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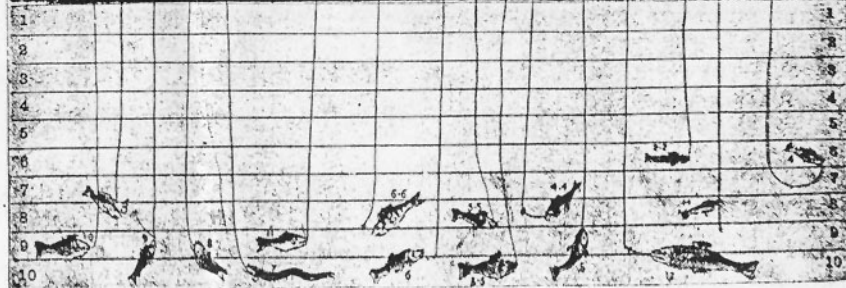
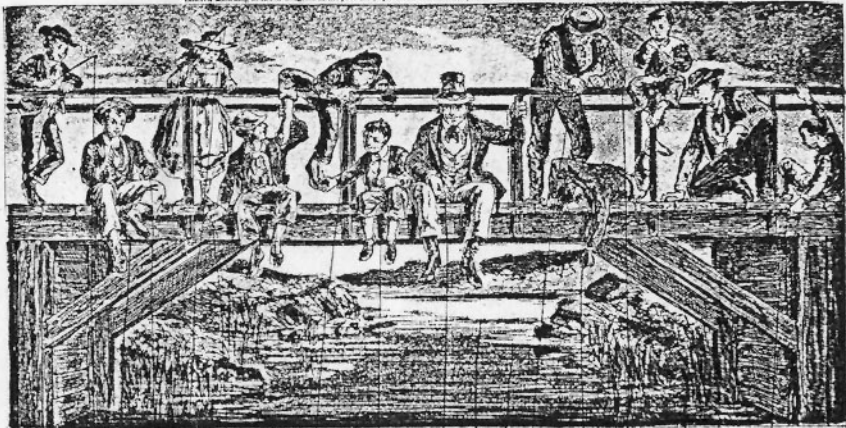
HOME  
FOR  
GAMES  
LITTLE GIRLS

EXCITING TO PLAY  
NO TROUBLE TO LEARN

McLOUGHLIN BROS. NEW YORK

# GAME OF FISHING.

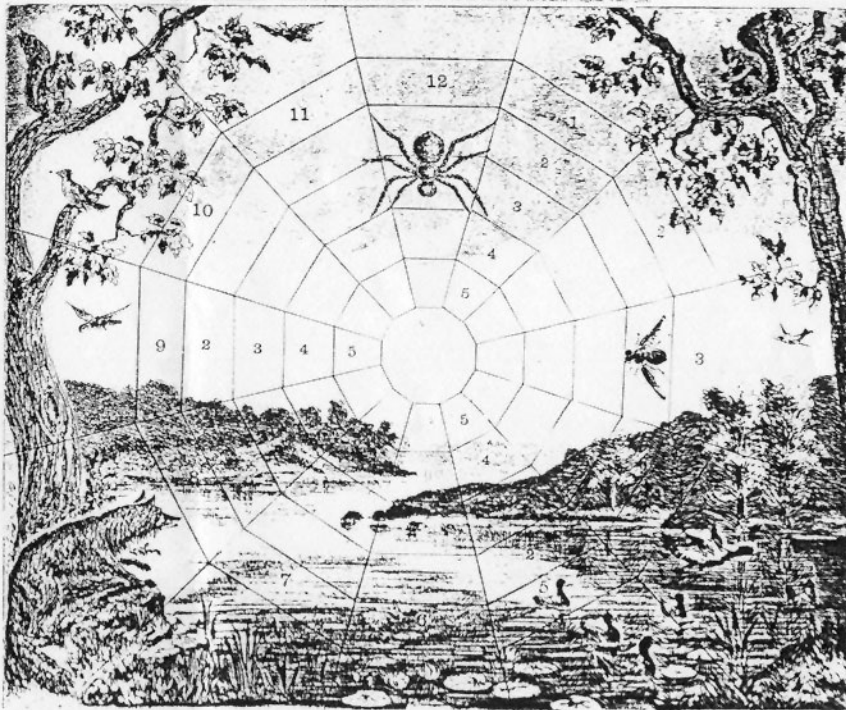
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# GAME OF SPIDER AND FLY.

Published according to Act of Parliament in the year 1824, by W. BENTLEY, Stationer, in the Strand, in the City of London.



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# DIRECTIONS FOR HOME GAMES FOR LITTLE GIRLS.

## GAME OF CROQUET.

**DIRECTIONS.**—The scene which this picture represents is a country home on the banks of a beautiful river. City friends have come on a visit, and have brought with them a game of Croquet. You can imitate the game on this little board by throwing two dice. The player that throws the highest number has the first throw. If he can throw a doublet, or the sum of the two dice equals 4, he can enter—then throw again to count 5, and continue as long as you can successively throw the next number to the one you are on, or a doublet. If the first player should not be successful in throwing a doublet or No. 4, the next player takes his turn. When one person's button comes on a number already occupied, he moves that button back one number. Continue around the field until you arrive home—5. The first one home wins the game.

## Game of the Spider and the Fly.

This picture represents a Spider's Web. Surrounding it you will see Ducks, Squirrels, Birds, and a Fox, companions to the Spider and Fly. The Spider invites the Fly into his parlor and in playing the game he who is so unfortunate as to enter the parlor first, which is in the centre of the Spider's mansion, becomes the Fly, and loses the game; so all who play the game will endeavor to be the ugly Spider.

