

Bradley's

Game and Toy
Catalogue.

1889 - 90

CATALOGUE
OF
GAMES,
SECTIONAL PICTURES,
TOYS, PUZZLES,
BLOCKS AND NOVELTIES,

MADE BY

MILTON BRADLEY COMPANY,

SPRINGFIELD, MASS.

NEW YORK AGENCY:

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Our goods are for sale by the trade generally, but we will send samples to any address on receipt of price quoted.

Those articles which have * prefixed to the price cannot be sent by mail, but must go by express, at the expense of the buyer.

Those without * and having postage added will be sent by mail on receipt of price and postage. Those with simply the price will be mailed on receipt of the amount quoted.

OUR EDUCATIONAL CATALOGUES.

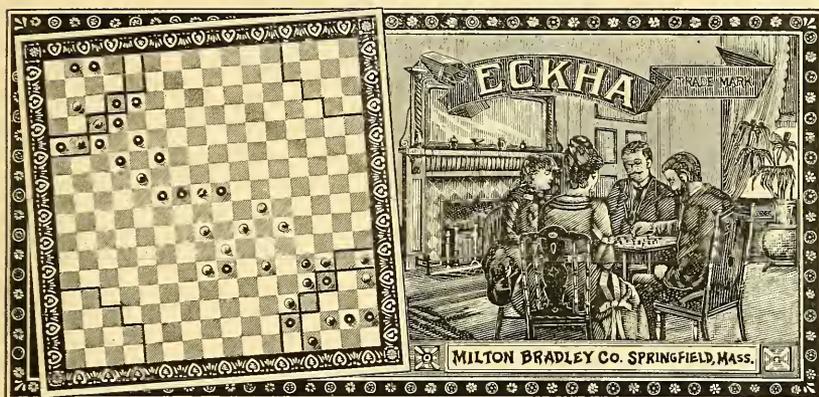
We publish an Illustrated Catalogue of School Aids and Material, which should be in the hands of every teacher in charge of classes between the kindergarten and the high school, and every dealer in books, stationery and school supplies throughout the United States. It describes material relating to form, color, language, numbers, design, etc.

Our stock of Education Material embraces many things of interest to the primary, intermediate, grammar and high school teachers, and for this reason the merchants who desire to hold their trade and that of the school officials cannot afford to be without these goods.

We also publish a Catalogue of Kindergarten Gifts and Material. As the earliest and principal makers of kindergarten material in this country, we naturally have the best facilities for manufacturing school aids. Our experience of nearly thirty years in constructing toys and devising games is also a decided help in the same direction. Moreover, we are constantly receiving suggestions from progressive educators, which we are able to utilize and combine in perfecting our school aids. Such suggestions we value highly, and are always ready for more.

MILTON BRADLEY COMPANY.

GAMES AND PUZZLES.



ECKHA.

Owing to the fact that certain parties claim to possess exclusive rights to the use of the word "HALMA," in connection with the game heretofore manufactured and sold exclusively by us under that name, in order to avoid any controversy, we shall henceforth designate that game by the name of "ECKHA." The word "ECKHA" is a creation of our own, which we shall register as a trade-mark and hence control without controversy with any one.

The "ECKHA" board will be printed from new and greatly improved plates. The rules for the game have been entirely rewritten and improved, in accordance with our experience of three years in publishing and playing "HALMA."

"ECKHA" possesses unusual attractions, whether played as a solitaire or as a two or four-handed social game.

This game under the name of "HALMA" has been sold by us in nearly every part of the civilized world.

As an "all the year round" game it has no superior. When the vacation flight is made to the mountains or the sea-side it is included as among the indispensables, and when the long winter evenings at home demand some special fireside-attraction it holds the affection of the family against all rivals.

"ECKHA" happily combines the simplicity of checkers and the intricacy of chess, furnishing the opportunity for innumerable combinations, so that no two games are alike. It is purely a game of skill. The rules can be mastered in five minutes by a child of ten years, and yet it affords interesting problems for expert mathematicians and a delightful recreation for all classes.

The elegance with which Eckha is supplied to the trade leaves little or nothing to be desired, as regards style or convenience. The large folding paper-board is inclosed in an attractive box, with separate compartments for the men and a handsome lithographic label on the cover, representing an "ECKHA" board as it appears in the midst of a game, and also a party of four at play.

Price, each, \$1.00.



ECKHA, CHECKERS AND CHESS.

FOR FAMILIES, CLUBS, SOCIETIES, AND ASSOCIATIONS.

A beautiful cherry frame, three inches wide, moulded on both sides to form a trough for the men, surrounds a very thick mill-board, having on one side "Eckha" and on the other Chess or Checker Board. These surfaces are lithographed and finished in oil. Each board is accompanied by a box containing directions for "Eckha," a set of Checker Men and a set of standard Chess Men, forming the most elegant, convenient and serviceable family-game apparatus ever made. Size, outside, 19x19 inches.

*Price, each, \$1.75.



PROGRESSIVE WORDS.

In order to secure the greatest social popularity for any game which is intended for adults it must be made to combine both the elements of skill and chance. In Progressive Words, these qualities are almost equally balanced. In general it is played like the various well-known word-making games. One box furnishes the material for sixteen players, who are seated at four different tables. The players sitting opposite each other are partners and each pair counts its combined result in making up the number of words required to win the game.

These words are formed by the use of small card-board tablets, each having on one side a single letter. The players in turn draw the tablets from the box at random, one at a time, and then in accordance with the rules of the game undertake to form words of three or four letters. When two partners have secured five words by their combined efforts the game is theirs.

Progressive Words is the best of all the "progressive" games with which the market is stocked. No previous experience is required in order to play it, and skill is readily acquired after a little practice, because the rules which are furnished are both simple and explicit, each set being provided with directions for the hostess giving the party, who must act as umpire on all doubtful questions and announce the result of the game.

Price, each, \$1.00.

