

## THE REFLECTOGRAPH,

Is a new device for tracing and copying pictures. It is a substantial toy, free from the objections to, and designed to take the place of transparent slates.

It is compact, durable, and easily operated, and the tracing is made upon a sheet of paper, instead of upon a transparent glass, and without any of the troubles attendant upon the use of the latter.

Any child can use it, and derive both amusement and instruction from its use. Every person, in search of harmless and useful amusements for children, should ask to see the Reflectograph before making their purchases.

### HOME AMUSEMENTS.

All in want of Games will find it to their advantage to ask the dealers for, and examine those published

#### BY McLOUGHLIN BROS.

In number and variety they are foremost, and whether the game desired be old or new, such as the ordinary checker board of centuries ago, or their great new game of Reversi, if one of their make, it will be found superior in finish and equipment.

Their entire line of games is now undergoing revision and improvement, and in some of them the quality and finish has reached a standard beyond any ever before offered at the same price.

## GAME OF OLD KING COLE.

The cards are divided into two suits by means of the number in the corner; those with the red number forming one suit, the blue the other.

The dealer shuffles the cards and gives each player five. The remainder of the pack he leaves face down in center of the table.

Each plays a card in turn. The one playing the highest card of the suit led takes the trick. Each player then draws one card from the top of the pack left on the table, and puts it with the cards dealt to him.

The one taking the trick then leads for another, which is won again by the player laying down the highest card of the suit led. Another drawing then takes place.

The players continue to draw after each trick, one card as long as any remain on the

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### 2 GAME OF OLD KING COLE.

table, and afterwards they play the cards held, in tricks, until all are used.

The object with each player is to get into his hand certain sets of cards, such as a set of three or four cards of Old King Cole of the same suit. This is done by saving all such cards received from the dealer, and from the drawings, and playing the others to the tricks.

At any time when a player has in his hand any one of the sets below described, he can announce or show it, and count for game its value. These and their values are as follows:

1st.—Any four cards consisting of one of each kind, viz.: Old King Cole, King Cole's Pipe, Bowl, and Fiddlers value 10.

2d.—Any four cards of Old King Cole value 15.

3d.—Any three cards of Old King Cole of the same suit value 20.

At the end of the game the cards contained in the tricks are counted in a similar manner. Thus—

Three King Coles of any suit count 10.

Each additional card of King Cole counts 5.

Each set of four different cards counts 10.

### 3 GAME OF OLD KING COLE.

The players can first count for the King Cole sets in their tricks, and afterwards for the sets of different cards.

The one having the largest count wins the game.

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