

**Cheap Home Attractions and Innocent Fireside Amusements  
for Parents and Children.**

# **Lyman's Improved American Tivoli Game.**

**Useful and Amusing.**

It improves the mind by relaxation from overmuch care, (which is the sin of this our day, by far too many adults), while to the children it gives strength to Mathematical Calculations and Mental Discipline, by keeping the account of the game, with or without figures, by depositing the marble in its chosen place, denoted by the figures in the several depots, by giving the same a slight but well directed blow with the cue (or stick) in the right hand alley, leaving the marble thus started on its journey, to choose its own destination. Any child can learn at once. Ten strikes for a game.

The Heading and Scroll Ornaments designed by A. E. Lyman, (Patent pending).

**Manufactured by A. E. LYMAN & SON, Northampton, Mass.**

## **DIRECTIONS.**

The performers use two marbles of suitable size, placing one on the top of the arch in a small cavity, the other in the right hand alley at the bottom, and with a gentle blow with the cue force the marble in the alley to the top one in the cavity. To displace the same by so doing, the count will be 10, and if it goes down the left hand alley, it deducts 10; in all other cases it counts wherever it stops in its progress, as denoted by figures, each performer keeping the account of addition, subtraction and multiplication.

Each person makes 10 strikes for a game, or less, as they elect.