

THOUGHTS



FROM
LONGFELLOW.

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CHOICE THOUGHTS FROM LONGFELLOW

RULES FOR PLAYING.

The material for this game comprises ninety-five card slips. Eighteen of these slips contain the names of eighteen poems, one poem to each card-slip. Seventy-two slips contain selections from the eighteen poems with name of poem at top of each slip. Five other slips contain the names of five editions by the styles of bindings as TREE CALF, FULL MOROCCO, HALF MOROCCO, CLOTH AND PAPER. In each box will be found a piece of paper containing six lists of the poems and edition cards, which may be cut apart for the use of the players till the names are familiar.

The dealer in the first game is chosen by lot, and thereafter the deal goes in turn to the left.

Shuffle the slips and deal one at a time beginning at the left until all are exhausted.

The player at the left of the dealer commences the game by calling on *any* player for *any* slip he, the caller, does not hold. If successful he may continue to call for and receive other slips from any of the players until he calls for a slip from a person who has not that slip.

Each of the eighteen poem slips must be called for by name. An edition slip must be called for simply as "an edition slip" without designating which of the five, and the player called upon may deliver *any* one he may hold. The quotation slips need be called for only by name of the poem and if a player when called upon has any quotations

from that poem he must deliver one such slip on each call. When a player obtains a poem slip and the four selections belongs with it he lays them aside on the table announcing to the party the name of the book thus completed. Each book counts one to its possessor unless afterward controlled by an edition slip.

The edition slips representing different bindings may be played, one slip at a turn, at any part of the game by their holders.

These slips according to the values printed upon them increase or decrease the sum already secured. Thus if a player had made two books which count two in the game, the score would be increased to four by playing the Half Morocco slip. If the same player should then secure two more books, aggregating six and then play the Full Morocco slip he would score eighteen.

The object for calling for the edition slips by the general name "edition slip" is to give the "Paper" slip an opportunity to circulate. If the "Paper" slip is held unplayed at the close of the game the holder is obliged at that time to play it and by so playing to reduce his entire score one-half. The player securing the largest number wins.

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