

DIRECTIONS

FOR

G A M E

OF

AGCA
ARCHIVES

CINDERELLA.

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G A M E
OF
CINDERELLA
OR
HUNT THE SLIPPER.

Story of Cinderella used by the
Reader in the Game.

EVERY one remembers the charming story of "Cinderella and the Little Glass Slipper." How Cinderella was a beautiful, patient little maiden, who busied herself in making the pies and sweeping the floors, while her ill-looking sisters went dancing and flirting at balls and parties. How she had a bad habit of sitting in the ashes and cinders, from which she got the name of Cinderella.

GAME OF CINDERELLA.

The history goes on to tell how, when she was seated thus in the kitchen one night, a good fairy came along, who thought it a pity such a pretty girl should be left all alone, and resolved to help her.

So she made her a magnificent coach out of a pumpkin, and six splendid horses out of six white mice, and a coachman out of a large rat with whiskers, and six tall footmen out of six little lizards. Then she gave her a fine dress of white satin, trimmed with lace and dotted with diamonds, and a pair of little glass slippers, more beautiful than had ever been seen on earth before; and little Cinderella went to the ball and danced with a prince.

Now all the historians who have recorded these wonderful events agree in this, that in coming home from the ball that night she missed one of her slippers; but they all fail in relating what happened immediately

GAME OF CINDERELLA.

on her return; and it is this omission in history which I intend to supply.

As soon as she entered the door and discovered her loss, her grief was intense. What would the good fairy think of such carelessness? How could she ever go to another ball? Where *could* it be! was it really lost? Perhaps she had only put *one* on, and this odd one might be put in the cupboard, or in the kitchen closet, or under the woodpile, or behind the barrels in the cellar; for such were the only places in which poor Cinderella kept her treasures.

After rummaging all these in vain, she thought of a great heap of odd things which lay in one corner of the garret, and thither she went. It was a medley, truly. There were cups, and shovels, and drums, and pitchers, and old gridirons, and all sorts of queer commodities—and she tumbled them about, and turned them over—and

GAME OF CINDERELLA.

Will you please tell me what she found there, and whether she found her slipper?

(The reader addresses this question to all the players, commencing on his left.)

DIRECTIONS FOR THE GAME.

Any number of persons may play.

A reader is chosen, who shuffles and deals the cards. All the cards are dealt out, and each person sees only his own.

The reader begins the game by reading the story. The question at its close he addresses to the player on his left, who matches any two cards, names them, and plays them in the centre of the table.

The next player does the same, and so on.

If a player has no match in his hand, he draws a card from the one on his left; if he cannot then match, the next player takes his turn.

GAME OF CINDERELLA.


Whoever holds the "Lost Slipper" at the close of the game wins.

N. B.—During the game, whenever matches are played with boots, shoes, slippers, socks, or mocassins on them, the player must offer the picture card containing them to the reader, saying:

Cinderella, is that your Lost Slipper?

And the Reader may fine or punish the person who is so stupid as to think that *that* could possibly be Cinderella's beautiful Slipper.

The fines may be: humbly to ask pardon; to spell Cinderella, or some other word backward; to pay a forfeit; to tell a riddle for the amusement of the company; to make a speech, with slipper, boot, and shoe in it; to say something very silly; to describe the lady (or gentleman) he loves best, &c.



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