

NEW GAMES RECENTLY PUBLISHED

By MESSRS. JAUQUES & SON.

- A GAME OF HIDE AND SEEK with the KINGS & QUEENS of ENGLAND**, 84 Cards, with beautifully Coloured Portraits, affording an excellent game; 1st Series, 1s.
- DITTO**, 84 Cards, 2nd Series, 1s. **DITTO**, 84 Cards, 3rd Series, 1s.
- THE LONDON POST**, 84 Cards, with beautiful Illustrations, in Colours, of the Chief Buildings of the Great City, Impressing on the mind the Postal Districts in which they are situated, 1s.
- ANNO MUNDI**, a Scripture Recreation for the Young, 84 Cards, illustrating the Chief Events of the Old Testament, 1s.
- ANNO DOMINI** (the Companion Series), 84 Cards, with beautiful Illustrations of the Chief Events of the New Testament, 1s.
- THE KINGDOMS OF EUROPE**, a highly Amusing Game, exquisitely Illustrated in Colours; 1st Series, 45 Cards (Western Europe) 1s.
- DITTO, DITTO**, 2nd Series, 45 Cards (Eastern Europe) 1s.
- PAROLE**, a New Word Game, 84 Cards of Comical Letters, 1s.
- SNAP**, the most popular Card Game of the day, 32 Comic characters, 6d
- DITTO**, 56 Comic characters, Superior Cards, 1s.
- SOL**, or the Signs of the Zodiac, 52 Comic Cards, 1s.
- QUITS**, an interesting Card Game, adapted for any number, 1s.
- ILLUSTRATED PROVERBS**, drawn by Philz, 1st Series, 64 Cards, 1s.
- ILLUSTRATED PROVERBS**, 2nd Series, 64 Cards, 1s.
- THE SOVEREIGNS OF ENGLAND**, exquisitely Illustrated in Colours, 40 Cards, an excellent Round Game, 1s.
- FLORAL SNAP**, 64 Cards of Garden Flowers, 1s.
- UJJI**, or the Search for Dr. Livingstone, a capital Round Game, 52 Cards of African Niggers, &c., Beautifully Coloured, 1s.
- THE XVIIth CENTURY**, 100 Cards, 50 of them containing Portraits of its Chief Celebrities, a highly Amusing Game, 1s.
- THE XVIIth CENTURY**, ditto 1s.
- THE XVIIIth CENTURY**, ditto 1s.
- THE XIXth CENTURY**, ditto 1s.
- HAPPY FAMILIES**, 24 Grotesque Characters, 6d.
- DITTO, DITTO**, 44 Grotesque Characters, 1s.
- THE BRIDE**, 48 Cards of Field Flowers, Beautifully Coloured, 1s.
- MAY DAY**, 96 Cards; a New Round Floral Game, 1s.
- THE REALM**, 48 Cards, Beautifully Illustrated, 1s.
- PICTURE PUMBLEHOOK**, a capital Round Game for Juveniles, 90 Cards of Animals, Birds, &c., Beautifully Coloured, 1s.
- THE WHITE CAT**, 52 Cards of Cats, Kittens, and Mice, 1s.
- WHO'S SIR ROGER?** 50 Cards, Beautifully Coloured, 1s.
- THE COUNTIES OF ENGLAND**, containing exquisite Illustrations in Colours, of the Chief Towns in each County, their products, notable buildings, &c. 1st Series, 62 Cards (Midland Counties), 1s. 6d. 2nd Series (Northern Counties), 1s. 6d. 3rd Series (Southern Counties) 1s. 6d
- THE WEDDING**, a highly popular Game, 50 Cards, with Illustrations of the Chief Personages in the Marriage Ceremony, 1s. 6d.
- THE WORLD'S PARLIAMENT, or Vote by Ballot**, a New Electioneering Game, affording great fun, 88 Cards, 1s. 6d

Sent Post-free for Two Extra Stamps

RULES FOR THE GAME

OF THE

COUNTIES OF ENGLAND.

