

KEY

TO THE

Bank Rebus Game.

1. *Be not weary in well doing.*
2. *Vice brings misery.*
3. *A bird in the hand is worth two in the bush.*
4. *Open your heart to the needy.*
5. *Money should be well used.*
6. *Aspire to be honest and wise.*
7. *Betray not your companions.*
8. *Mark well your ways lest you fall.*
9. *Don't tell all you hear.*
10. *A carpenter's saw.*
11. *Five coral islands.*
12. *Don't despair.*
13. *Mealy potatoes.*
14. *Mischievous monkeys.*
15. *Inhabitants of Turkey.*
16. *Do not misunderstand.*
17. *Safely over the bridge.*
18. *A new broom sweeps clean.*
19. *Think twice before you speak.*
20. *When the cat's asleep the mice will play.*

REBUSES ON THE COVER.

1. *Bank Rebus and Bank Anagram Games.*
2. *Gratify your curiosity and purchase.*
3. *Earn an honest penny.*
4. *Well begun is half done.*
5. *Charity.*
6. *Manhattan Island.*
7. *Peninsular.*

THE NEW GAME OF BANK REBUS.

Explanations and Instructions.

This Game can be played by five persons or a less number, as there are twenty sets, each set containing five cards. Each of the five cards in every set bears the same number.

Let one person act as the "Leader," and take as many cards from any set that he may choose, as there are persons playing, giving one to each person, allowing a limited time to find out the solution, write it, that the others may not get any information from him, and pass to the "Leader," who has the "Key."

The time is to be fixed according to the judgment of the "Leader," with reference to the difficulty of the Rebus.

Any one giving the correct answer in one-half the allotted time may draw **10** from the Bank. If more than that time is taken, but if the correct answer be given within the allotted time, the player may draw **5** from the Bank. Any person speaking during the time given in each Rebus must forfeit the counter which he might otherwise gain.

The counters as they are drawn must be kept where all may see them until the game is concluded, when the one who has gained the most has won.

Rules for Bank Anagram.

Let one person be chosen as the "Leader," who is to select and form some word from the letters, making as many sets of the word chosen, as there are persons playing, giving one to each, and following the same rule in regard to time, as in the Bank Rebus Game.

The rule for drawing the Counters is also the same, but in this game, a number to be gained by the winner is to be fixed upon by the players before commencing, as, if 50 is agreed upon, the one who first gets that number has won the game.

TWO
New, Interesting, AND Instructive

GAMES.

IN launching our new games, "GEOGRAPHICAL GAME OF THE OLD WORLD," and "GEOGRAPHICAL GAME OF THE NEW WORLD," upon the wide ocean already dotted with the white banners of successful helmsmen who have preceded us, we feel confident that our little barks go well freighted, and will win for themselves an honorable place among the "Boys and Girls," the merry crowds who stand on shore, eagerly watching the unloading of each little craft.

We say we are confident of the value of our cargo, because it has been our aim to combine instruction and entertainment in such a pleasing form, that every boy or girl, who is old enough to be interested in whatever he may see that is worthy of note, cannot fail to find much that will fascinate him in these games, and inspire the desire to search for himself for the wonderful things of Nature and Art, with which both the New and the Old World are teeming; a mere suggestion of which is given in our games.

We are sure also that the children of larger growth will find much that is interesting, and will often join the boys and girls and spend a pleasant hour.

We earnestly invite teachers, and all who are interested in the education of our youth, to co-operate with us in making these games what we desire they may be, not the entertainment of the passing hour, merely, but a key that shall unlock to our young students the sunny paths which the Geography of our World spreads before them, and tempt them to wander therein.

BANK REBUS,

— AND —

BANK ANAGRAM GAMES.

These new and fascinating games are issued by the Publisher, in full confidence of their coming popularity, not merely from the fact that two separate Games are contained in one box, (a rare and valuable feature,) but also, because they cannot fail to entertain, while they quicken the minds of children to active and independent thought.

The Rebus was a common game thousands of years ago, and played its part at the festivals of the ancients, in sharpening the wits of the people.

Purchase, and try them for yourselves, and you will be sure to sanction our recommendation, and urge your friends to buy also.

Geographical Game

—OF THE—

OLD WORLD.

DIRECTIONS.

THIS Game contains fifteen sets of five cards each. Each of the five cards in every set bears the same number. It may be played by three or more persons, one dealing the cards equally among the players.

The game consists in obtaining as many complete sets as possible, the one holding the most at the conclusion of the game being the winner.

Any one may commence the game, by calling upon any member of the party, for any card he may wish to add to such a part of a set as he may already hold, calling upon him or any other one as long as he is successful in obtaining the card he asks for, when either his left-hand neighbor, or the one last called upon, (as may be agreed upon before commencing) may continue the game in the same way, until he fails in receiving the cards called for, and so on, until all the sets are completed.

The player must not call for the one at the top of the card, already in his hand, (which is in large type,) as by so doing, he would forfeit his turn in calling. It sometimes happens that one or more complete sets may be dealt out to some of the players, which, of course, would count as so much to the holder.

When the cards are dealt out to the players, (if it is preferred and agreed upon by them) a few cards may be left as a Bank, and whenever a person fails to obtain the card he has called for, he may draw one from the Bank, and the game then proceeds as before.

This gives variety to the game, and makes it a little more difficult than when played without the Bank.

TOPICS.

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| 1. England. | 6. Germany. | 11. Austria, or Austro Hunga-
rian Empire. |
| 2. Scotland. | 7. Russia. | 12. Italy and Greece. |
| 3. Ireland. | 8. Norway and Sweden. | 13. Turkey in Europe. |
| 4. France. | 9. Holland, Belgium and
Denmark. | 14. Asia. |
| 5. Switzerland. | 10. Spain and Portugal. | 15. Africa. |

GEOGRAPHICAL GAME OF THE NEW WORLD.

DIRECTIONS.

This Game contains thirteen sets of five cards each.

TOPICS.

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| 1. Natural Curiosities. | 5. Mines and Quarries. | 9. Mountains. |
| 2. Rivers. | 6. Gulfs and Bays. | 10. Straits and Sounds. |
| 3. Lakes. | 7. Volcanoes. | 11. Capes. |
| 4. Islands. | 8. Canals and Bridges. | 12. Colleges. |
| | | 13. Noted Cities. |