

TIT, TAT, TOE SERIES OF

FOLDING GAMES.

Comprise six kinds, and among them are several exceptionally fine ones.

The counters and shelves of the dealers are filled with games of every description, and it is an utter impossibility to make a selection in a store, without being more or less disappointed on trial of the game. The directions are either obscure, or the parts of the game imperfect and incomplete, and not unfrequently the game itself is only a name.

These games have been prepared with great care. Every detail for the

Popular Price at which they are sold,

is as perfect as human skill can make it. They are fine and showy in appearance and attract at once, and they not only

SHOW WELL BUT PLAY WELL.

A child feels that it gets a substantial present when it receives one of them, and it will find constant pleasure in playing it.

The entire six can be purchased for about the price of an average folding game.

Ask your dealer to show you any one of the series, the names of them being given below—

CATCHING MICE.

ROBBING THE MILLER.

GAME OF COLORS.

CRUSADERS.

HARLEQUINADE.

TRI BANG.

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GAME OF BAA, BAA, BLACK SHEEP.

The cards go in sets or pairs according to their letters. The cards of the master, and the black sheep with a bag of wool for him; the dame and the black sheep with a bag of wool for her; and the little boy who lived in the lane, and the black sheep with a bag of wool for him, all form pairs when they bear the same letter. The two black sheep without wool form a solitary pair. The object of the game is to secure these pairs.

The dealer shuffles the cards thoroughly, and deals four to the table spread out face up, and four to each player.

The players take up their four cards and the first one to play—the one on the right of the dealer—then tries to pair or match according to the letters, one card from his hand with one card on the table. If he can do so, he lays the

two aside for game. If he cannot, he plays a card to the four on the table.

The next player then tries in the same way to match two cards, playing to the table if unable to do so. The turn goes around in this way to the end of the game, subject to the following rules :

When no cards are left on the table, a player can only play his card to the table giving those who follow an opportunity to match.

When the players have matched or played all the cards dealt to them, the dealer gives them another four, and the same is repeated until all the cards are dealt out.

If there are not enough cards left in the pack to deal four to each player, it may be dealt out one at a time, and any remainder over an even deal placed in the center of the table.

At no other time are any cards dealt to the table after the first deal.

The player making the last match wins any cards left on the table. This sometimes occurs in the case of the two black sheep.

Only cards bearing the same letter can be paired or matched

At the end of the game each pair counts according to its number.

The master, and the black sheep bearing the letter C count 6, and so on.

The two black sheep count 10.

The one having the largest count wins the game.

HOME AMUSEMENTS.

All in want of Games will find it to their advantage to ask the dealers for, and examine those published

BY McLOUGHLIN BROS.

In number and variety they are foremost, and whether the game desired be old or new, such as the ordinary checker board of centuries ago, or their great new game of Reversi, if one of their make, it will be found superior in finish and equipment.

Their entire line of games is now undergoing revision and improvement, and in some of them the quality and finish has reached a standard beyond any ever before offered at the same price.