

NEW PARLOR GAME,
WHAT O'CLOCK;
—OR—
OLD FATHER TIME.

For fine amusement, laughter, and splendid entertainment, for winter evenings, for yourself and friends, get the new, novel, and decidedly original game of WHAT O'CLOCK; OR, OLD FATHER TIME. It is composed of 48 neatly printed cards, representing every hour and half hour in the day and night, an illustrated clock dial on each card showing the time, which, also, indicates the ranking value of the card in playing the game; each card ranking higher as the hour gets later in the day. A number of cards also have comic illustrations characteristic of the time represented; some of which are winning, and others losing cards in counting the score for game. The skill in playing consists in capturing the winning cards, and compelling your opponents to take the losing ones, and at the same time to secure for yourself the greatest number of cards; thus requiring you always to have three objects in view, giving it just enough zest and interest to fascinate both young and old. It is totally different from any game heretofore published, and its novelty and originality adds very materially to the interest of the players, particularly such as are tired of the game of authors, etc.,

Price 25 and 50 Cents per Copy. Sent by mail to any address on receipt of Price.

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Mystic Thirty-One.

This new and beautiful game is intended as a companion to LOGOMACHY. The author has endeavored (with what success is apparent) to enhance this game of figures with the same subtle charm that has proved so successful in the game of letters, that is to combine Education and Instruction with intellectual entertainment and amusement. The mode of playing presents a very interesting method of calculating and combining figures that is at once so simple, that children can quickly and easily comprehend it, and at the same time it affords opportunity for deep mental calculation and study sufficient to fascinate the keenest intellect.

The game is composed of Forty Illustrated Cards, comprising four sets of figures from one to ten in each of four colors, and together with full and explicit instructions; is put up in a neat paper box.

Copies sent by mail, prepaid to any address on receipt of 25 cents.

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EXPLANATIONS AND RULES FOR PLAYING THE NEW GAME

LOGOMACHY,

—OR—

WAR OF WORDS.

This Game received the Highest Premium SILVER MEDAL, awarded by the Cincinnati Industrial Exposition, 1874, for the

—BEST NEW PARLOR GAME.—

The game is composed of fifty-six illustrated Cards, each containing one letter of the alphabet, all of which are duplicated one or more times, except the prize letters, J, K, V, X., and the double prize letters, Q, and Z.

Any number of persons may play, but where an even number more than two play, it will be better to choose partners, than for each to play independently, and where six or more play, it will be better to use two games together.

Each player takes their turn as dealer, Mix or Shuffle the Cards thoroughly, and deal one at a time, until each player has four cards, then put four cards on the table, face upwards, which is designated the pool. The player, next on the left of the dealer, plays first, and then, each on the left in turn, playing but once in their turn, and playing one card only from their hand. The object of the play is to capture as many cards as possible, especially the Prize Cards, which is done by winning tricks as follows: If by using ONE Card from your hand in combination with two or more from the pool, you can spell a word, you thus capture all of the cards used in spelling said word including the one played from your hand, and that is termed winning a trick. All tricks so won are placed in a pile, face downwards, in front of the winner. For example: If the letters A and N be in the pool, and you hold the letter M in your hand, you play it on the table, proclaiming aloud that you spell man, and thus win a trick. It is not material if the letter in your hand is the first, last, or middle letter of the word spelled, so that it is the letter wanting to complete the word spelled. Remember, you may only play once in your turn, and can only play one card at a time from your hand, but any number possible may be used from the pool in spelling a word.

If you can not spell a word, or do not want to build for a word, as hereafter explained, you must play one card into the pool, face upwards, as each must play in their turn.

Spelling a word wrong forfeits your play, and the card used from your hand must be played into the pool, and you lose your turn.

Any one capturing all of the cards in the pool in a trick, makes a sweep, and the next player must play one card into the pool, but if any cards are yet on the table in unfinished words, it is not a sweep.

