player or side shall have formed each and every one of the fifteen buildings, and the first side to do this wins the game.

## GAME OF RIVALRY.

The game is played with 60 cards, each representing some letter found in spelling the titles of the fifteen World's Fair buildings. In playing this game you have to do with only the large letters in the corner of the cards.

Any number of persons may play, using two packs if necessary. The company may play sides, partners, or each for himself. Each person must take his turn as dealer. Mix the cards thoroughly, deal to the left, one at a time until each player has four cards, then deal three on the table face up. These are called the bank. Play in rotation, beginning with the first player at the left of the dealer.

The game is to capture as many cards as possible by building up words yourself or by extending the words built by your opponents, and to secure prizes by spelling the names of the Fair buildings as given on the

## GAME OF WORLD'S FAIR.

In this game the large single letters on the cards are not used.

The game consists of 60 cards, each card being a quarter section of one of the fifteen World's Fair buildings. The four cards necessary to form any one of the pictures, are called a building. The four cards in each of the fifteen buildings are numbered respectively, 1, 2, 3 and 4, and are called by the name of the building which they form. Thus you have, "Manufactures 1," "Manufactures 2" and so on.

Any number of persons may play this game, but it is better never to have less than four.

The players take turns in dealing. Mix the cards thoroughly and deal to the left, one at a time, to each player in turn until all are given out. When a complete building is made, it is laid upon the table. The first player to the

left of the dealer opens the game by asking any player, for any card that will help him to complete a building. He continues to call so long as he gets the card called for. When he fails to get the card called for, the turn passes on to the next player to the left. The name of the building and number of the card in the building that is wanted, must always be stated by the person calling, and he must always indicate clearly from whom he calls.

Players cannot call for cards of any building unless they hold one or more cards of that building themselves. In case they do so call they must forfeit one card to the player from whom they have called.

If a player calls for any card he already has in his hand he must forfeit that card to the one from whom he called it.

### ... SCORE ...

A count is made after each deal has been played, each player (or side) being given one toward game for each build-

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cards. You must use ONE card from your hand, EACH TIME YOU PLAY, and can take as many as you want from the bank. In order to take a word away from an opponent, you must use ALL the cards in his word, one from your own hand, and any you want from the bank. It is not necessary to take one from the bank unless you want it. For example, your opponent has built the word "team." You have card "S" in your hand, and "R" in the bank, and you build the word "stream."

Only one minute is allowed for each play.

If you cannot make a word in one minute, you must play a card into the bank.

No one can play twice in succession. When the first hands are all played, the dealer gives four more cards to each, omitting the bank, and so on until the pack is exhausted. Any odd cards left after the last deal go to the bank.

If any are left in the bank when the last card is played, they go to the player who made the last word.

Only words found in the dictionary are allowed.

Each player must have his cards, except those in his hand, laid out before him so all may see clearly what words he has.

It is not required that the bank shall be drawn upon each play. You may build from the bank, or skip it and build to one of your own words, or to any word of your opponents. You may place the letters in ANY order to make a word. But you must always use one card from your hand, with all the letters in the word to which you build and any you want from the bank, to make a larger word. If you need two or more letters, with those you can select from the table, to complete any word, and you have the necessary letters in your hand, you may bring the letters on the table to your side, play a card from your hand, and proclaim that you are building that word, and each turn thereafter add a letter from your hand until it is completed. You must have all the necessary letters in your hand to complete the word, when you proclaim that you will build for a certain word, and you cannot build another word until that one is completed. Any opponent may supply

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