



STAMPS

RULES FOR THE GAME OF STAMPS

AGCA
ARCHIVES

A Game for Stamp Collectors

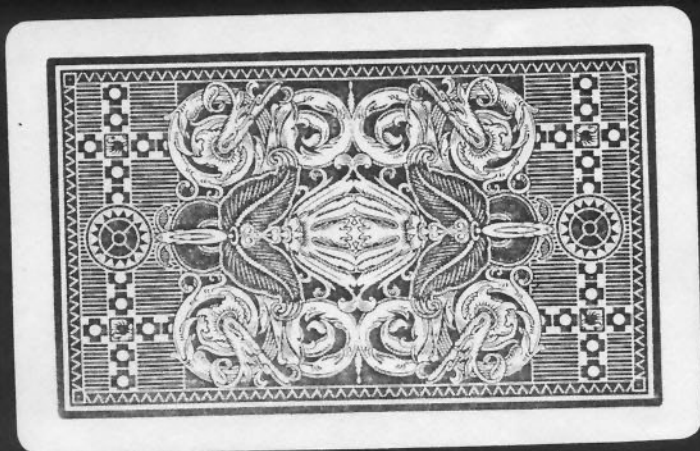
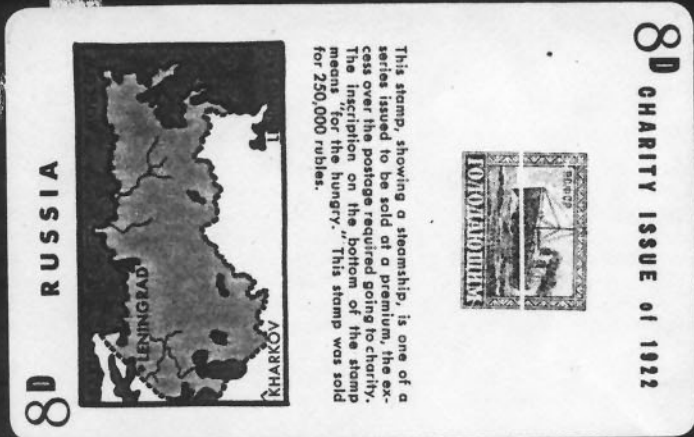
The game consists of 9 sets of 4 cards each, each set consisting of 4 important stamps issued by a particular country. The name and date of the issues in large letters is at the top of its respective card just above the picture of the stamp. Each set of four cards bears the same number in the upper left corner, and after the number a letter (as 4A). A complete set consists of A, B, C, and D of the same number. This is the number used when calling for cards necessary to complete the set of four.

THE OBJECT OF THE GAME is to form collections by calling for cards from other players, according to the following rules:

1. Shuffle the cards, and deal one at a time to each player until all are dealt, beginning at the left of the dealer.
2. The person at the left of the dealer begins the game by asking one player (anyone he wishes) for a card he may need to complete or assist in completing a set (as 4C if he already has 4A or 4B). If that player has the card, he must give it up, and the caller asks for another card. He may continue to call for and receive other cards from any of the players until he misses; that is, until he calls for a card from some person who does not have that card.
3. When a player misses, the next one to the left may call for any cards he may want of any player until he misses, and so on.
4. When a player obtains a full set he lays them aside on the table announcing to the players what collection is complete as ("Brazil," consisting of cards 4A, 4B, 4C, and 4D).
5. When all the sets have been collected and formed into collections, the player that has the most collections wins the game.

GEOGRAPHICAL STAMPS

The same playing rules prevail except that instead of calling for the cards by the number in upper left-hand corner,



the cards are called for by the name of a city as listed around the map. Each map shows only one city located on it. The four cards of each set show the four leading cities of that country.

GLOBE TROTTER STAMPS

This is a game which not over four persons may play. If less than four play, one card must be subtracted from the four of each country, for each person that is not in the game. There **MUST** be the same number of cards, from each country as there are players in the game. (Thus more than four might play by putting two or three decks together.) The object of the game is to get one card from every country and the person who first succeeds in this is the winner. The game is played according to the following rules:

1. Shuffle the cards, and deal one at a time to each player until all are dealt, beginning at the left of the dealer.
2. Each player then arranges his cards and decides which to retain and which to pass along.
3. At a signal "Go" from the dealer each player passes a card to the person at his left. This is kept up, as swiftly as possible, until some player gets a set of 9 cards from 9 different countries. He immediately lays his cards, face up, on the table and calls "Globe Trotter" as a signal that he has completed his trip.

QUESTIONS AND ANSWERS

As many players as care to may play. Underneath the picture of each stamp is a paragraph about the issue. The information is both interesting and educational, and should be read by all players, (perhaps during the playing of one of the other games) before this game is played. One player acts as questioner. He shuffles the cards and places them in a pile face down. Then he draws a card and reads the name of a stamp and the country which issued it. Each player in turn is asked to state as many of the facts given on the card as he can remember. Five points are given for a correct answer, three points for a partially correct answer, one for any single fact, and nothing for no answer or an incorrect answer. The player having the highest score when all cards have been used is the winner.

Copyright, 1937, by Wilfried Myers
No. 3034, Made in U. S. A. by WHITMAN PUBLISHING CO.
Racine, Wisconsin