

either a private one or the public one. When that occurs the player who has the greatest number of fishes in his private pond is the winner of the game.

LOGOMACHY

It is remarkable, considering the excellence of the game and the facility with which it can be arranged as a progressive feature, that Logomachy is not more widely known and played at present and that all dealers do not keep the alphabetic cards in stock.

Luckily, however, a logomachy set can be easily made at home "in between times" and without cost except a few sheets of cardboard.

Those who enjoy games which can be played progressively and which are not so well known as euchre, so intricate as whist, would perhaps find the word-building exactly what they want.

For a large company and a progressive game it would be better to order several sets of the cards through some large dealer, notifying him sufficiently far in advance, since to make them for so many tables would entail a large amount of work.

For a simple home game, however, the necessary set is very little trouble to get up. Here is the *modus operandi*:

Cut from the pasteboard, which should be glazed if you can get it so, cards resembling the ordinary euchre

deck in size and shape. Each logomachy pack contains seventy-two cards. Wornout euchre cards can be used at a pinch by pasting the letters in the center of the cards and painting out the original symbols.

Now from old newspapers, advertisements, and magazines clip as many big capital letters as you can find, taking care to have them clear and plain. These are pasted on the cards, one to each. The set must contain the following letters:

Six A cards, three each of B, C, and D, seven of E, three of F, two G's, two H's, six I's, one each of J and K, two each of L, M, and N, six O's, two of P, one of Q, two of R and S, two of T, six of U, one V, two W's, one X, three of Y and one of Z.

A few of the lettered cards are marked Single Prize or Double Prize. The Single Prize cards are J's, K's, and X's. Double Prizes are Q and Z.

Each player before he takes his seat receives a score blank, which has the rules of the game written on the reverse side. The game itself greatly resembles old-fashioned Casino, that ancient favorite which we all learned as children.

The principal change is, of course, the substitution of letters for numerical values.

RULES

Four persons sit at each table. Partners sit opposite each other.

Each player deals in sequence. One card is dealt to each player and one to the pool. When both players and pool have four cards no more are dealt for the time being.

Cards in the pool are dealt face forward.

No cards are dealt to the pool after the first round in any one game.

Dealing and playing both progress from right to left.

The object of each player is to secure for himself as many cards as possible. The cards marked Prize count more than the others, and are, therefore, more desirable. Cards are won by forming words with the letters.

Thus, if it so happens that the cards A and N are upon the table and the player to whom the turn has fallen has a Y in his hand, he plays his Y, thus forming the word Any, and gathers in all three cards.

But if, on the other hand, a player is unable to form a word, he must discard from his hand and the turn passes.

Words may be built exactly as are the numbers in the the more familiar game. For example, we will say that the letter N is in the pool and that the player holds M and A cards. He discards the A, placing it upon the N, and announces that he is building the word Man. If the trick remains untaken until his turn comes around again he takes in the N and the A cards with his M. However, another player may pro-

duce a letter and take both letters before the builder's turn arrives. The letter for this trick need not be an M. The letter C, forming with the letters built the word Can, would take it equally well.

A person building is not allowed to take another trick until the built-up cards are taken by another or himself. The counting resembles very closely that of Casino.

The greatest number of cards counts three points. Single Prize and Double Prize two points.

There are, besides these, "Sweeps," which count one point each. A sweep is made by the player who wins all cards that happen to be on the table, whether these are few or many. They correspond to the points of the same name in Casino.

Played progressively the arrangement of the tables, etc., for logomachy is like the arrangements for Progressive Euchre.

Handy pocket dictionaries with good, serviceable bindings and clear type make useful and appropriate prizes. Letters in hard chocolate or cookies cut and baked in letter form, tied with ribbon, can be distributed as boobies or, perhaps one should say, consolation prizes.

GAMES FOUNDED ON MOTHER GOOSE

These games are excellent for many reasons, for one thing, the rhymes are something which every one has