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THE IMPROVED GAME

WHAT D'YE BUY.

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McLOUGHLIN BROTHERS

New York.

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WHAT D'YE BUY?

This very lively and amusing game is played with a set of twelve large picture cards ( called Trade Cards ) each of which represents some branch of trade—as a Music Store, Dry Goods Store, Grocery Store, &c., &c. Accompanying each of the Trade Cards are six smaller cards, having names of different articles sold by that trade.

There is also a story, which is a very prominent feature of the game. This must be read aloud by one of the players, who shall have been appointed as leader. In the story are many sudden pauses, indicated by dashes, and at these points in reading the leader must suddenly stop and look directly into the face of one of the players, when such player must *at once and promptly* read the top card in his or her

hand. (See directions.) The curious and haphazard combinations made by the story and the reading from the small cards is productive of a vast amount of amusement.

### DIRECTIONS.

The game may be played by from three to thirteen persons.

*First.*—Choose a leader who shall distribute the cards among the different players, giving to each a "Trade Card" and the six small cards accompanying the Trade Card. If a small number of players two or more Trade Cards and accompanying small cards can be given to each player.

*Second.*—Each player will lay his Trade Card upon the table before him, *face up*, so that the leader may readily see it.

*Third.*—All the small cards held by each player must be placed upon the table in a pile, all face down, and should a player represent more than *one trade* the small cards of all trades represented by such

player can be placed *in one pile*, but should first be well shuffled or mixed together

*Fourth.*—The leader then reads the story, clearly and distinctly, pausing at each dash, and looking intently at one of the players, who must *very quickly* turn over the top card in his small cards and read aloud the name or article represented on that card. The leader then continues his story until another dash is reached and another small card turned and read by the player appealed to, and so the game continues until the story is finished.

IT IS ALL IMPORTANT that the responses from the different players appealed to by the sudden glance from the leader should be VERY PROMPT, and forfeits may be made in discretion of leader if any player is not wide awake in responding.

The leader may "look" at the players in regular order or "here and there" as he may prefer.

## THE STORY.

### UNCLE BEN'S HAPS AND MISHAPS.

Yes, children, I'm glad to be home again after being almost dragged out shopping and sight-seeing in that great city.

Niece Susette (she used to be Susan Ann here) met us at the depot and took us to her beautiful house. Hand me my knitting, Samantha, I can't talk doing nothing, and I'll tell you all. Don't fluster me with questions, Ebenezer, you'll hear if you PAY ATTENTION!

1. I was so tired after the journey, that as soon as we got into the parlor I sank right down on—

2. Susette gave a little scream and said, "we don't sit on that. Take this comfortable"—

3. I sprang up, caught my shawl on the mantel-curtain, and down came—

4. And—

5. I thought they should have been in the kitchen, but Susette said they were antique and she prized them more than—

6. As we started to the door, your father knocked his foot against—

7. Throwing down—

8. Glad enough to be in our room we looked for a bed. Susette came and opened—

9. I went to sleep and dreamed I was shut in—

10. The next morning Susette and I went shopping. Determined to look well, I put on my best—

11. As my satchel was shabby Susette lent me—

12. We stopped at the fisherman's to order—

13. And then at the butcher's for—

14. We then rode to a large store where we could buy anything from—

15. To—

16. Wishing to have something new to wear at a dinner party Susette was to give, I tried on—

17. Susette laughed and said it fitted like—

18. So instead I bought—

19. In which I felt like—

20. We went from store to store looking for—

21. Which Susette wished to wear in her hair. I advised her to purchase—

22. But she said it would not suit her complexion and chose—

23. We went in a toy store where I bought—

24. For Susette's little girl. The boy, I knew, would be pleased with—

25. When we stopped to get lunch Susette asked me to have—

26. I said I had never eaten any and would prefer—

27. We then went to a place called Eden Musee, where we were to meet father and nephew Jonas. Jonas wore a stylish—

28. And carried—

29. Such a place for mortifying mistakes! When I blushed as red as—

30. And excused myself for passing in front of a simpering young couple, Jonas said it was worth—

31. I couldn't see why, and it didn't hinder me from speaking to a poor man who looked as distressed as—

32. When he found a patch of green on his coat from sitting on a newly painted—

33. I said the proprietor ought to give him—

34. And told the man to go to the druggist's for—

35. If that didn't take it off to use—

36. Then I saw the folks around all laughing and Jonas choked 'till I thought he'd need—

37. Father said, "Jerusha, I believe they're all made of—

38. I said, solemnly, "Jonathan, you're made of—

39. We went up stairs while the band tuned—

40. Father had noticed a lady standing a long time and asked her to sit on—

41. But she was as stiff as—

42. We all laughed and father said, "I'll treat to ice cream and—

43. On our way home your father saw two boys fighting about—

44. He ran to separate them when a man struck him with—

45. Making him fall in—

46. A crowd gathered shouting, "Hurrah for—

47. A policeman came up and seized your honored father, saying he deserved—

48. Susette screamed. I loudly explained that my beloved Jonathan was a deacon who would never hurt—

49. After a few words from Jonas the policeman begged pardon and hailed—

50. In which we rode home, where Susette dressed your father's eye with—

51. The dinner party, two nights after, was a grand affair in spite of some mishaps. The table was set with—

52. The first course consisted of—

53. The second of—

54. In place of—

55. The butcher had sent—

56. Which did not go as well with side dishes of—

57. But the guests enjoyed—

58. As Susette felt ill in the morning, I attended to dessert and ordered—

59. When it was brought on the table Susette fainted, but we revived her with—

60. After dinner Prof. Scramble played on—

61. And all went well until Miss High-note put her jaw out of place singing a song called—

62. The ladies screamed. Mr. Blunder laid her down on—

63. Mr. Hasty shouted "fire!" but Jonas clapped over his mouth—

64. Mr. Growler muttered "It will reel her awhile that way," when Miss Feeling said, "You're as hard-hearted as—

65. Dr. Mendem tried to set it by using—

66. Then father helped him, and they pulled it back with—

67. They wrapped her up in—

68. Prof. Scramble who escorted her home put her on one arm and under the other her—

69. Run to the door, Daniel, the expressman is coming with—

70. There! Mehitable, you've torn your dress on—

71. Fasten it with—

72. We bought what you each wished, and when father comes we'll have a good time looking at—