

Great, New Family Game Board

REVERSI.

Is one of the few games that spring into being by chance, rather than study, and like others of this kind, it is

A MODEL OF SIMPLICITY.

This game more resembles Go-Bang than any other in these respects, and those familiar with the latter can readily see, that it is possible for Reversi to possess attractions, that will fascinate and amuse children and adults alike. It is really

A MARVEL IN ITS CAPACITIES

for amusing a household, and the quick wits of young people will often exult in a victory over older heads. The latter may wonder how it was done, and try another game if only to prove to themselves their own superiority in play, and still find perhaps that they are no exceptions to the adage, "The unexpected always happens."

GAME OF PUSS IN THE CORNER.

THE cards consist of rats, mice and pussies.

Four of the last bearing the title "Puss in the Corner," are taken from the pack, and laid in the center of the table face up in the form of a square. They should be so placed, that the numbers will appear at each corner of the square, and opposite corners contain odd numbers. When correctly placed, a small vacant square will appear at the center. This simple arrangement may prove a nice little puzzle to some of our young people, although it is not absolutely essential to the game.

The dealer also takes from the pack as many cards as there are players, and lays them by themselves to be drawn at the end of the game. The bottom card of these should be a puss card.

The players leave their cards in a pile face

down, in front of them in the order they were dealt.

Each in turn then plays his top card to one of the cards, "Puss in the Corner." Mice and rat cards, bearing an even number, are put beside puss cards of even number; those of odd numbers beside puss cards of odd numbers. As these cards are laid down they form piles beside the puss cards to which they are played, and these piles are won by those playing puss cards.

A player playing an odd card can play to either puss of an odd number, and the same with an even card played to pussies of an even number.

When a card bearing a single puss is turned, if of an odd number, it wins either pile beside a puss of an odd number; if even, it wins either of an even number.

If there are no piles of these numbers on the table, the puss must be played the same as mice and rat cards.

When a card bearing two pussies is turned, it wins any pile on the table.

Only one pile can be won at a time.

When players get out of cards, they draw and play one in turn from those left on the table at the time of dealing.

The game is ended when all the cards are played, and the one having the largest number wins.

The winner may, if so agreed on at first, be the one who captures the largest number of rats and mice, to be determined by counting those upon their cards.

