

shrewd opponent will form a pretty correct idea of what you have from such short sentences and should you miss, will be sure to use such knowledge to your disadvantage. Keep your own counsel, decide by your own judgment, and act promptly.

To become an expert player, cultivate the memory, pay close attention to the progress of the game, keep perfectly cool, and always be good natured.

### AVIARY.

Avilude or game of birds is reducible to a simple and very beautiful game, especially intended for the amusement of younger persons, and to render them familiar with the appearance of many of their feathered friends.

This game is called the "Aviary;" and the following rules are to be observed in playing.

1st. In this game the descriptive cards are laid aside. Shuffle, deal, and call, in the same manner as in Avilude. Rule first in that game is applicable in full to this.

2d. When any player obtains a full group, or book, he stacks it upon the table, announcing what group is thus laid aside.

3d. It is necessary that the one calling should hold in his hand at least one card of the four, forming the group, a member of which he calls for.

4th. In addition to the cards already indicated, there is one card designated as the Avis, is dealt with the rest, and can be called from hand to hand like any other card, the player forming the last book stacking it with the rest. The value of this book, however, is twice that of any other. It will thus be seen that it is most desirable to hold the Avis, as even a player who is behind may thus possibly win the game.

#### TERMS USED IN THE AVIARY.

*Avis*: The card so designated.

All other names are similar to those found in the Game of Birds.

#### COUNTS.

There is but one method of counting employed in this game, i. e., when four cards of a group are formed in a book and stacked, each book so formed counts one. The player obtaining the most books wins the game.

NOTE.—One exception to the above rule is, that the last book, containing the Avis, will count two.

"In regard to instruction, the impressions made through the eye are the most definite and indelible, and may serve as a nuclei around which by association to group facts and suggestions the most varied."

PROF. JOSEPH HENRY, in letter to Tyndall Banquet, N. Y., Feb. 4, 1873.

"I do not observe that in the so called educational programme, the subject of natural history is in any way introduced. This is I think a great mistake."

PROF. BUCKLAND, in *Leisure Hours*.

The above extracts being the opinions of well known scientific men, indicate a positive want which we have endeavored in a measure to supply, by introducing to you the most truly scientific game ever published,—Avilude.

Price 75 cents.

Our name is coined from the word *Avis*, a Bird, and *Lude*, a Game.

**WEST & LEE,**

WORCESTER, MASS.

## AVILUDE:

OR

## GAME of BIRDS.

*A game on entirely new principles, and both instructive and entertaining.*

THIS game employs sixty-four cards, divided into eight groups,—each group consisting of four pairs. One card of each pair has upon it an engraving of a bird, with its name; the companion card has upon it the description of the same bird.

#### TERMS USED IN PLAYING.

*Picture*: Card containing picture.

*Description*: Card containing description.

*Pair*: The illustrated card and its corresponding descriptive card.

*Pair Royal*: Two pairs of the same group, held at the same time.

*Double Pair Royal*: Three pairs of the same group, held at the same time.

*Book*: All the cards of one group, held at the same time.

*Stacking*: Placing upon the table any pair, pair royal, double pair royal, or book, that may be obtained according to the rules.

*Group*: The class to which the bird or birds may belong, is invariably indicated at the head of each card, as: "Birds of Prey," "Singing Birds," &c.

*Scoring or Counting*: Keeping account of what each individual makes according to the rules of the game.

Pair counts.....	1
Pair Royal counts.....	3
Double Pair Royal counts.....	6
Book counts.....	10

*Study the rules thoroughly.* No game can be made interesting until it has been well studied and is understood in each particular.

#### RULES OF THE GAME.

THIS game can be played by any number of persons not exceeding eight.

1st. Shuffle the cards and deal one at a time to each player in turn till all the cards are exhausted. The person at the left of the dealer then commences the game by calling upon any player for some card he does not hold, continuing to call upon whom-ever he pleases till he misses, when the next in turn commences to call in the same manner.

