

AGCA
ARCHIVES

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, ranging 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, 50 cents.

Pillow-Dex. This exciting, *lively* 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.

Directions for Playing

THE POPULAR GAME OF

GO-BANG.

PUBLISHED BY

Parker Brothers, Salem, Mass., U. S. A.

Sold 1884-1893 1899+

6222 (6FB)

DIRECTIONS FOR PLAYING
THE POPULAR GAME OF
G-O-B-A-N-G.

Published by Parker Brothers, Salem, Mass.

Each player selects all the pieces of one color. Pieces are provided for two, three or four players.

The game is commenced by one of the players laying one of his pieces on any one of the squares on the board, the others playing in turn, in a like manner.

Players may place their pieces in turn, one at a time,

on any squares they choose not already occupied. When a player has three pieces in a row, his opponents should "block" him by playing pieces at either end of the row so he may be prevented from getting five in a row.

The player who FIRST succeeds in getting FIVE OF HIS PIECES IN AN UNINTERRUPTED PERFECTLY STRAIGHT ROW, running in any direction, (up or down, crosswise or diagonally), WINS THE GAME.

It is the aim of each player to get five of his own pieces in a row, and at the same time to prevent his opponents from so doing, by placing his pieces so as to block them.

Considerable chance for judgment is to be found in Go-Bang.