When the hands are all played the dealer gives four more to each player omitting giving any to the pool. Repeat in this way until the pack is exhausted and if any odd cards are left at the last put them into the pool.

If any cards are left in the pool after all the cards have been played they belong to the player who captured the last trick.

The time allowed each player for study is *positively* limited to *one minute*, and if they can not then take a trick, they *must* play into the pool.

Proper Names, Abbreviations, and all Slang-words are *positively* prohibited.

Rules for Building and Extending Words.

If you hold two or more Cards in the hand that you wish to use in spelling a word, you may build for it as follows: providing always that there is at least one letter of the word in the pool to build on; for example, take the word **Man**, if you hold two of the letters—say **M** and **N** in your hand, and the **A** is in the pool, you play one Card, say the **M**, and putting it and the **A** together, proclaim the word you are building, and when next it is your turn to play, if it has not been taken, or extended, you play the last letter—the **N**—and complete the word and take the trick. But if any other player has the duplicate letter necessary to complete the word, they may play it and take the trick. But no person can take any of the letters that are being used in building a word to use in any other word. A trick can not be taken until the word is completed.

A word being built by one player may be extended by another, as follows: In the above example, after having played the **M** and **A**, and it requiring the **N** to complete the word, if another player holds the duplicate **N**, also say the letter **Y**, he may play the **N** and proclaim that he extends the word to **MANY**, and when next his turn, may play the **Y** and capture the trick. If any other player holds a duplicate **Y** they may play it and capture the trick.

You may not either build for a word or extend it unless you hold all the letters required in addition to any in the pool, to complete the word, and the person playing the last letter required to spell any word may take the trick. A word being built can only be extended by adding to the *original word*, viz: **Man** can not be changed to *mad* or *any* word that would alter the arrangement of the letters as used in the word being built, but may be extended to a different word, such as *many*, *mantle*, *manner*, etc.

SCORE.

The game is won by the player, or side, first Scoring twenty-one points.

The one capturing the greatest number of Cards, scores three points.

The one capturing one or both of the Double Prizes, scores two points for each. The one capturing any of the Prizes, scores one point for each.

Any one making one or more Sweeps, scores one point for each sweep made.

REMARKS.

After becoming familiar with the mode of playing this game, it will be found to add very much to the interest by making a slight change, as follows: Deal five or six cards to each, and the same number to the pool, and exclude words of less than four or five letters.

It will also be better where six or more play to use two games consolidated.

VARIATION.

The following is a different variation in the mode of playing, and all players *should have it understood before beginning, which rule they wish to play by.*

Any word being built by one player may be changed or transposed into any other word, and any letters from the pool can be used in so doing, but any one doing so must always use one or more cards from their hand, in one or more turns, and *all* of the cards already used in building. They can not take part of the letters already used, but must take them all.

A player having spelled a word and taken a trick, must place the cards thus taken, face upwards on the table near him, arrange the letters to spell the word correctly in a way best visible to all the players. Any player in proper turn, may by using *one* card from his hand, extend said word, or by transposing the letters, make any other word and win the trick from the first player, and must then remove the cards over near himself and arrange as before explained, spelling the word last made, which is then liable to be retaken by any one in the same way at any time, *provided, always*, that a player *cannot at any time use more than ONE Card from his hand* in taking a trick already won, and must also use *ALL* of the cards or letters contained in the trick in the new word spelled.

A player may use one or more cards from the pool in taking a trick from another player, as in taking a trick from the table.

A player can not play into his own hand by extending or adding to a trick in his own possession.

Every trick taken must be arranged as described, and left so exposed to capture, until all of the cards are distributed and all played.

It will be found that this plan makes the winning of the game so very uncertain up to the end, that it will add very materially to the interest.

It is also very important to limit the time of study of all players to one minute.

The author would respectfully suggest to *New* beginners, before adopting this feature, to study the rules carefully, and become familiar with the mode of playing the game.

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