WORDS AND SENTENCES.

ALL THE SPELLING GAMES.

Word Making and Word Taking, War of Words, Logomachy, etc., etc., are all substantially embodied in Words and Sentences, which covers the ground more completely than any or all the others. No similar game renews its youth to such a degree for both old and young in all intellectual companies and social circles. Words and Sentences also adds variations and modifications of the game not found in any other edition.

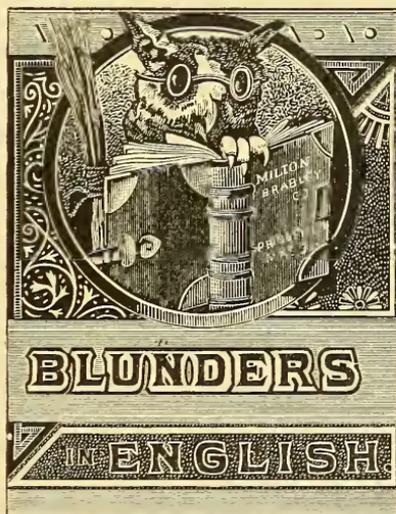
In two styles. The better edition with very heavy tablets, waterproof, enameled, in a fine, polished wood box, is an ornament to any table, and the tablets are a pleasure to handle. The cheaper edition in neat paper box is superior to any of the ordinary word or spelling games, of which there are so many in use.

Price, each, in wood box, 50 cents ; paper box, 25 cents.

THE SPELLING SCHOOL.

A modification of the various spelling and word games, including the introduction of a country spelling school, with the characters illustrated and chosen from side to side. Amusing as well as instructive, as are all these games in this line of word-making.

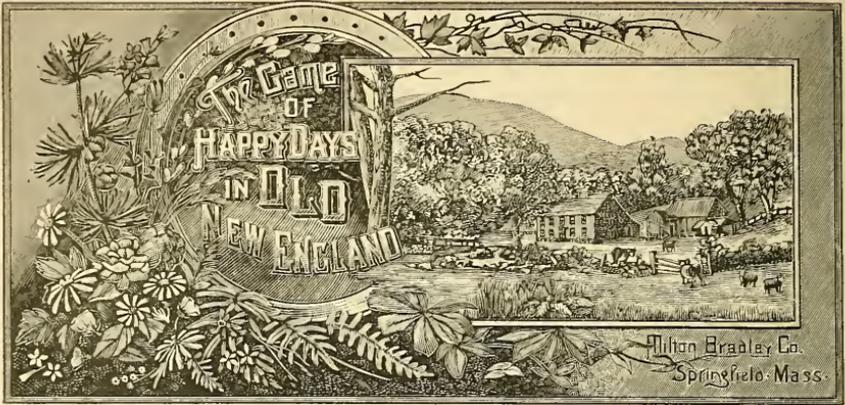
Price, each, 25 cents.



BLUNDERS IN ENGLISH.

A matching game in which errors of speech are given on one card, the correct form being found on the matching card.

Price, each, 15 cents.



“HAPPY DAYS IN OLD NEW ENGLAND.”

This unique and captivating game is dedicated to the sons and daughters of New England, particularly those who first drew breath on the “back country” farms, drank from “the old oaken bucket” in the halcyon days of childhood, and have since “gone West” or migrated to the neighboring cities, to them and their children.

“Happy Days in Old New England” appeals to precisely the same sentiment which has accepted Josh Whitcomb’s “Old Homestead” as the distinctive American play of the age, something to be seen and enjoyed at any cost. In that play the native New Englander, transplanted to other scenes and surroundings, lives over again the first ten or twenty of his vanished years. And on this same principal all the folks who have “been there” will appreciate this game the first time ’round, and many will wax enthusiastic over it.

The outfit includes a folding board, on which are depicted a variety of scenes peculiar to New England country life during the different seasons of the year, arranged on a spiral course, which terminates in “The Old Homestead,” counters or men for six or a less number of players, in six different colors, and one hundred card-board discs, which are piled in the center of the board when the game begins. The course contains one hundred and forty-four numbers, along which the moves are made, and each player moves his man backward or forward, according to the directions on the disc which he draws before making the move. The one who first reaches “The Old Homestead” wins the game, but he is sure to experience during his journey, even though it be a brief one, a variety of vicissitudes, rapid advancements and unexpected reverses, which makes the trip an interesting one for himself and all his associates.

The directions accompanying “Happy Days in Old New England” provides two methods of play, the first one, intended more especially for the children, is purely a scheme of chance, while the other includes certain suggestions helping to make the game an affair in which skill and chance are combined.

This game is put on the market in a style similar to “Eckha,” the beautiful and substantial box which contains the folding board, counters and discs being adorned on the cover with a lithograph of a New England farm house and surroundings which indicate the home of a happy and prosperous family.

Price, each, \$1.00.



MYTHOLOGY.

The value of a knowledge of Mythology is self-evident, because there is scarcely a writer of either prose or poetry of any note who does not indulge in more or less frequent allusions to mythological characters. Without such knowledge one cannot visit a picture gallery or art museum with an intelligent understanding of the subjects treated, neither can he recognize the statues which he sees. People who are altogether ignorant of mythology fail to comprehend many of the sayings in common use.

This game of one hundred cards gives us the principal characters of classic lore, grouped in books of from three to six characters each.

To the name of the deity which appears on each card is added that of the museum or gallery where the original statue representing that deity is to be found, so that the players of the game soon become familiar with the names and locations of the most noted works of art.

The game is played like any game of authors, with the added amusement, if desired, of forfeits, to be redeemed by the defeated players in correctly spelling or pronouncing any of the names which the victor may require. It will especially commend itself to all Chautauqua students. Put up in a neat box. Price, each, 50 cents.

THE FLORENTINE GAME,

Or Guelphs and Ghibelines.

