

the referee is unable to decide which player speaks first, the letters spelling the name shall be taken from the table and given to different players, *one* to each, who shall place them with their other letter cards, and the play then goes on, the picture card remaining upon the table to be again captured.

SEVENTH. In case any players get out of letter cards before the end of game, they can still remain in the game, having the right as before of capturing any picture card upon the table whenever they discover the letters spelling the name of the picture upon card; such players, of course, are not required to play letter cards, but are simply passed by when it becomes their turn to play. Should a picture card be captured belonging to a player having no letter cards, such player draws a picture card from the pack remaining on table and places before him, same as if he were still supplied with letter cards.

EIGHTH. All letter cards when played upon the table must be *turned outward* from the player and laid quickly upon the table, *face up, so that all may see the letter played at same time.*

NINTH. If any player calls the name of a picture card, and it is found that the letters required to spell such name are not upon the table, such player, as a penalty, *loses* the count of card called and *must deduct it from his count at end of game.*

THE NEW GAME

OF

MAGIC SPELLING

WITH

BEWITCHED LETTERS.

McLOUGHLIN BROS.,

NEW YORK.

MAGIC SPELLING.

DESCRIPTION.

In this game there are 22 large cards, each bearing a picture of an Animal or Bird, with its name at top and a number at bottom of card. There are also a large number of small cards, each bearing a single letter, the letters being so assorted that all the names upon the large picture cards can be spelled at one time and without using the same letter twice.

THE OBJECT OF THE GAME is to see which player can spell out from the letters upon the table and "capture," according to the rules of the game, the largest number of the picture cards and thus win the game.

DIRECTIONS.

FIRST. Deal to each player one picture card, which must be laid upon the table FACE UP, in front of the player, so that it may be in plain sight of all engaged in the game. The remainder of picture cards must be placed in centre of table to be drawn from as needed, in course of the game.

SECOND. Deal the letter cards equally among the players. These cards must be held in the hand or placed in a pile upon the table, FACE DOWN.

THIRD. The player at left of dealer commences by turning FACE UP, on the table before him, the top card of his letter

cards so that it may be plainly seen by all engaged in the game. The next player to the left does the same, and the game thus goes on until some player discovers, among all the letters that have been played, both by himself and all other players, the letters that spell correctly the name of the Animal or Bird upon any one of the picture cards exposed upon the table. Immediately upon seeing these letters the player calls out QUICKLY the name which the letters spell, and the player first calling out takes the picture card and places it face down upon the table beside him. He also takes the letters which spell the name and puts them in the box lid where they are out of the game. The person who lost the picture card draws one from the balance of the pack of picture cards and places it FACE UP before him on the table.

FOURTH. The person capturing a card is the first to play out another letter, and the game then goes on as before, until another name is discovered and the picture card taken, and so on until all the picture cards are taken.

FIFTH. The picture cards count toward game according to the numbers at bottom of each card, and the player having the largest count at end of game wins.

SIXTH. In cases of doubt as to who is entitled to the picture card when two or more call its name at about same time, the Referee, who shall be appointed at beginning of game, shall decide; but in case