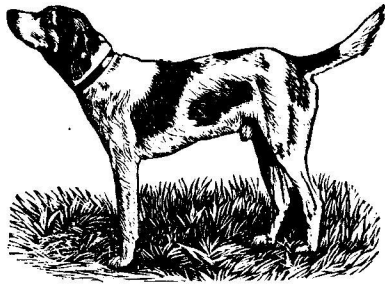
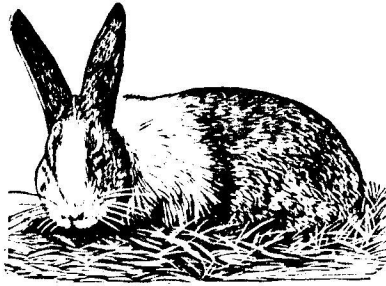


I HOUND

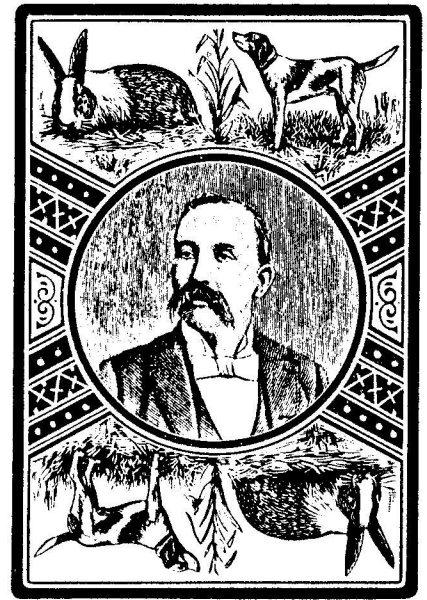


I HOUND

I HARE



I HARE



**GUESSING CONTEST.**

**\$2,000** Will be given to those who guess the number of packs of "Hounds and Hares" to be sold during 1894. To be given as follows:  
**\$500.00** to the first one who guesses the exact number to be sold or nearest to it ..... \$ 500.00  
 100.00 to the next ..... 100.00  
 50.00 each, to the next two ..... 100.00  
 25.00 each, to the next four ..... 100.00  
 10.00 each, to the next ten ..... 100.00  
 5.00 each, to the next twenty ..... 100.00  
 1,000 packs of "Hounds and Hares" (one each to the next 1,000), worth \$1.00 each; these cards will be extra fine and of quality superior to any in the market. .... 1,000.00  
**Total** ..... **\$2 000.00**

FILL OUT THIS BLANK AND RETURN TO J. W. KELLER, MISHAWAKA, IND.

My Guess is ..... Packs.  
 Name .....  
 Street and No. ....  
 City ..... State .....

*Mishawaka, Ind., April 1, 1894.*

TO WHOM IT MAY CONCERN:

I take pleasure in recommending the unique game of "Hounds and Hares" to the public confidence. It is all the author, Mr. J. W. Keller, claims for it, and I believe it will become a universal amusement among the better class. It is easily comprehended. It is also free from all objections, so that the most conscientious can indulge.

Yours in sincerity,

Rev. H. ATWOOD PERCIVAL,  
 Pastor of the Presbyterian Church.

ESTABLISHED 1854.

OFFICE OF

**THE MISHAWAKA ENTERPRISE,  
 MISHAWAKA, IND.**

Ed. A. Jernegan, Editor and Prop'r.

*April 2, 1894.*

J. W. KELLER,  
 MISHAWAKA, IND.

Dear Sir: I take pleasure in stating that all my family who have tried your new game of "Hounds and Hares" are well pleased with it and recommend it highly to those who desire an interesting game of cards free from all harmful or objectionable features.

Very respectfully yours,

ED. A. JERNEGAN,  
 Editor "Enterprise."

**CATCH BUNNY IF YOU CAN.**

**EXPLANATION OF THE GAME.**

A pack of "Hounds and Hares" is composed of 40 cards, numbered from 1 to 20 Hounds and from 1 to 20 Hares. The Hounds being the stronger card takes any Hare card of the same number, or any card below it of either Hounds or Hares. The 20 Hounds is highest card, 20 Hares next, 19 Hounds next, and so on down. It takes four persons to play the game.

**FOR EXAMPLE:**

Suppose A, B, C and D to be seated at a table, A and C being partners, B and D their opponents. A deals the cards, giving each player 2 cards until all are dealt. Each player then discards 2 cards (the object of the discard is to retain one suit as near as possible). The dealer in turn has the lead. Sometimes it is best to lead the highest card, so as to give partner a chance to save the count, or game, which is as follows:

**RELATIVE VALUE OF CARDS.**

20 Hounds, being the highest card, counts 6 points; the 19 Hounds 5; the 18 Hounds 4; the 17 Hounds 3; the 16 Hounds 2; the 15 Hounds 1; the 14 Hounds 1; the 13 Hares 5; and the 12 Hares 20. As many as 40 points can be made at one deal.

A player must follow suit if he can, but if unable he can play any card he chooses. If a player leads his highest card, and it is taken by a still higher card, either by partner or opponent, the one who plays the highest card returns the lead.

The game is to make as many points as possible. 200 points is considered a game, but you can make it more or less, as you choose.

**BE CAREFUL AND SAVE BUNNY.**

*Keller*

HOUNDS\*←

— AND —

6L →\*HARES.

Is a game that  
the most conscientious  
can play,  
and you will find  
it very interesting.

TRY IT.