

## THE Cinderella Games

ARE THE BEST IN THE MARKET FOR CHILDREN.  
THE PAGES HAVE BEEN ENLARGED AND  
BEAUTIFULLY ILLUSTRATED, AND THE GAMES THOROUGHLY  
REVISED AND CHANGED.

ASK TO SEE THEM IN THE STORES.

— TITLES —

CINDERELLA.

WHERE IS JOHNNY?

COCK ROBIN.

HOUSE THAT JACK BUILT.

OLD MOTHER HUBBARD.

LITTLE RED RIDING HOOD.

If not found at the stores, send twenty-five cents  
to McLoughlin Brothers, New York,  
for a Game.

## DIRECTIONS

FOR

# GAME

OF

## Where is Johnny?

McLOUGHLIN BROS., Manufacturers,  
NEW YORK.

## DIRECTIONS FOR PLAYING

THE GAME OF

## Where is Johnny?

*For any number of players, but from  
three to six makes the best game.*

The pack contains forty-one cards—  
twenty-two picture cards, and nineteen  
with borders and printed matter. The  
letters on the cards are to be used only  
in playing "Johnny's Match Game,"  
and the penalties only in the game of  
"Where is Johnny?"

The dealer first takes from the pack as  
many cards as there are players. One of

## 2 GAME OF "WHERE IS JOHNNY?"

these must be the card of Johnny himself. He then mixes these cards and passes them to his right, for that player to again mix them, in order that no one shall know which is the "Johnny" card.

The dealer then shuffles the pack and puts these cards on top of it, so that they may be the first ones given out. He then deals the cards one at a time, face down, until all are given out. By this means "Johnny" will be at the bottom of some one of the players' piles.

The players leave their cards face down in a pile, in the order dealt to them.

Each player then provides himself with ten beans or buttons, to be used as counters in playing the game. About twenty-five should be put in the centre of the table.

The player on the right of the dealer then begins the game, by turning up his

## GAME OF "WHERE IS JOHNNY?" 3

top card. After taking or paying the counters (beans) directed on the card, he lays it face down by itself.

All counters are taken from, and paid to, the centre of the table, unless otherwise directed by the cards.

The second player then turns up his top card, and follows its directions, if any, as to the payment and taking of counters.

Each player in order thus turns up a card, and the game goes round, until "Johnny" himself is turned up, which brings it to an end.

Whoever turns up the card "Where is Johnny?" lays it by itself face up in front of him. When it next comes to him to turn up a card, after doing so, he passes the one "Where is Johnny?" to his right-hand neighbor. This player then retains it face up on the table, until

## 4 GAME OF "WHERE IS JOHNNY?"

each player has turned up one card, when he passes it to the one on his right.

The object is to have the card "Where is Johnny?" passed from one player to another, and to have each one hold it, during one round of the game, or until each, including the one holding it, has turned up just one card.

When the player, who for the round holds "Where is Johnny?" turns up a card requiring the payment of counters, he is exempted from their payment, as the holder of that card has, for the time being, the advantage over the other players of being exempted from the payment of fines, but he can receive them all the same.

After "Johnny" himself is turned up the game is ended, and won by the player having the largest number of counters.

## Johnny's Match Game

*Any number of persons can play.*

The dealer shuffles and deals the cards one by one face down, until all are given out.

Each player leaves his cards in a pile on the table face down, in the same order in which they were dealt to him.

The game is begun by the player on his right turning up his top card, and laying it face up in front of his pile.

He is followed in turn by the other players, and all continue to turn up their cards until the end of the game, subject to the following rules—

When a player turns up a card containing the same letter as that upon any exposed card previously turned up, he makes a match and takes the two cards and lays them aside for game.

The second and each succeeding card turned up by a player is laid on top of the one first turned up. The exposed cards are the top ones of this pile, whether just put on or whether exposed by the removal of a card in making a match.

If a player turns up a letter for which there is a match on the table, and fails to see it; or if, in making a match, he exposes a card which can again be matched, and does not claim it, the owner of the matching letter may take the two cards if he discovers them, or, if not, any other player may do so.

If a player turns up the card "Where is Johnny?" he passes it to his right hand

neighbor. That player holds the card during one round of the game, and after turning up one card he passes "Where is Johnny?" to his right. Each player to whom it is passed holds it during one round of the game, and only during one, unless it is passed to him a second time, having gone once around the party.

The one who holds "Where is Johnny?" takes any matches that appear during the time that he holds it, unless he fails to see them, in which case the rules before given will apply to the taking of the match.

The match containing "Johnny" counts five; the other picture matches, two; and the matches of border cards, one.

The player having the largest count wins the game.