This game is played by two persons on a board of one hundred squares, with as many checkers or "men," one side of each man being yellow and the other red. Each player begins with two men of his chosen color, adding others as the game progresses, and always striving to make such moves as shall allow him to turn his opponent's men over and claim them for himself. The game is won by the player having the most men when all the squares are full. It is short, easily learned and exciting.

The game is known in Italy as Guelphs and Ghibelines, where it has won great favor and also attracted the attention of American travelers. At their solicitation we have brought it out on this side of the water and do not hesitate to pronounce it one of the cleverest and most fascinating games in the whole list.

Handsomely boxed.

Price, each, 50 cents.



COMBINATION FISH POND.

This partnership game requires not less than twelve players, who are seated by fours at three or more tables, each of which is provided with a box known as the Fish Pond. This box contains four fish poles, hooks and lines and twenty "fish" on wooden blocks furnished with staples on one side and duly labeled on the other, "trout," "pickerel," "umbrella," tea-pot," etc.

The different tables are numbered 1, 2, 3, etc., the first one being the ranking table and directing in a measure the moves of the whole company.

All the players do their fishing at the same time and when one of them makes a legitimate catch he scores certain points on his record card.

But if the haul consists of an old boot, or something equally undesirable, he must enter a loss.

The rapid angling which is necessary to achieve success in this game requires a hand which is in turn both steady and quick, and the rules by which one partner helps another, including the progressive features, make it exceedingly entertaining.

Price, per box, 35 cents.

"O K" FISH POND.

This game may be played by two or more persons, by partners or everybody for himself.

The outfit for fishing is less elaborate than that described above and the players fish in rotation, each being allowed a minute for his turn.

A score is kept of individual gains and losses and the player or partners who have made the most points at the end of five rounds must be declared the winners.

Price, per box, 25 cents.

THE FISHERMAN'S LUCK.

A COMBINED GAME AND TOY.

A solitaire and social game in one. Played on the general principles of the popular game of Jack Straws, but with the added fascination of the toy fisherman and the amusing devices on the tablets. A number of ringed tablets representing fish and other things are thrown on the table and then caught by the fisherman, whose arm is operated by mechanism behind the bushes. One of the best selling games in the market.

Price, each, 60 cents.



THE DOLLS' BAZAR.

The idea of this Treasure Box originated in the discouraging attempts of some little girls to pick up suitable material—from printing offices, box shops and stationery stores—for the proper construction and decoration of their Paper Dolls. It is designed to furnish a complete outfit of material for making and dressing a great variety of Paper Dolls, thus cultivating the faculties for design and manual construction to a greater degree than has heretofore resulted from the miscellaneous and unaided efforts of the little folks. The assortment includes heads, arms, legs, outlines of bodies, parasols, fans, porte-monnaies, shopping bags, laces, gilt ornaments and a great variety of fancy paper suited to the wants of the profession. Nothing is better calculated to remind one of these characteristic words of Dickens:

“A dazzling semi-circle of dolls in all the colors of the rainbow, who were dressed for presentation at court, for going to balls, for going out driving, for going out walking, for going to get married, for going to help other dolls to get married—for all the gay events of life.”

The Dolls' Bazar is put up in a large and beautiful box, with explicit directions for all the desirable combinations. No. 2 contains about half the material found in No. 1.

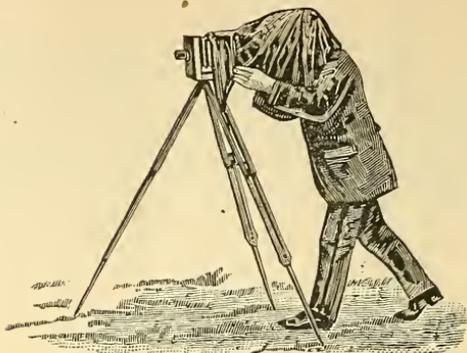
PRICES.

No. 1, each,	\$1.00.	Postage, 25 cents.
No. 2, each,50.	Postage, 15 cents.

JENNY WREN'S PAPER DOLLS.

Recognizing the fact that not every mother of a doll family can go to the expense even of the above prices in securing her darlings, we have this season introduced into polite society Jenny Wren's Paper Dolls, put up in packages of assorted dozens, each member of the set being allowed an envelope for her belongings.

The material provided in each envelope includes a colored sheet of heads, arms and legs, a card-board body and papers for fashioning a suitable dress for her ladyship. She comes well equipped, or in other words, each envelope contains explicit directions for making and dressing the doll with the material furnished, so that there need be no undue maternal solicitude regarding what she is to wear. Price, per envelope, 6 cents.



THE AMATEUR PHOTOGRAPHER.

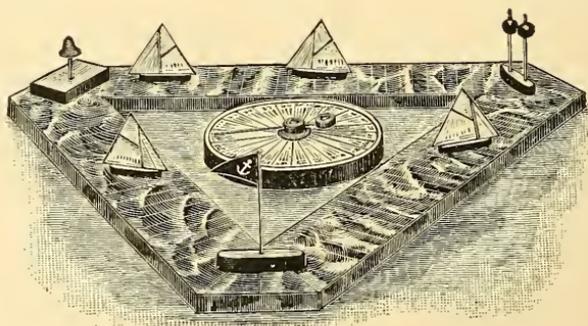
This game is played with thirty-six cards, dealt and played from right to left in the usual way, each player drawing a card from his nearest neighbor and laying it down before him to make a part of his own pile. The cards illustrate the triumphs and "hard luck" of an amateur photographer in a way that no member of the craft can fail to appreciate, and all but three of them have plus or minus values. At the opening of the game each player adds the values of the cards constituting his hand and announces the result to the leader, who keeps the score.

Then the struggle begins on the part of each player to better his record, a contest which depends to a considerable extent on the judgment of the players who hold the first and second prize cards. The winner of the game is the player who can show at the close the greatest gain on his record as it stood in the beginning.

