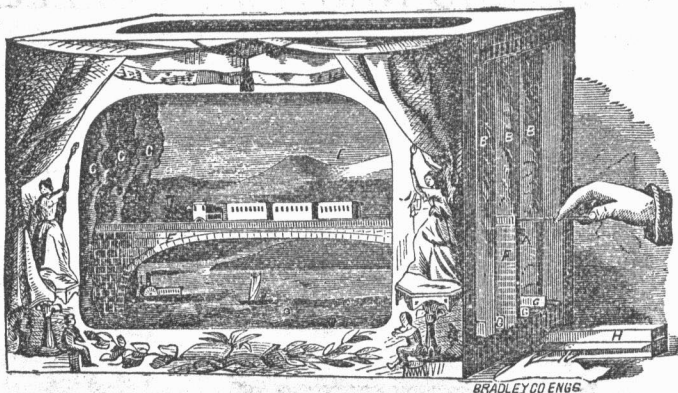


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Kriss Kringle's Christmas Tableaux. A complete moving diorama with scenery, figures, a real bridge, boats, cars, &c. A complete exhibition with tickets and posters. The most amusement for the money ever made in this line.

Pammena. A game of the four seasons. This is without doubt the most elegant and tasteful game of cards ever published, and the method is admitted to be extremely fascinating. The arrangement of the cards, on which characters from mythology, and the fruits and flowers of the four seasons are represented, is such that, in addition to the popular game of Pammena, all other games of cards may be played with equal interest, without the objectionable associations connected with the ordinary playing cards.

Japanese Backgammon. This new game probably had a greater sale during the first six months after its publication than any other ever published. The peculiar combination of the principles of Backgammon with new and novel features render this game intensely interesting; and the fact that either two, three or four players can engage in it with equal interest, adds very materially to the value of the game for a family circle.

This is a game for adults and youth, and pronounced by good judges to be superior to Backgammon or any other similar game.

Authors Improved. Played on the same principle as the game of Authors, with the addition of a new feature which adds largely to the interest of the game, making two games in one, and which has given our Authors immense popularity. This game is revised each season, and such authors and their works inserted as are deemed advisable. This annual revision is a feature peculiar to our game, and must recommend it to the public in preference to those stereotyped editions of ten years' standing, and which consequently can be gotten up for one-half what it costs to make our style. As our game contains 72 cards, there are enough to form two good games when the company is large. Lithographed cards so that no impression shows on the backs, which are tinted to avoid soiling.

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RULES

FOR THE

New Game of Authors.

This game comprises twelve sets of four cards each, each set consisting of the name of an author and three of his works. The name of each card is at the top of its respective card, in large letters, and the names of the other three cards in that set are printed underneath in smaller letters, merely as a key to show what cards comprise that set, but it is to be borne in mind *invariably* that the name at the top is the only designating name of the card. The four cards of a set, when collected together in the progress of the game, constitute a Book, and the object is to form Books by calling for cards from the other players, according to the following RULES OF THE GAME:

1st. Shuffle the cards, and deal one at a time to each player, until all the cards are exhausted, beginning at the left of the dealer.

2d. The person at the left of the dealer then commences the game by calling for any card he may need to complete, or assist in completing, a set; and if successful he may continue to call for and receive other cards from any of the players until he misses, i. e. until he calls for a card from some person who has not that card.

3d. When a player misses, the next one to the left may call for any cards he may want, of *any* player, until he misses, and so on.

NOTE.—If it is so agreed before commencing, the player last called upon may become the next caller.

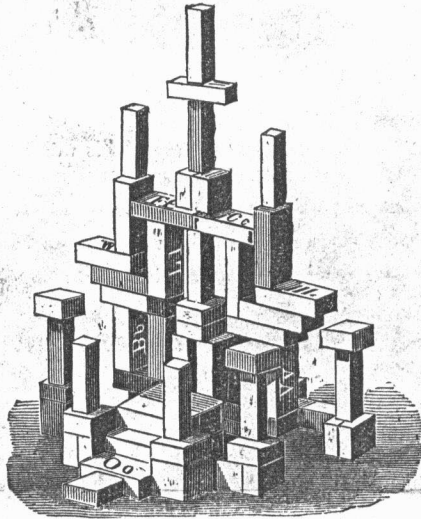
4th. When any player obtains a full set he lays them aside on the table, announcing to the party what Book is complete.

5th. When all the sets have been collected and formed into Books, the player that has the most Books wins the game.

NOTE.—Some players contend that no card shall be called for, unless the person calling for it has one or more of the same set in his hand, but the game is not improved by this restriction.

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THOUSANDS OF DIFFERENT COMBINATIONS MAY BE PRODUCED.



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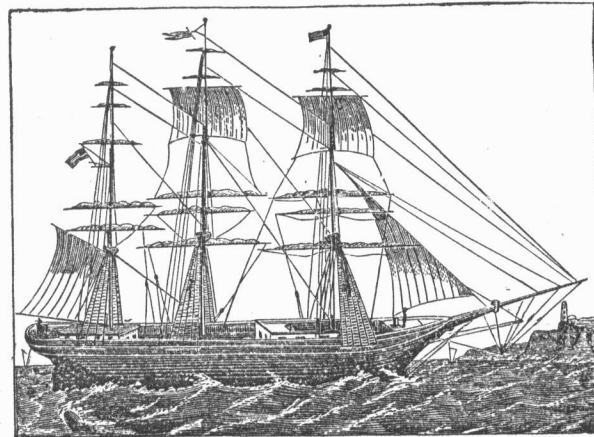
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