ANY number above three can play. The cards to be shuffled and dealt round. The player next the dealer (or the winner of a previous round) begins the game by asking for a card of any County of which he holds either a town or the County card. If he gets it, he continues asking for what he wants till he is refused. Then the privilege of asking devolves upon the player who refused him; he in his turn asks for any card he requires to complete his set, until he is refused; and so the game goes on.

When a player has the County card in his hand, he knows how many towns he requires to make up a set. Every set made up is proclaimed and laid down on the table.

The player who has made up most sets is winner when the cards are all played out, and has the privilege of the first question at the next round.

Any player withholding a card asked for forfeits a set.

Disputes to be settled by reference to the Key.

Or the Game may be Played thus:—

1. One player to be chosen as President.
2. The President to retain the County cards, and deal the picture cards round.
3. Six counters to be given to each player, and some put in the pool.
4. The President to ask each player in turn for a card of the town belonging to the County which he mentions.
5. If a card of another County be offered, the person forfeits one to the pool; but if the right one be offered, he takes one from the pool.
6. Any person relating a fact, or describing scenery, manufactures, &c., connected with his card, receives an additional counter from the pool.
7. The sets being all made up, he who has most counters wins.

[Entered at Stationers' Hall.]

JAUQUES & SON, 102, HATTON GARDEN, LONDON.

THE KEY.

1. MIDDLESEX	5 Cards.
2. HERTFORDSHIRE	4 "
3. BEDFORDSHIRE	5 "
4. HUNTINGDONSHIRE	3 "
5. NORTHAMPTONSHIRE	4 "
6. RUTLANDSHIRE	3 "
7. LEICESTERSHIRE	3 "
8. WARWICKSHIRE	6 "
9. NOTTINGHAMSHIRE	4 "
10. DERBYSHIRE	7 "
11. STAFFORDSHIRE	7 "
12. WORCESTERSHIRE	4 "
13. OXFORDSHIRE	3 "
14. BUCKINGHAMSHIRE	3 "

RULES FOR THE GAME

OF THE

COUNTIES OF ENGLAND.

The pack consists of sixty-one cards, containing fourteen County cards, numbering from one to fourteen, and forty-seven Picture cards, illustrating their towns. Each Picture card bears the number of the county to which it belongs.

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LAWN TENNIS.

- | | | | |
|--|---|----|----|
| No. 1, Comprising four English Lawn Tennis Bats, Net 33ft. by 3ft 6in., Pine Poles, Guy-ropes Runners, Tent-pegs, six uncovered I.R. Balls, Mallet, Plug and Marylebone Club Laws, in Box complete | £ | s. | d. |
| No. 2, Comprising two each Nos. 1 and 2 Bats, Net 42ft. by 3ft. 6in., Polished Pine Poles, Guy-ropes, Runners, Tent-pegs, six 2 1/2in. I.R. Balls, Mallet, Plug, and Marylebone Club Laws, in Box | 1 | 7 | 0 |
| No. 3, Comprising four No. 3 superior Lawn Tennis Bats, shaped, Net 42ft. by 3ft. 6in., Polished Ash Poles, with Guy-ropes, Runners, Tent-pegs, six covered Regulation Balls, Mallet, Plug, and M.C. Laws, in Box complete | 2 | 5 | 0 |
| No. 4, Comprising two each No. 3 and 6 Lawn Tennis Bats, Net 42ft. long by 3ft. 6in. (superior quality), Polished Ash Poles, Ropes, Runners, Pegs, six Enamelled and six Cloth-covered Regulation Balls, Mallet, Plug, and M.C. Laws, in Box complete | 3 | 0 | 0 |
| The same, in Polished Pine Box, with Lock and Birch Press to preserve | 3 | 15 | 0 |
| No. 5, THE CLUB SET, comprising four No. 13 "Champion" Tennis Bats (extra strong), Net 42ft. by 3ft. 6in. (best quality), strong Polished Ash Poles, with Guy-ropes, Runners, Tent-pegs, twelve Cloth-covered Regulation Balls, Mallet, Plug, and M.C. Laws, in Box complete | 4 | 4 | 0 |
| The same, in Polished Pine Box, with Lock, including Polished Mahogany Press to preserve the Bats | 5 | 5 | 0 |
- N.B.—Any of the above, with Badminton Net, Shuttlecocks, &c., combined (to play the two games), 10s. 6d. extra.