The Amateur Photographer is decidedly amusing and he who plays it should keep his "wits about him," ready for instant use.

Put up in a box with a striking label.

Price, each, 25 cents.



THE YACHT RACE.

This game illustrates a yacht race over a triangular course. The helps and delays inscribed on the disc which determines the moves are similar to those actually experienced by a yacht in a race. The Yacht game is adapted to any number of players less than five.

Just the thing to give to a boy.

Price, each, \$1.00. Postage, 30 cents.



EDUCATIONAL TOY MONEY.

(*E. S. Fisher's Patent.*)

The newsboy or gingerbread peddler who is only "knee high" often proves more reliable in making change than the average college graduate and if, later on, he happens to turn his attention to arithmetic in school he is found to have already mastered its fundamental processes.

Learned treatises on political economy tell us that money is "a measure of value and a medium of exchange," and this is precisely what the child needs in his primary calculations, something to measure the value of the things with which his mind is dealing and also something to educate the propensity which is constantly leading him to "trade" with his fellows, so that it shall become more than a mere pastime, a part of his equipment for life.

This toy money is made of heavy card-board and represents the different coins in current use, from the \$20 gold-piece down to the cent, the facsimile being in each case as perfect as in the above illustrations. Eighty pieces, representing about \$100 in United States money are placed in a box containing movable trays, one for each denomination. The collection includes double eagles, eagles, half-eagles, quarter-eagles, three-dollar pieces, dollars, half-dollars, quarters, dimes, half-dimes, two-cent and cent pieces, in such proportion as to make about \$100.

Price, per box, 25 cents.

"WHO KNOWS?"

This game consists of a small book of one hundred printed questions followed by Scripture answers, and the same answers on one hundred cards, which, with a few counters made of round bits of pasteboard about the size of a dime, are distributed in equal numbers among the players.

The leader asks the questions and the players secure a counter for each correct answer and forfeit one for every mistake.

"Who Knows?" was published by us several years ago, but the first edition has been out of print some time. A new one is offered the public this season to meet the demand for it which has been called out by casual reference to the game in a Chicago newspaper a few months since.

Put up in a neat box.

Price, per box, 25 cents.



“BUYING AND SELLING.”

Few mortals enjoy the possession of money without the means of spending it. The most diverting and often the most instructive “busy work” for little people, is that which has about it a strong flavor of real life, which is as much like what “grown-up” folks do as it can possibly be. “Buying and Selling,” which we are now publishing in connection with the toy money, will prove a delightful boon to the juveniles who want to “keep store,” and where can we find children who never have violent attacks of that fever?

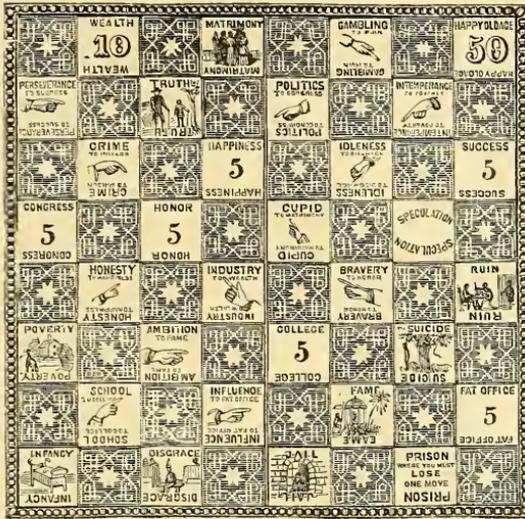
The outfit includes toy money representing about \$100 in gold and silver and copper coins, and thirty-six pictures of common-place commodities, such as a dozen eggs, a cord of wood, pound of coffee, ton of coal, etc., which are intended to be bought and sold as substitutes for the articles which they represent. The box also contains slips of manilla paper for making paper bags to hold bran or sawdust and be duly labeled as representing a variety of goods, unless the youthful merchants are allowed to fill them with the “real” things. Four sheets of printed labels are provided, to be cut up so that the name of each article shall be on a separate slip, and the collection is rounded out by adding a form on which to make the paper bags, together with a printed list of the prices which it is proper to put on the goods, in case the local price of any article is not known.

Put up in a neat and substantial box, with an elegantly lithographed label and careful directions for introducing additional attractions. Price, each, 50 cents.

AMERICAN POLITICS.

This game is played with a pack of thirty-eight cards, one for each of the United States. These cards are divided, according to the political tendencies which they represent, into nine groups or sets, Republican, Generally Republican, Uncertain Republican, Doubtful Republican, Democratic, Generally Democratic, Uncertain Democratic, Doubtful Democratic and Doubtful. At the top of each card is the name of the set in which it belongs. Next comes the name of the card, printed in heavy type, with the number of electoral votes cast by that State.

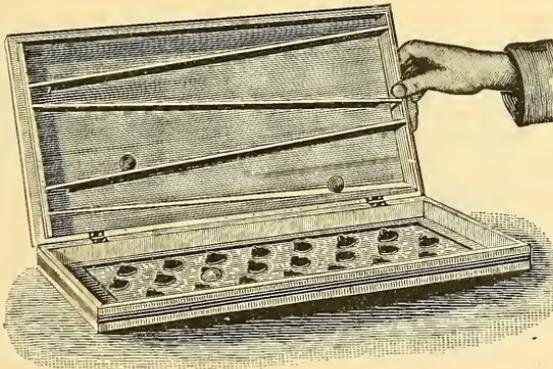
The game can be played by four, six or eight players, who divide themselves into two parties, Republican and Democratic, and sit around the table, Republicans and Democrats alternating. The party securing enough sets to give it the majority of electoral votes, 201, elects the president of its choice and wins the game. Price, each, 25 cents.



THE OLD, RELIABLE, CHECKERED GAME OF LIFE.

