**MARK: The Game of Printer’s Marks**

**Motifs**

* Cross
* Dragon
* Fleur-De-Leis
* Initials
* Latin Motto
* Lion
* Monkey
* Orb and Cross
* Shield
* Tree
* Unicorn

**Games**

**Go Fish (2-6 Players)**

**Learning Objective: Identify common motifs**

1. The deck is shuffled. Each player gets 4 cards.
2. Players should keep motif sides private.
3. The remaining deck goes in the middle of the table, date side up.
4. Moving clockwise, each player takes a turn asking the player of his or her choice if they have a card with a particular motif. If the player does have cards with that motif, they give all of those cards to the other player. If the player does not have cards of that genre, they tell the asker to go fish. Then the asker must draw a card from the remaining deck.
5. Players must collect 4 cards with the same motif. When this is achieved, place the collection face up on the table.
6. Continue to play until all cards in the middle of the table are taken.
7. The player with the most collections wins.

**Spree (2-6 Players)**

**Learning Objective: Practice visual analysis**

1. The deck is shuffled and divided up equally between players.
2. Each player should keep the motif sides private.
3. One player selects a motif and places a card with that motif down on the table.
4. Going clockwise, each player then puts down a card in their hand with that motif. The spree continues until a player fails to be able to continue the spree, ending the round and winding up with all the cards with the motif.
5. The rounds continue, each round with a new motif, until a player is left with no cards left in hand.
6. At this point, whoever collected the fewest cards wins the game.

**Train (2-6 Players)**

**Learning Objective: Practice visual analysis**

1. The deck is divided up equally between players.
2. One player chooses a card to lay down on the left side of the table.
3. The next player, going clockwise, places down a second card beside the first that includes a motif found in the first card. The motif must be named to the group.
4. The third player, and so on, continue to build a train of cards with motifs. Motifs must be matched in the card to the left.
5. Start a new train when one cannot be continued.
6. The first player without cards in hand wins.

**Timeline (2 Player)**

**Learning Objective: Recognize printer’s marks by date**

1. Place all cards in a timeline using the date side of the card.
2. Flip all cards over so that motif sides face up.
3. Set a timer for two minutes. The players should try to memorize the order.
4. When two minutes are over, shuffle the cards.
5. Deal out the cards equally to each player.
6. Players alternate being the first to put down a card—the first they draw from their deck—motif side up. The other player must decide if the first card they draw from their deck is older, newer, or the same year as the one on the table.
7. If the card is correctly identified, the opposing player receives the cards. If the card is incorrectly identified, the player making the decision receives them.
8. The game continues until a player runs out of cards from their original hand.
9. Whoever has the least amount of cards collected wins.