2d. It is imperative that in calling, the one so doing should hold in his hand at least one card of the eight forming the group for which he calls.

3d. When any player obtains a pair, he can, if he so choose, stack it upon the table, and score one; or by retaining such pair and obtaining another of same group make a pair royal, stack it and count three; or retaining the pair royal, gain another pair of same group, form a double pair royal, stack and score six; or retain the double pair royal and in same manner form a book, which is then stacked, entitling the player to ten,—the highest single count.

The player must in every instance decide if he will "stack" before he misses a call, as after having missed he cannot stack until his turn has come again and he has added another card to those held before. *Study this rule well.*

NOTE.—Thus, a player holding in his hand the picture of the Vulture, calls for the description, who, receiving, he is at liberty to stack the pair and count one; but if he retains it in hand, and at that or any subsequent call makes a pair,—for instance, the Eagle and its description,—he can then stack his pair royal and count three; by holding it, however, and in the same manner drawing of the same group, i. e., "Birds of Prey," the Falcon and description, he will then hold a double pair royal, which stacked, would count six; but holding these and gaining the last pair of the group, the Secretary Bird and its description, would give ten.

4th. When the player stacks his cards they should be placed face upwards convenient for reference; and when being so stacked the name of the group should be called, also, stating whether is stacked a pair, pair royal, double pair royal, or book.

5th. If in the deal any player, should receive a pair, pair royal, or double pair royal, the player receiving such has no right to stack them for count, until he shall have added another card of same group.

6th. A player having stacked a portion of a book, any one holding the whole remainder of the group can stack at pleasure.

7th. If a player having obtained a pair, pair royal, or double pair royal, without losing his call, should stack, making the score to which he is entitled, and then fortunately obtain another pair or more of the same group, he must consider those obtained after stacking the same as though he had not previously held any of the same group.

NOTE.—A player holding in his hand of the Singing Birds, the Lark and description, also Canary and description, forming a pair royal, calls and receives from another player the Mocking Bird and description, which he then stacks, counting six; he calls again receiving the Nightingale, and description, which he stacks counting only one additional; whereas, if the last call had been made before stacking, ten would have been the count.

8th. A player calling for a card should in every case first mention the name of the group to which the card belongs: then state plainly which is desired the illustrated card or descriptive.

NOTE.—A player desires to draw from another the Picture of the Eagle. He should say: "Give me in Birds of Prey, the Picture of the Eagle," or in the same manner, "the Description of the Eagle." No forfeit is here appended for non-observance, and it is at the option of the players to impose the loss of the call, if the rule is not complied with. Naming the cards in such order is a great convenience, requires presence of mind and attention, enhances the interest of the game, as well as facilitates rapid play.

9th. But one card can be called for at the same time.

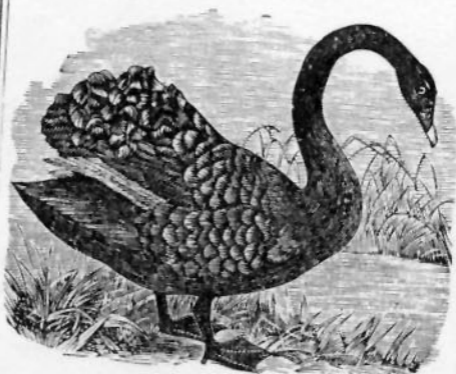
NOTE.—Such expressions as *Eagle* and *mate*, or description of *Vulture* and *mate* are not allowable.

Although a player has a right to stack a single pair and count one, or a pair royal and count three, yet to do so impairs the interest of the game, as it breaks up the groups and narrows the contest.

Do not allow yourself to think aloud, saying like this: "Now I wonder if I had better stack these and make sure of them." "I wonder who has the rest of this group &c." A

**Web-footed Birds.**

BLACK SWAN.



WANDERING ALBATROSS. KING PENGUIN.

GREAT AUK.

