



DIRECTIONS.

This game is played without partners, and any number of persons may engage in it. The cards are to be well shuffled, and distributed equally among the players, beginning at the left. The last card thrown out constitutes the "TABLE CARD," which is to be placed upon the center of the table, face up. Whenever a player finds a card, bearing the same number or name (and there are four in all), he is to place it upon the table, as a table card. A neglect to do so, or a mistake of any kind, in playing this game, is announced by the person discovering the mistake, by exclaiming "ZOUAVE," upon which, the person making the mistake is to receive, as a forfeit, one card from each of the players. Instead of holding the cards in the usual manner, they are to be placed in a pack, upon the table, in front of the player, and face up. The first player on the left of the dealer, now lifts the top card from his pack, and holding it in his hand, determines how he will play. He is now to be very cautious, lest he be *Zouaved*. The idea of this game is to reach the table card one point. If the table card is a five, and he lifts a six, he places it upon the five, and continues to play out as many cards as possible. But if he should lift a seven, he can not use it, but must place it upon the table, in front of his first pack, face up. This we will call the player's second pack, to distinguish it from his first. When a player is *Zouaved*, the cards that he receives, he places under those of his first pack.

The second player now lifts his card, which is a three. He places that in front of his first pack, as he can not use it. The third player shows a four. This of course can not be played upon the table card, but it can upon the second player's second pack, because, while the table cards can only be raised, the second packs of any of the players can be raised or lowered one point. But in playing upon these side packs, it must always be played upon the first one to the left. The player must endeavor to raise the table cards—the side packs being only of secondary importance. Each player is to strive to dispose of his cards as soon as possible, and thus "get out." When a player is disposed of all the cards in his first pack, he turns those of the second pack, face down, and, turning over a card, proceeds to play, as at first. The last player is left with several cards, and he is — ZOUAVED.

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This game is played without partners, and any number of persons may engage in it. The cards are to be well shuffled, and distributed equally among the players, beginning at the *left*. The last card thrown out constitutes the "TABLE CARD," which is to be placed upon the center of the table, face up. Whenever a player finds a card, bearing the same number or name (and there are four in all), he is to place it upon the table, as a *table card*. A neglect to do so, or a mistake of any kind, in playing this game, is announced by the person discovering the mistake, by exclaiming "ZOUAVE;" upon which, the person making the mistake is to receive, as a forfeit, one card from each of the players. Instead of holding the cards in the usual manner, they are to be placed in a pack, upon the table, in front of the player, and face up. The first player on the left of the dealer, now lifts the top card from his pack, and holding it in his hand, determines how he will play. He is now to be very cautious, lest he be *Zouaved*. The idea of the game is to *raise* the table card one point. If the table card is a *five*, and he lifts a *six*, he places it upon the five, and continues to play out as many cards as possible. But if he should lift a seven, he can not use it, but must place it upon the table, in front of his first pack, face up. This we will call the player's *second pack*, to distinguish it from his first. When a player is *Zouaved*, the cards that he receives, he places under those of his *first pack*.

The second player now lifts his card, which is a three. He places that in front of his first pack, as he can not use it. The third player shows a four. This of course can not be played upon the table card, but it can upon the second player's second pack, because, while the table cards can only be *raised*, the second packs of any of the players can be *raised or lowered* one point. But in playing upon these side packs, it must always be played upon the *first* one to the *left*. The player must endeavor to raise the table cards—the side packs being only of secondary importance. Each player is to strive to dispose of his cards as soon as possible, and thus "get out." When a player has disposed of all the cards in his *first pack*, he turns those of the *second* over, face down, and, turning over a card, proceeds to play, as at first. The last player is left with several cards, and he is — ZOUAVED.