This is one of the oldest and best of juvenile games, a pioneer among the moral and instructive amusements which have been welcomed into our homes during the past fifteen years and have broken down a deep-rooted prejudice against all such pastimes. Two, three or four persons can play this game, and each player is represented by one counter, which is entered at infancy, and, by a series of moves dictated by the whirl of a teetotum, passes through school, college, industry, success, perseverance, etc., to wealth or happy old age; or through idleness, intemperance, gambling, crime, etc., to disgrace, poverty, ruin, prison or suicide. It is a game of chance and skill combined.

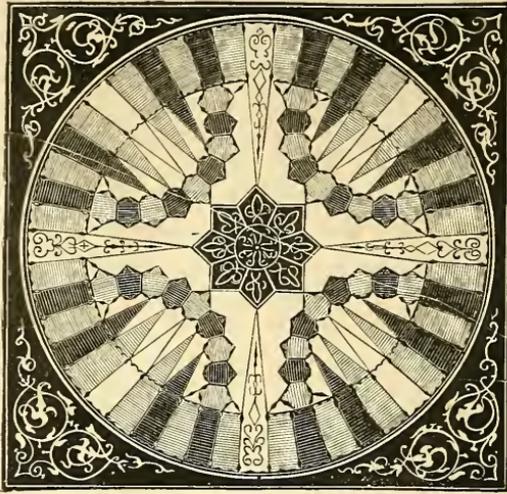
Price, each, \$1.00.



CHECKERED GAME OF LIFE AND MARBLE ROULETTE.

The checkered game with new and elegant plates on the outside of a fine cherry-box board, and the game of Marble Roulette on the inside. Two games which are popular and yet entirely unlike each other are united, thus giving great variety and making a pleasing combination.

*Price, each, \$1.00.



KAKEBA, OR JAPANESE BACKGAMMON.

The game can be played by two, three or four people, and it presents more opportunities for the exercise of judgment and fancy in connection with the chance of dice than any other game in existence. The methods of play are simple and in its social qualities the game is superior to chess. With a fair trial Kakeba is bound to supersede the old family backgammon board. Any dealer can safely risk his reputation in selling Kakeba to customers who ask for a good game which shall suit the whole family.

Kakeba is played on an elegant folding board and is one of the best things of the kind ever issued for use in the home circle. Price, each, \$1.00.

KAKEBA COMBINATION.

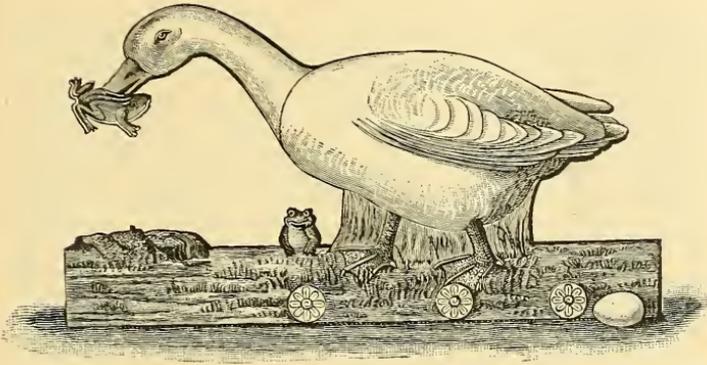
WITH HONEY GATHERERS AND TIN PEDDLERS.

The merit and popularity of Kakeba has induced us to put it into a standard form in our line of fine cherry box-games, with Kakeba on the outside and the two simple games of the Honey Gatherers and the Tin Peddlers in the inside, for the little folks. We here offer a combination for the household. *Price, each, \$1.00.

PERHAPS.

A box-game, played with one little marble. There is a delightful uncertainty about this game, as the player may score a zero mark and he may gain fifty by a single twist of the marble. One or more players can test its merits by each taking ten turns, he who scores the most being the best fellow. The name is appropriate, for, although it seems easy to secure the highest number every time, a few trials will convince anybody that considerable dexterity is required. The game is a fine educator of the hand and eye.

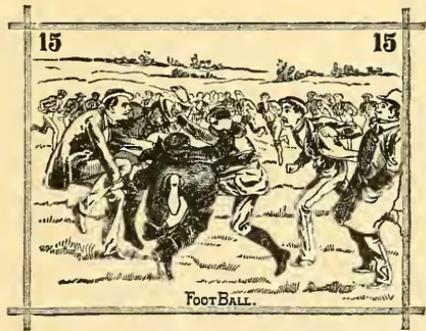
Price, each, 15 cents.



THE GOOSE AND THE GOLDEN EGG.

In this game the goose, which is represented as wading placidly along in front of a grassy bank, is in reality brought into the parlor and the children are allowed to bowl an egg at her, from such a distance as they may choose. It will be their aim to hit one of the three plungers and gleefully watch the effect. When one of them is struck a frog jumps into view, as though he had suddenly made up his mind to come up out of the water and sun himself. A blow on the second plunger forces the goose to lower her head, seize a luckless frog, who perhaps was dreaming of how he "would a wooing go," and lift him high in air. The player who hits the third plunger has the satisfaction of seeing the golden egg roll out of the grass and drop in front of the goose, as well as the pleasure of counting the highest score in the game.

*Price, each, \$1.00.



AMERICAN SPORTS.

A card game embodying all the popular sports of the day, which are illustrated on a set of cards. This is the list:—

Toboggan Slide, Trap Shooting, Polo, Cricket, Sailing Regatta, Archery, Rowing Regatta, Lacrosse, Snow-shoe Race, Soap-Bubble Party, Polo on Wheels, Base Ball, Croquet, and Bicycle Race. Other cards have illustrations of first, second and third prizes. Put up in elegant style.

Price, each, 25 cents.



CARPET BOWLS.

There is bound to be a "survival of the fittest" in the sports of childhood, just as in many other relations of life. Carpet Bowls is the revival at a moderate price of an old and popular game, formerly sold at three times the present cost. Intensely interesting and adapted to all ages, it can be used as a simple, active game for the hall, drawing-room or nursery. Colored wooden balls are rolled on the carpet according to established rules, based on the general principles of quoits or squails.

