MUSICAL GAME

THE GREAT COMPOSERS

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DIRECTIONS

This game consists of sixty-eight (68) cards—seventeen groups or sets of four cards each.

Any number of players from three to ten may take part in the game. Each card bears the portrait and name of a composer, the dates of his birth and death, and the titles of four of his most important works. The cards of each set of four are alike, except in the order in which the titles are printed. Each card is known by the title of the work printed in large type at the head of the list; the other titles simply show the make-up of the set to which the card belongs.

The object of each player is to get together, complete, as many of

these groups or sets as possible.

The cards are first shuffled and then dealt singly and equally among the players, beginning at the left. Each player then examines his cards and lays aside any complete groups he may have, at once, to count for the game; his object is then to complete as many sets as possible, as follows:—

The player on the left of the dealer calls upon any other player for any card he needs to fill out one of the incomplete sets in his hand, the titles in smaller type informing him what to call for. If the player called upon has the card he must give it to the player who calls; then the same player can call upon the same, or any other player, for another needed card, and continue so calling as long as he succeeds in getting cards.

As soon as the player calls for a card from a player who does not hold the card called for, the right to call falls upon the next player to

the left, and so on from him to the others in the same way.

When a player succeeds in completing a group he lays it aside, and the game ends when all the cards have been gathered into their respective sets. The player who has succeeded in completing the greatest number of sets wins the game.

But one card can be asked for at a time. The pack can be divided or made smaller by separating it into a less number of sets or groups.

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