# TO LOVERS OF GAMES.

Out of two hundred games published by them, the firm of PARKER BROTHERS especially recommend the following:

Popular Board Games. Innocence Abroad, \$1.25. Travel, new and educational, \$1.25. The Limited Mail (new and very populer,) \$1.25. The Rivals, the new Society Game, 60 cents.

## BOARD GAMES OF SKILL.

These are high-class games of rare merit for players over ten years of age and for adults. Chivalry, the most brilliant of all board games of skill, \$1.00. The Yale-Harvard Game, a new principle in games, \$ .60 and \$1.00.

# CARD GAMES FOR CHILDREN.

The Brownies and other queer folk, card game in colors, \$ .30. Dr. Busby, popular old card game in colors, \$ .30. Corner Grocery, trading game, \$ .25. Auction, new and very amusing,

Send two cent stamp for PARKER BROTHERS' Illustrated catalogue of games.

RULES FOR PLAYING



# THE GAME OF FORBIDDEN FRUIT.

Parker Brothers, Publishers, Salem, Mass.

### -DIRECTIONS

FOR THE STRANGE GAME OF

# FORBIDDEN • FR⊌IT.

COPYRIGHT 1887, BY GEO. S. PARKER & CO.

### HIGHLY EXCITING.

IN MANNER OF PLAYING TOTALLY DIFFERENT FROM ANY OTHER GAME.

- 1. There are ten different kinds of fruit (represented by thirty cards, or three cards of each kind) with a guard for each. The guard with the three cards which it protects forms a set.
- 2. Shuffle the cards well and distribute equally among the players. The person on the left of the dealer commences by asking

any other player for a Fruit, provided he himself holds either a fruit of the same kind, or the guard belonging thereto.

- 3. If the player has the fruit asked for, he must give it up, unless he has the guard of that fruit: for example, if one player ask another for an apple which he has, if he also holds a dog, he may refuse, saying, "My apples are guarded by my dog."
- 4. A player may continue calling, until he calls upon one who either has none of the fruit called for or has it protected by a guard. In that case, each player must draw two cards from the one at his left, and it becomes the turn of the next player to call.
- 5. Guards cannot be called away, but they will frequently be drawn, and the changes thus made in the hands will prove very puzzling to the players.
- 6. When the player obtains a complete set, he lays it aside to be counted at the end of the game.
- 7. After all the cards have been formed into sets, the player having the greatest number of sets WINS THE GAME.