Price, each, 50 cents. Postage, 32 cents.

ZIG-ZAG.

The marbles used in this game are placed in the top trough, and are fed by an automatic arrangement, to the tilting trough below, from which they pass to the wheel and are then thrown into the box in front of it. When the wheel stops revolving the player scores the number which appears through the hole at the base of the wheel-support. As a toy, Zig-Zag proves very interesting to small children, who never tire of watching the movements of the levers, while the game, which is one purely of chance, interests the more mature minds of people of a larger growth, be they children or adults.

*Price, each, \$1.00.

ROUND THE WORLD.

(Copyrighted.)

An old sea captain's cogitations, the result of much study and calculation. The game represents very truthfully an actual voyage round the world in a sailing vessel, giving all the belts of winds, calms, etc. The sport, in connection with the accompanying map, is very instructive, as well as fascinating.

Price, each, \$1.00.



SOCIAL HOURS.

AN EVENING'S ENTERTAINMENT FOR FIFTY GUESTS.

An elaborate collection of material and directions for the entertainment of a company of guests of various ages and social tastes, including games, tricks, puzzles, rebus cards, fortune cards, age cards, etc., etc.

This game is put up in a large and elegant box, with illuminated label, and the low price is suggestive of a remark which used to be frequently made by a New York street vender of harmonicas, "Here you have a whole brass-band for fifteen cents!" Here is the means of entertaining fifty people many times over, at an expense of a penny apiece.

Price, each, 50 cents.

THE EVENING PARTY.

A MOST ENJOYABLE COLLECTION OF ENTERTAINMENTS.

A neat box contains an assortment of games, puzzles, charades, rebuses, tricks, conundrums, etc., for sociables, picnics and evenings at sea-side and mountain. The best thing for practical use ever published in this line, for the price. Any one who has tried to entertain a dull company knows that all recollection of the details of suitable amusements is sure to take flight, at the very moment when most wanted, to be remembered when too late. This box fills the bill at the time, and should have a corner in the carpet-bag of every summer tourist.

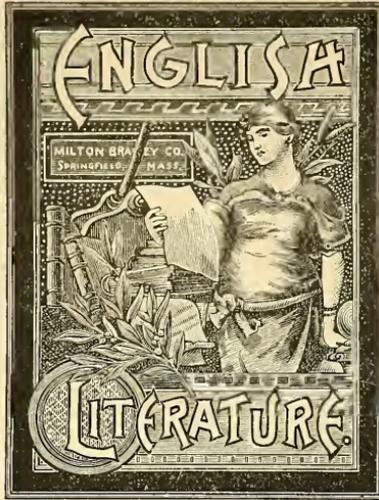
Price, each, 25 cents.

VISIT TO THE GYPSIES.

A happy combination of the elements of the leading games and fortune-telling, with poetical quotations.

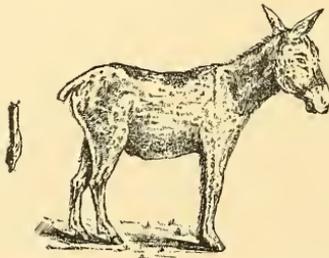
This game has proved exceedingly popular, as it is issued in a very attractive form and affords great fun to any company of ladies and gentlemen, old or young.

Price, each, 25 cents.



ENGLISH LITERATURE.

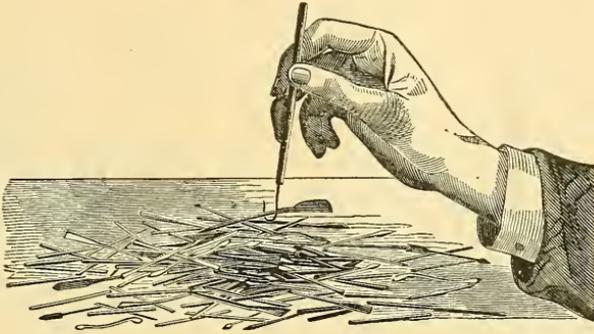
The writers of all ages and their works are brought into prominent notice by this game of 75 cards, which is very instructive. Each card bears the name of some notable author, the selections ranging from the fourteenth century to the present time, and each name is accompanied with a representative list of books. The method of the game is new, being based on the age or century in which the author did the greater part of his work. Price, each, 50 cents.



RE-TAILING THE DONKEY.

The Bradley mule is warranted to be both "Sound and kind." This donkey-sheet, 24 by 40 inches, retails for ten cents, but not all blindfolded owners of a dime can re-tail the donkey properly. The game, printed on heavy buff paper, contains the donkey, twelve tails, two prizes, words and music and latest improvements in the rules. The man or woman who has not tried to re-tail such a beast, blindfolded, and in the presence of a taunting, jeering crowd of bosom friends, has left untasted one of life's joys. And as for a children's party, nothing can serve as a substitute for the donkey game.

Price, each, by mail, 12 cents.

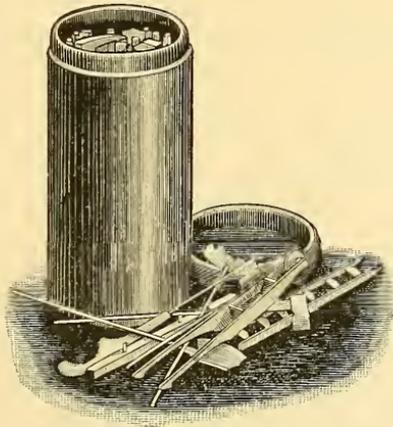


AMERICAN JACK STRAWS.

The finest and most beautiful Jack Straws in the market and the standard for the last ten years. The value of Jack Straws is inversely in proportion to the amount of material used. The lightness and delicacy of these pieces, together with the beauty and variety of their different shapes, give especial value to the game, and in these points the goods surpass everything else ever made from wood or other material.

