

Great, New Family Game Board

REVERSI.

Is one of the few games that spring into being by chance, rather than study, and like others of this kind, it is

A MODEL OF SIMPLICITY.

This game more resembles Go-Bang than any other in these respects, and those familiar with the latter can readily see, that it is possible for Reversi to possess attractions, that will fascinate and amuse children and adults alike. It is really

A MARVEL IN ITS CAPACITIES

for amusing a household, and the quick wits of young people will often exult in a victory over older heads. The latter may wonder how it was done, and try another game if only to prove to themselves their own superiority in play, and still find perhaps that they are no exceptions to the adage, "The unexpected always happens."

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GAME OF LITTLE JACK HORNER.

FOUR of the cards are intended for pies—the rest as plums to go in the pies.

The dealer lays the four pie cards on the table, face up, in the form of a square. He then deals out the plums one by one.

Each player plays in turn to the end of the game.

The object is to get each kind of plum into its own pie, in the order of the numbers beginning at 1.

When the pies are made all the Green gage plums will be on pie number 4; the Lombard prums in pie number 5, and so on; and the bottom plum of each pie will be No 1, the next No. 2, and so on up to 7, which will be the top plum.

Each player lays his cards face down, in a pile on the table just as they were dealt to him.

The first player then turns up his top card.

If it is a No. 1. plum, he puts it on the pie, & be made of that kind of plums. If it is a plum of any other number, he lays it face upward, in front of his pile. The other players play in the same manner. But when a No. 1 plum is played, No. 2 can then be played, and afterwards No. 3, and so on.

All cards turned up, not next in order to go on any pie, are put in a pile face up, in front of those dealt to the players.

After the first round on a player's second third or succeeding play, if the exposed card on his front pile is the next in order to go on any pie, he can play it. If the removal of this card exposes another that will go on a pie, he can play that one also, on the same turn, and as many more as he may expose. But he can only do this with the top or exposed card. He has also upon the same turn, the privilege of turning up a card from his pile, and playing it in the usual way.

When he has once gone through with all his cards, he turns face down those that he was unable to use, and plays them as he did those dealt to him.

The game is ended when all the cards have been made into pies. The count for game is as follows:

The one first out of cards counts three points.

Each pie won counts two points.

The one playing the last card to a pie takes that pie, and counts for game its number.

The largest count wins the game, or it may be decided by the largest count in three games.

Another and entertaining method of playing the game is to lay out the pie cards as above directed, and lay the others in a pile face down, handy to all the players.

Each one then draws a card from the pack in turn, and plays it to the pies if next in order, if not, lays it face up, in front of him. Any player can in his turn both draw a card and play it, and also play any exposed card or cards in front of any of the players.

Otherwise the rules of the game are the same as those first described.

The largest count in three games wins.