

NEW GAMES RECENTLY PUBLISHED

By MESSRS. JAQUES & SON.

- A GAME OF HIDE AND SEEK with the KINGS & QUEENS of ENGLAND**, 84 Cards, with beautifully Coloured Portraits, affording an excellent game; 1st Series, 1s.
- DITTO**, 84 Cards, 2nd Series, 1s. **DITTO**, 84 Cards, 3rd Series, 1s.
- THE LONDON POST**, 64 Cards, with beautiful Illustrations, in Colours, of the Chief Buildings of the Great City, impressing on the mind the Postal Districts in which they are situated, 1s.
- ANNO MUNDI**, a Scripture Recreation for the Young, 64 Cards, illustrating the Chief Events of the Old Testament, 1s.
- ANNO DOMINI** (the Companion Series), 64 Cards, with beautiful Illustrations of the Chief Events of the New Testament, 1s.
- THE KINGDOMS OF EUROPE**, a highly Amusing Game, exquisitely Illustrated in Colours; 1st Series, 45 Cards (Western Europe) 1s.
- DITTO, DITTO**, 2nd Series, 45 Cards (Eastern Europe) 1s.
- PAROLE**, a New Word Game, 64 Cards of Comical Letters, 1s.
- SNAP**, the most popular Card Game of the day, 32 Comic characters, 6d.
- DITTO**, 56 Comic characters, Superior Cards, 1s.
- SOL**, or the Signs of the Zodiac, 52 Comic Cards, 1s.
- QUITS**, an interesting Card Game, adapted for any number, 1s.
- ILLUSTRATED PROVERBS**, drawn by Phiz, 1st Series, 64 Cards, 1s.
- ILLUSTRATED PROVERBS**, 2nd Series, 64 Cards, 1s.
- THE SOVEREIGNS OF ENGLAND**, exquisitely Illustrated in Colours, 40 Cards, an excellent Round Game, 1s.
- FLORAL SNAP**, 64 Cards of Garden Flowers, 1s.
- UJJI**, or the Search for Dr. Livingstone, a capital Round Game, 52 Cards of African Niggers, &c., Beautifully Coloured, 1s.
- THE XVIIth CENTURY**, 100 Cards, 50 of them containing Portraits of its Chief Celebrities, a highly Amusing Game, 1s.
- THE XVIIth CENTURY**, ditto 1s.
- THE XVIIIth CENTURY**, ditto 1s.
- THE XIXth CENTURY**, ditto 1s.
- HAPPY FAMILIES**, 24 Grotesque Characters, 6d.
- DITTO, DITTO**, 44 Grotesque Characters, 1s.
- THE BRIDE**, 48 Cards of Field Flowers, Beautifully Coloured, 1s.
- MAY DAY**, 96 Cards; a New Round Floral Game, 1s.
- THE REALM**, 48 Cards, Beautifully Illustrated, 1s.
- PICTURE PUMBLEHOOK**, a capital Round Game for Juveniles, 90 Cards of Animals, Birds, &c., Beautifully Coloured, 1s.
- THE WHITE CAT**, 52 Cards of Cats, Kittens, and Mice, 1s.
- WHO'S SIR ROGER?** 50 Cards, Beautifully Coloured, 1s.
- ~~~~~
- THE COUNTIES OF ENGLAND**, containing exquisite Illustrations, in Colours, of the Chief Towns in each County, their products, notable buildings, &c. 1st Series, 62 Cards (Midland Counties), 1s. 6d. 2nd Series (Northern Counties), 1s. 6d. 3rd Series (Southern Counties) 1s. 6d.
- THE WEDDING**, a highly popular Game, 50 Cards, with Illustrations of the Chief Personages in the Marriage Ceremony, 1s. 6d.
- THE WORLD'S PARLIAMENT, or Vote by Ballot**, a New Electioneering Game, affording great fun, 88 Cards, 1s. 6d.

Sent Post-free for Two Extra Stamps.

COPYRIGHT.

Rules and Directions

FOR PLAYING

HISTORICAL LOTO.

A Highly Amusing and Instructive Round Game.

ENTERED AT STATIONERS' HALL.

Published and Sold Wholesale by

JOHN JAQUES & SON, 102, HATTON GARDEN, LONDON,

And to be had at all the Principal Fancy Repositories.

[The Right of Translation is Reserved.]

RULES.

1.—Any number of persons may play at the game.

2.—Previous to commencing the game the players are to determine by lot, the party (called the Teller), whose office is to draw the numbered Tickets from the bag.

3.—Each player should be provided with three dozen counters, viz., twelve white and four red; each red counter being equivalent to six white ones.

4.—The players sit round the table and the cards are dealt out by the Teller to the players in rotation until the whole are distributed.

5.—The Teller does not have any cards dealt to him; his office is merely to draw the numbers from the bag and to call them out.

6.—Each player pays six counters for every card dealt to him, and this constitutes the *Pool*.

7.—The bag contains all the dates and numbers on the cards, and the object of the player is to fill up six dates, &c., on any one card. He who can do this first claims the pool.

8.—A player having filled up five dates or numbers on any card is entitled to receive back from the winner of the pool three counters for such card.

9.—Any player having, at the conclusion of the game, either of his cards without a ticket upon it, pays for each such card three counters to the winner of the pool as forfeit.

10.—The Teller is to draw the tickets one at a time, from the bag, and having called the date or number out, the player who discovers the corresponding date or number on his card, calls out *MINE!* and claims the ticket.

11.—If a player calls out *MINE!* and has not the corresponding date or number on his card, the player forfeits for such error two counters to the pool.

12.—This ticket being claimed, the Teller hands it to the player, who before he places it on his card, reads aloud the reign and event to which it refers.

13.—If two players have a date or like number on their cards, each player covers the same with a ticket, an extra number of blank tickets being provided for that purpose; but a player cannot fill in more than one event on any one of his cards.

14.—The winner of one game becomes the Teller in the next.

15.—Any dispute is to be settled by a show of hands among the players.

N.B.—The game of HISTORICAL LOTO with FRENCH HISTORY may also be had.