No. 1 set has a very large number of pieces with ladders, spades, hoes, mallets, etc., etc. No. 2 has fewer kinds and a less number of pieces.

Price for No. 1, 50 cents; No. 2, 25 cents.



NUREMBERG JACK STRAWS.

A set of Jack Straws in great variety of forms, largely hand-made, and put up in a cylindrical, polished wooden box. This new style makes complete our line of Jack Straws which has held the market so long without successful competition.

Price, each, 50 cents.

NICKEL JACK STRAWS.

A neat set, with which a very pleasing game may be played, in a box.

Price, each, 6 cents.



BRADLEY'S PATENT HOOP GAMES.

The improvements made in our several hoop games during the past few years have rendered them standard in the trade and increased their sale many fold. Our patented hoop, which is plaited by machinery, with heavy colored thread in ornamental design, avoids all possible injury to furniture and combines great strength and durability, with beauty of finish and an agreeable feeling when handled, that can be obtained in no other way.

The hoop as used in these games is patented and secured to us exclusively for all game purposes, regardless of name or style, and the public are hereby warned that any infringement of our patent will be promptly prosecuted.

The games as at present made consist of Magic Hoops Improved, Pitch-a-Ring, and Pitch-a-Ring and Ring Toss.

PITCH-A-RING.

No. 2.

This style of game has a cross base and post, as shown in the above illustration, which knock down and are packed with the hoops in a box.

This is the original form of the game, and is still preferable to the cheaper form for use in one place; but for transportation from place to place, No. 3 is smaller, lighter, and more convenient.

*Price, each, \$1.50.

PITCH-A-RING AND RING TOSS.

No. 3.

This style is made as shown in cuts on the following page, in which the box holding the posts and hoops is made to serve as a base when the game is set up. Very compact and convenient to carry to picnics or when traveling.

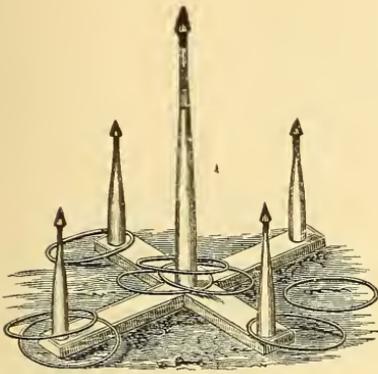


FIG. 1.

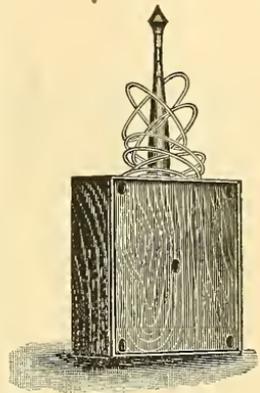
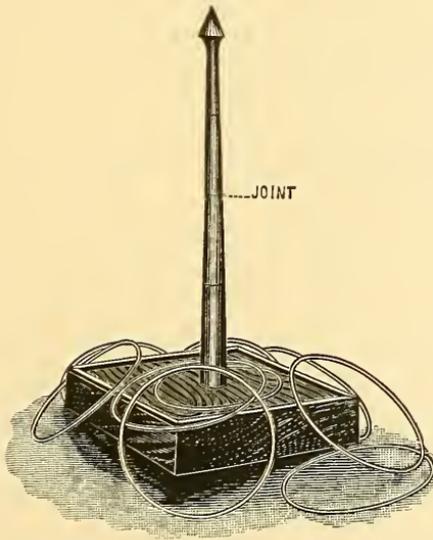


FIG. 2.

PITCH-A-RING AND RING TOSS.

Fig. 1 shows the game arranged for Pitch-a-Ring, and Fig. 2 for Ring Toss.

*Price, each, \$1.00.



MAGIC HOOPS IMPROVED.

(Patented.)

This old and popular game needs no extended description here, the peculiar features are patented and its sale is assured whenever shown.

The post is jointed for convenience in packing, so that the entire game is in one box, which serves as a base for the post when set up.

*Price, each, \$1.00.



TALL STRUCTURES.

This game relates to "high art" and occupies a lofty position itself, as regards merit. Each one of the 36 cards bears a correct representation of some important structure, from the Pyramid and Sphinx of Egypt to the Statue of Liberty. Every picture is accompanied by the name and height of the building, and the game is based on the heights.

All the illustrations have been made expressly for this game. Much information is gained incidentally in playing, and the interest is sustained by very ingenious methods of play. Price, each, 25 cents.

PARLOR BASE BALL.

PLAYED WITH CARDS.

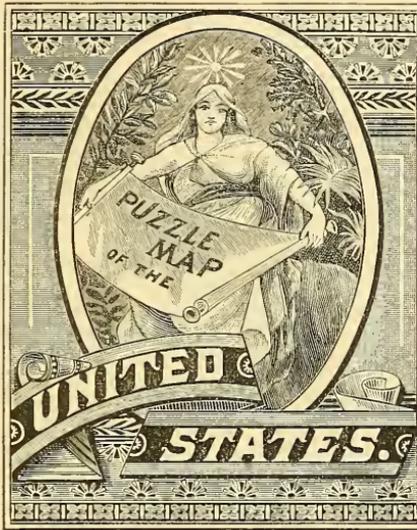
The most perfect imitation of all the points in an actual field-game ever invented for the parlor. Adapted by two methods to old or young. A full score card kept of one of these games is in every respect like the score of a field-game. Price, each, 25 cents.

POLO.

A new and original combination of cards and folding board, put up in a neat box, by which a complete parlor game of polo may be played with the same facility as our parlor base ball. A companion to parlor base ball. Price, each, 25 cents.

PALMISTRY.

A merry hand-to-hand game of fortunes, based on the popular science of Palmistry. The fortunes are decided by chance, each player holding a diagram of a hand, with the life-lines indicated. Price, each, 25 cents.



