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to every intending purchaser. They are accurate representations of our models of the latest styles in Cornish Pianos and Organs. These miniatures constitute the most costly advertisements ever issued, and enable anyone to select an instrument, no matter at what distance they live—as the Piano and Organ in exact color as to wood, etc., is exactly reproduced. This elegant embossed set is sent free, and with it the Cornish American Souvenir Catalog, handsomely illustrated with presentation plate in colors and fully depicting and describing 50 Exposition Models of Cornish American Pianos and Organs. Send us your address to-day and we will mail catalog and miniatures **FREE**, if you mention this magazine. Established 50 Years.

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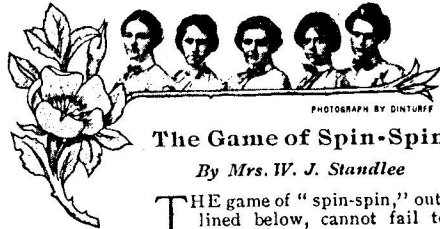
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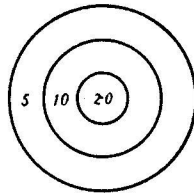
Indoor Fun for Rainy Evenings



The Game of Spin-Spin

By Mrs. W. J. Standlee

THE game of "spin-spin," outlined below, cannot fail to interest and amuse. Take a large square board or a piece of pasteboard, and chalk or mark with ink the design illustrated. The size of circles must depend on the size of the board. Circles of colored paper may be used if desired.



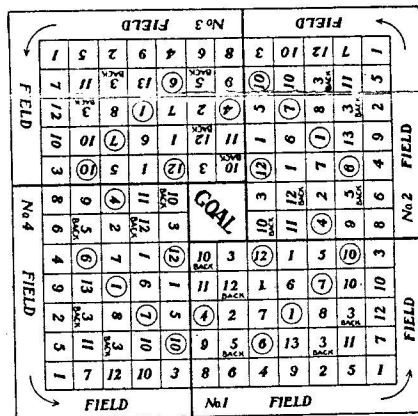
PLAYED WITH A HOME-MADE TOP

Now make a top from an empty spool. Every boy knows how. The top is made with a piece of stick about an inch long and one end of an empty spool, and may be spun with the thumb and forefinger. Place the top on the dot in the circle marked 20 and spin. The number of the line or circle the top dies on is the number you score. For instance, if in the circle or on the line marked 10, you score ten, and so on. If the top dies clear over the line marked 5 you score nothing. The first one to score one hundred wins the game. Any number of children can play at a time.

The Game of 91

By Frank Hanson

THERE should be a game board twenty inches square giving a field two inches wide; each square should measure an inch and a half and be numbered. The articles used in playing may be checkers or large buttons, but I would suggest blocks of rubber about three-quarters of an inch square. The mode of using these blocks is by snapping them with the fingers, endeavoring, of course, to make them fall upon certain numbers. When the rubber does not fall upon a square the player loses his turn. The object of the game is to score ninety-one points and enter the goal on the next move. Each player must confine his moves to one of the four spaces indicated by the heavy lines.



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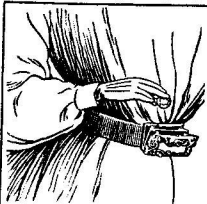
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Commence by placing a block in the field. Each
player makes one move, and any player may make
his first move upon any outside numbers he wishes.
The next player does likewise, and so the game
continues until it is finished.

Make your moves by placing your finger on the
board against your block, snapping it as nearly as
possible to where you wish it to be.

Should a player score sixty or any large number
of points and then get on one of the back numbers
he is put back as many points as the back number
indicates. For instance, if you have forty-five and
fall upon 12 BACK you will have to go back to
33. If a player at any time gets upon one of the
ring numbers he begins over again, having the
points indicated by the number to score, before he
can commence to count. Should a player get more
than ninety-one points he must go back to his last
number; thus, if you have eighty-eight and get upon
6 you must go back to 88. A player may—if his
score is too large—move upon a back number,
so that he may have another chance to secure the
numbers which will help him to win the game.

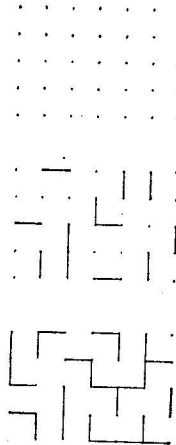
The Dot Game

By C. E. Ganse

HAVING formed a square or oblong of dots let
the children, provided with pencils, begin by
joining consecutive dots,
but in such a way as to
prevent one another from
making a complete square.

For a while this is easy,
but presently the places
are so few where one can
mark without letting the
next player get a square
that careful search must
be taken to find a place.
Finally they are all gone.
The next player completes
a square, and, as a reward,
is allowed to join two
other dots. Very likely he
gets a second square, per-
haps several. When he can
get no more he still must
join another pair of dots,
and that permits the fol-
lowing player to score.

When any one forms a
square he writes in it the
initial of his name, or other
distinguishing mark. By
this arrangement the score
is readily counted.



TRY TO FORM
SQUARES