

MERRY GAMES FOR EVENING PARTIES.

Published by Parker Bros., (Inc.) Salem, Mass., U. S. A.

Ping-Pong. The furor of the year. Played with rackets and celluloid balls on a dining table, across which a miniature net is stretched. All genuine PING-PONG games sold under this name, the game retailing from \$2.00 to \$10.00 each.

Auction Letters. Buy letters at auction to spell words. Each player has an equal amount of money with which to buy letters. The bidding is very exciting. The player making a word of four letters first, WINS the game. We highly recommend this game. Price, 30 cents.

Pillow-Dex. This EXCITING, *laughable* game played with rubber Pillow Dex Balloons (which are struck back and forth across a marking line) is the JOLLIEST OF FUN and the LARGEST SELLING game published. Any number can play it! It makes merry evenings for old and young! *Sold by all dealers, or mailed by us on receipt of price.* THREE EDITIONS, 25c., 50c. and \$1.00 (The higher priced editions contain more Pillow Dex Balloons and are better finished.)

Ball Pillow-Dex. The latest form of Pillow-Dex, played with *round shaped* Pillow Dex Balloons. These Balloons are HEAVIER and STRONGER than those used in the regular edition of Pillow-Dex and are therefore MORE DURABLE though not as light.
Price, 25c. and 50c.

RULES FOR PLAYING

THE GAME OF

**FORBIDDEN
FRUIT**

Parker Brothers, Publishers, Salem, Mass.

DIRECTIONS
FOR THE STRANGE GAME OF
FORBIDDEN FRUIT.

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HIGHLY EXCITING.

*IN MANNER OF PLAYING TOTALLY DIFFERENT FROM
ANY OTHER GAME.*

1. There are ten different kinds of fruits (represented by thirty cards, or three cards of each kind) with a guard for each. The guard with the three cards which it protects forms a set.
2. Shuffle the cards well and distribute equally among the players. The person on the left of the dealer commences by asking any other

player for a fruit, provided he himself holds either a fruit of the same kind, or the guard belonging thereto.

3. If the player has the fruit asked for, he must give it up, *unless* he has the guard of that fruit; for example, if one player asks another for an apple which he has, if he also holds a dog, he may refuse, saying, "My apples are guarded by my dog."

4. A player may continue calling, until he calls upon one who either has none of the fruit called for or has it protected by a guard. In that case, each player must draw two cards from the one at his left, and it becomes the turn of the next player to call.

5. Guards cannot be called away, but they will frequently be drawn, and the changes thus made in the hands will prove very puzzling to the players.

6. When the player obtains a complete set, he lays it aside to be counted at the end of the game.

7. After all the cards have been formed into sets, the player having the greatest number of sets WINS THE GAME.