**DIRECTIONS.**—This game will be played with dice. Each player will throw and enter in turn, on the space denoted by the sum of the two dice, moving around the outer circle until the move will place your button on No. 12, when you will move one space toward the centre; and whenever double six is thrown, you also move in one space toward the centre. Take an extra throw for any doublet, and whoever reaches the centre first loses the game, and is called the "Poor Fly."

## GAME OF PEARL FISHERIES.

**DIRECTIONS.**—This pretty picture represents the Pearl Fisheries of India. The pearls are found in oysters in deep water, and are obtained by men who dive to the bottom of the sea. Some of the pearls are of great value. In the foreground of this picture is a boat, in which are pearl-divers at work, and you will see one at the bottom of the sea, picking up an oyster containing seven pearls.

You can imitate the diving in the following manner: Two dice are used, and any number of persons can play the game. The highest throw takes the first dive. After throwing the dice, place a button on the upper line on the corresponding number. If you enter on an even number continue to throw, and move down one space each time until an odd number is thrown, when you move one space to the right, and the next player takes his turn. Should you throw a doublet on entering, place your button, Fig. 1, on the first line, and dive immediately to the bottom; or, if any time in the course of the game a doublet is thrown, the diver goes to the bottom of the column he is on and marks down the number of pearls he has found, and then takes an extra throw. Should doublets be again thrown, he rises directly to the surface and adds that number to that already marked down, which makes the number of pearls found at one dive. If he does not throw a doublet, he rises to the surface in the same manner he descended. When one player has completed his dive, he waits until all the others have finished theirs. If, when entering, the player throws an odd number, he places his button on that number on the first line, and the next player takes his turn. If the player moves off the board before rising to the surface, he only counts the number of pearls found at the bottom. The players will agree upon the number of dives to be made for a game, and the person that gets the greatest number of pearls wins the game.

## GAME OF FALCONRY.

The Falcon is a noble bird of prey. Falconry, in the twelfth century, was the favorite sport of knights and nobles throughout Europe, and in those days it was about the only method of hunting birds of game. The ladies of the court were as fond of the sport as the men. They generally went out in parties on horseback, and the birds were trained to do their master's bidding, as hunting-dogs do at the present day. When the knights saw a bird high in air, they pointed it out to the falcon, which would then, with lightning-like speed, seek and capture the bird, and bring it to his master. The picture represents Henry the Fowler, of Germany, who was so called on account of his fondness for this sport, and who engaged in it as early as A. D. 920.

The object of the game illustrated is to move according to rule, and the person who is unfortunate enough to be captured, is termed the "Poor Bird" and the other the "Noble Falcon."

**DIRECTIONS.**—Two persons only can play at this game. Two dice are thrown together counting from figure 1. Suppose one party throws 3 and 4, they move their marker six squares in one direction, and four squares at right angles from No. 1 figure, and when doublets are thrown, an extra throw is allowed. Each player takes a turn, and when a move will place a person's button, or marker, on another's square or marker, that person wins the game, and the title of the "Noble Falcon," and the other, the title of the "Poor dead Bird." Always count from the next space you are on, so many spaces in one direction for one dice, and so many in the other, at right angles, as are denoted by the throw.

## GAME OF FISHING.

**DIRECTIONS.**—This picture represents a party of fishermen; and a party of girls and boys can amuse themselves by fishing on the parlor table in the following manner: Two dice are used—when thrown, the spots uppermost are added together, and if there should be a fish on the hook of the number thrown, the party that threw the dice has a fish on his line; he will place a button on the fish, and the other party takes a throw and endeavors to throw the number of the space the fish is on, as designated on the margin. Should he do so, the fish is off the hook and has to be caught again. Should he not throw the number, the catcher of the fish moves up one space, and the other party tries to throw the fish off again, and so on until the catcher of the fish gets him up out of the water, which, if he does, he places his button on the fish, and he cannot be thrown for again. During the game, after all of the fish that are represented as on the hooks are caught in the same way, each party counts his fish, and the person that hauls in the most fish is the best fisherman, and wins the game. They throw alternately until one of the players catches a fish; after that the one who caught the fish does not throw, but moves up one space until he gets the fish ashore, while the other party is endeavoring to get the fish off the hook, which, should he succeed in doing, they each, in turn, throw to get the fish on the hook again.

When the person is throwing the fish off the spaces, the sum of the two dice only can be used, excepting it be on the No. 1, or top space, when, if either of the dice should be a one spot, it will throw the fish off.

When throwing to catch the fish, the person that throws a doublet can have an extra throw.

## Game of Naval Engagement.

**DIRECTIONS.**—This picture represents a Naval Engagement. In the distance the Ships-of-war, Monitors, Gunboats, etc., are seen. In the foreground is a fortress manned by brave officers and gallant men. Two can play at this game; one will be the Admiral, and the other the General. The game is to be played with two dice; the highest throw opens fire. Count the spots on the two dice thrown, and place a button on the ship or gun whose number corresponds with the sum of the two dice thrown. Place the button on the ships when the fort fires, and on the guns of the fort when the ships fire. Continue until all of the ships are sunk or the guns of the fort are silenced. The one firing the last gun wins the battle. Double ones or double sixes silences Nos. 12. After a gun has been silenced or a ship sunk, if you throw the same number, it is a waste-ball or shot.