

"MATCHIT"

The Game of Trees.

For children 4 to 8 years old who can neither read nor count there has been no game more satisfactory than this. It is subtle, but not a bit hard to play. Show them how it goes, and within a few minutes they will be merrily at the task of matching this and that tree with its proper fruit.

Forty-four cards in each game, printed on high grade bristol stock in two, three and four colors. Endorsed by educators and parents.

One Dollar, Postpaid

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923 Wabash Building, Pittsburgh, Penna., Publishers of the SCHOLASTIC, a national magazine for the classroom.

"Winning the West in a Covered Wagon"

is a game in which the players compete in a race to California (Sutter's Mill) in search for gold. The game consists of a board map of the United States upon which are accurately drawn the main historical trails of the Forty-Niners, and a dial with a spinner upon which are depicted situations favorable and unfavorable which the pioneers encountered on their journeys.

WHEN SOILED: WASH
To attach spinner place clip through arrow and disc and, after placing this through hole in the center of the dial, bend clip so that arrow will easily spin. To spin arrow hit with index finger.

Rules for Two Players.

Each chooses two wagons. Start at Washington. First player spins. If he gets a plus, he may move one of his wagons forward as many spaces as he dials or he may divide the total between his two wagons. Thus if he gets 5 he may advance one wagon 3 and the other 2 spaces, or one 4 and the other 1.

If he gets a minus, he cannot use it on his own wagon but must move back an opponent's wagon as many spaces as indicated. A minus number cannot be di-

vided so as to move 2 wagons back. If the opponent has not yet started the minus does not count and the turn passes to the other.

If a player is at a fort or a city, he is safe and cannot be moved back.

If a player moves onto an unsafe space already occupied by his opponent he can send the opponent back to the nearest fort or city.

When a player has gone down a side trail once and returned to the main trail cannot be sent back on the same side trail again.

That player wins who first brings his two wagons to Sutter's Mill.

Unless otherwise indicated, keep to main (red) trail.

Rules for Three Players.

Each player uses one wagon. Follow rules for two players except that plus signs cannot be divided. Each player moves his own wagon forward as indicated or an opponent's back. If he gets a minus he may move either opponent back.

Rules for Four Players.

Choose partners. Each person takes one wagon. Follow rules for two players except for following:

If a player gets a plus number he may

use it all to move forward himself or he may divide it between himself and his partner. But he must use at least one numeral to advance his own wagon; he may not use it all to move his partner.

If one partner brings his own wagon to Sutter's Mill before the other he loses his right to spin.

The partners win whose two wagons reach Sutter's Mill first.

"ARBO"

The Game of Tree Families.

Give to your family or acquaintance a game which will teach them in a pleasant way to recognize the more common trees about them, and many of the more unusual. ARBO provides stimulating entertainment and more; it fastens in the memory a knowledge of the principal North American trees and their relation to each other, which time and the varied pursuits in life can never efface. This game has been tried out and endorsed by educators and scout executives.

Fifty cards in each game, printed on high-grade bristol stock in two colors. Suitable for from two to ten persons. Game consists in drawing, guessing and capturing different numbers of the same tree families.

One Dollar, Postpaid