· · TO BUYERS OF CAMES · ·

Out of two hundred games published by them, the firm of Parker Brothers ESPECIALLY RECOMMEND the following:—

BOARD GAMES FOR CHILDREN AND YOUNG FOLKS.

Mansion of Happiness, \$1.25. Innocence Abroad, (very popular,) \$1.25. Office Boy. \$1.00. Military Game, (toy battle game for boys,) \$1.25. Bicycle Game, 60c. Travel, (excellent, popular, educational,) \$1.25. Limited Mail, (new and very popular,) \$1.25. Hopity, (the popular game of skill for two, three or four players, famous for its jumping move. Admirable for children and adults.) \$1.00.

BOARD GAMES OF SKILL FOR TWO PLAYERS.

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

CARD GAMES FOR CHILDREN.

Corner Grocery, (trading game,) 25c. Auction, (very amusing,) 25c. The Brownies and other Queer Folk, (card game in colors,) 30c. Dr. Busby, 30c.

Ask your Dealer for any of the Above Games.

* DIRECTIONS FOR PLAYING *

.... THE GAME OF

MUSICAL ·· LETTERS.



Highest Awards granted Parker Brothers' Games at the World's Fair, 1893.

Published by PARKER BROTHERS, Salem, Mass., U. S. A.

RULES FOR PLAYING

THE GAME OF MUSICAL LETTERS.

The pack consists of about seventy cards, there being ten books, one for each composer, such as Handel, Liszt and others, the letters on the cards belonging to a set spelling the name.

The cards should be shuffled and an equal share dealt, one card at a time to each player, after which each player should arrange all the cards of the same set together in his hands.

The Object of the player holding one or more cards of the same set, is to obtain the remaining cards of that set, as he who can during the game lay aside the greatest number of complete sets, Wins.

The player at the left of the dealer begins by calling from any other player for a card that will help complete a set, any portion of which he holds. The player called upon gives up the card called for, if he has it. If the player calling obtains the card asked for of the person asked, he puts it in his own pack

with his other cards of the same set, and continues calling for other cards from any of the players. The player calling loses his turn when he demands a card from a player who does not hold it; it then becomes the turn of his left-hand neighbor to call, and so on in turn.

When a player obtains a complete set, he lays it aside to be counted at the end of the game, first reading it aloud.

When a player calls for a card which he already has, he forfeits it to the player from whom he calls it.

The Yankee Doodle card is the Joker of the game. When one person has called a card and the one called from does not have it, the latter has the privilege, if he wishes, of handing over any card which he wishes to get rid of, and the point of the game is that no one wishes to have the Yankee Doodle card in his hand at the end of the game.

When the cards have all been formed into sets, the game ends and the player having the most sets, is the winner of the GAME, and the one holding the Yankee Doodle card takes the booby prize.