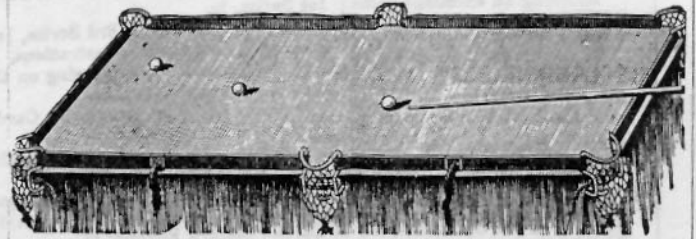
CROQUET.

PRICES per set, complete:—15s., 18s., 21s., 25s., 30s., 35s. Polished Hardwood, 40s., 45s., 55s. THE CLUB SET, £3 5s.
 The All-England Club Set, £3 15s. and £4 4s. Ditto for Four Players, £2 10s.
 CAUTION.—Observe the name "JAQUES & SON" on a metal label on each Box, without which none are genuine. It is necessary to state this clearly, in order to guard against inferior imitations.

THE KEY.

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| 3. BEDFORDSHIRE | 5 | " |
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| 6. RUTLANDSHIRE | 3 | " |
| 7. LEICESTERSHIRE | 3 | " |
| 8. WARWICKSHIRE | 6 | " |
| 9. NOTTINGHAMSHIRE | 4 | " |
| 10. DERBYSHIRE | 7 | " |
| 11. STAFFORDSHIRE | 7 | " |
| 12. WORCESTERSHIRE | 4 | " |
| 13. OXFORDSHIRE | 3 | " |
| 14. BUCKINGHAMSHIRE | 3 | " |

A BILLIARD TABLE FOR ONE GUINEA. TABLE BILLIARDS.



Registered agreeably to Act 5 and 6 Victoria.

A novel and ingenious adaptation of Billiards to an ordinary dining room table. May be fitted in five minutes to an ordinary dining table (any length and width). The cushions being very elastic, capital play is afforded, and the invention will be found an excellent substitute in private houses for the ordinary large Billiard table.

Exceedingly ingenious, and more like the real thing than adaptations usually are—a great many guineas' worth of amusement to be got out of it.—Times.

Price, One Guinea, including pockets, cushions, cues, full size balls, marking board, with instructions, packed in box complete. Superior quality, with ivory balls, 45s.

THE STAUNTON CHESSMEN.



"Combining elegance and solidity to a degree hitherto unknown."—Times.

PRICES PER SET:—Ebony and Boxwood, 15s. and 17s. 6d.; loaded with lead, 25s.; Club Sets, 35s. and 45s.; finest African ivory, £4 4s., £6 6s., £8 8s., and £10 10s. The Staunton Chess-board, 6s. to 27s.

CAUTION.—THE STAUNTON CHESSMEN have a fac-simile of Mr. Staunton's Signature on each Box, without which none are genuine.

THE IN STATU QUO CHESS-BOARD.

By Royal Letters Patent.

The IN STATU QUO CHESS-BOARD supplies a want felt by all Chess players. By the action of a spring, fixing all the men on their respective squares, the game may be discontinued, and the board folded and placed in its case without the chessmen being disturbed.

"No Chess player should be without one."—Illustrated London News.
 Prices, with men complete 27s., 35s., and 45s.

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