

## NEW AND FASCINATING GAMES.

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**THE NEW FOX AND GEESE.**—A new game of cards for young people and children. This Game is based upon the fact that the Fox never loses the opportunity of catching a good fat goose, and the cards are arranged so that whenever the Fox is held in any hand, it "kills" a goose held in same hand, but no player can avoid getting the wily rascal into his or her hand. The game is made up of fine lithographed pictures, and is very attractive. Price, 35c.

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**CIRCINATION, or Swinging around the Circle.**—This is a new board game, for two players, on an entirely new plan. It is very interesting and exciting, and while it can be learned in a few minutes, new points are constantly developed, and the more it is played the more it increases in interest. It is very handsomely gotten up, and will not fail in any respect to please all who are fortunate enough to obtain it. Price, \$1.25.

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All the above games can be had of any bookseller, stationer or toy dealer, or we will send them postpaid on receipt of price.

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**McLOUGHLIN BROS.,**  
**PUBLISHERS,**  
623 Broadway, New York.

*This game is complete -  
including counters, dice and dice boxes.  
Purchased March 31, 1959*

*(Dated 1887)*

## THE GAME OF CIRCINATION

OR

### SWINGING AROUND THE CIRCLE.

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**T**HE game of Circination is played by *two* persons, one with the black, and the other with the white men.

Place all the white men in holes on inner circle, and the black on the outer circle.

**A START.**—The *one* on the dice signifies a *Start*, and no peg can enter the centre circle except by throwing a *one*, and *when standing in the last hole in either circle*, as explained in the rules below.

**A TRAVELLER.**—A peg becomes a *Traveller* after it has, in response to the throwing a *Start* (one) passed from its own into the centre circle.

**TO COMMENCE THE GAME.**—Throw the dice, and if no *one* turns up, let your opponent throw, thus throwing alternately until a *one* or *Start* is thrown.

When either player gets a *Start*, let him enter a man on the centre circle, entering the first hole at right of the mark across circles, passing around to the right of the player who sits at the side of board having the starting point, *i. e.* the white mark across circles, and for the number thrown on other dice he can move the *Traveller* forward in centre circle, or move a man in his own circle up towards the starting point, as he prefers.

Should his opponent also throw a *Start*, he must enter the same centre circle in the same way, passing around in same direction, and if his enemy is in a hole he wishes to occupy, throw him out; but if his numbers carry him beyond, he must simply pass, running the risk of himself being taken, unless he has another *Traveller* he can move, or prefers to move one of the men in his own circle, up to the designated point from which to enter the centre circle.

When the circuit of centre circle is made, the black men pass into the circle of the white, by the same method as in entering the centre circle (*i. e.* by throwing a *Start* or *one*.) and pass around in the same direction as before, and throwing out the white men whenever they stand in the holes to which the numbers on the dice carry him. The white men in the same

manner pass around the circle of the black, to the starting point, and then enter the centre circle (by throwing a *Start only*) and passing around again and into his opponent's circle as before. The game continues until either side is swept from the board. The side having men remaining on board being the victor.

To enter the centre circle, a man must first be moved up to last hole in its own circle and there await the throwing of a *Start*. It can pass from its own to centre circle *only* by throwing a *Start*.

If doublets are thrown they can be played double, and also their opposites, and the player entitled to another throw.

When a player throws a number or numbers that indicate holes already occupied by his own men, he must lose the throw.

If the game is thought too long by the above method, it can be shortened by omitting the throwing of a *Start*, to enter the circle of either opponent after once passing around the centre circle.

Sometimes three or four men are travelling at once, and it requires some little skill to move the men in order to sweep off your adversary, and leave none of his men in your rear to pick you off.