PUZZLE MAP OF THE UNITED STATES.

This is a game and dissected map combined, the game being based on playing the sections with relation to certain boundary lines, a new pastime affording lots of amusement.

The outline map of the United States is engraved expressly for this game and lithographed in colors.

Price, each, 25 cents.



COMMERCIAL CITIES.

A NEW AND PLEASING GAME OF GEOGRAPHICAL LOCALITIES.

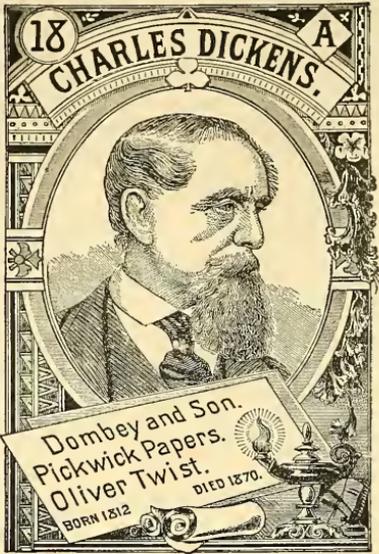
Each card contains a map neatly printed in tints, representing some country with the names of three of its prominent cities. Four cards, consisting of a country and its three cities, comprise one set.

The maps give a pleasing effect to the cards and bring out clearly the form of each country, which is thus impressed on the minds of the players, while the constant use of the names of the cities makes them familiar and the game connects them with their respective countries.

This is an elegant and useful game, attractive in appearance and pleasing in method.

Price, each, 50 cents.

OUR GALAXY OF AUTHORS.



FACE OF CARD.



BACK OF CARD.

AUTHORS IMPROVED.

The suggestion of the game of Authors carries us all back to childhood's days, when in many homes they were the only playing cards which could be countenanced as harmless.

As is well known by the trade, Authors Improved embraces peculiar patented features. Where the methods of this game are understood no other game of Authors will sell. More sets have been sold than of any other card game.

Each set comprises 72 waterproof enameled cards, with portraits and ornamental borders on faces and beautifully engraved fancy backs, as imperfectly represented in the above cuts, which are reduced in size from the originals. Price, each, 50 cents.

AUTHORS, HOUSEHOLD EDITION.

An elegant set of lithographed cards with beautiful designs, in a large box with new label. The best set of Authors ever made for the price. Price, each, 25 cents.

AUTHORS, PLAIN EDITION.

A very durable and pleasing game of Authors. A good set of 33 cards on buff ticket stock, neatly lithographed with a border. Price, each, 15 cents.

SELECTED AUTHORS.

A game of Authors in neat box, with illuminated lithographic label.

Price, each, 6 cents.

OUR ASSORTED OLD MAIDS.



OLD MAID IMPROVED.

This game surpasses all other games of Old Maid in the beauty and originality of the designs, the patented features embodied in the construction of the cards, and the method of play. When once seen and known no other will please.

Price, each, 25 cents.

OLD MAID, SILHOUETTE EDITION.

New and humorous designs in black, making the most salable game of Old Maid for the price that has been offered. New and attractive label on a large, finely finished box.

Price, each, 25 cents.

OLD MAID, PLAIN EDITION.

The game of Old Maid is always popular, and this cheap edition has had an immense sale. We have revised the engravings, and it is one of the most salable articles on our list, in certain lines of trade.

Price, each, 15 cents.

OLD MAID, NICKEL EDITION.

A very attractive and popular form of this always salable game; one of our new nickel series of assorted games.

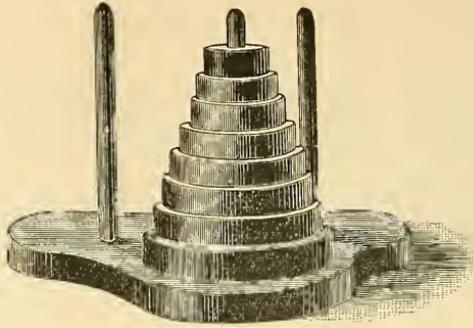
Price, each, 6 cents.

THE GAME OF DICKENS REVISED.

(Patented.)

A standard, ready selling, and useful game. Every card is illustrated with characters from the works of this popular author. New plates in tints.

Price, each, 25 cents.



THE TOWER OF HANNOI.

AN ANCIENT PUZZLE FROM THE CELESTIAL KINGDOM.

This very fascinating puzzle consists of a base with three posts and eight colored discs of wood. With all the discs placed on one post, in the order shown in the above illustration, the puzzle is to transfer them to another post in the same order, under certain restrictions set forth in the rules. This is the most interesting puzzle since the famous 13, 15, 14 problem, but unlike that it can be solved, and the rule by which this is done in about four minutes is very entertaining.

Price, each, 25 cents.

THE GAME OF HAPPY FAMILY.

A new and interesting game for little children, skillfully combining the subjects of geography and natural history. Played with a set of cards containing illustrations of animals.

Price, each, 15 cents.

STEEPLE CHASE.

A game of the race course. A set of cards when properly arranged form a track over which horses are moved by the twirl of the teetotum. Put up in neat box.

Price, each, 15 cents.

ÆSOP.

A GAME OF PICTURES AND FABLES.

This is beautifully lithographed in colors from original designs, and forms a mate to "I Don't Know." It is of same size and same general style, but entirely different in the subject employed for the foundation of the game. The cards are paired, one containing a fable and the other the illustration of it in colors.

Price, each, 25 cents.

PATIENCE.

A solitaire and social game in one. A first-class recreation for one or a dozen people. As put up the game is prepared for three. Two games or sets of cards supply six players, and so on. As a solitaire it is unsurpassed.

Price, one set of three boxes, 25 cents.



THE TOURIST.

A RAILROAD GAME.

By an ingenious combination of route cards, and various tickets, passes, checks, telegrams, etc., etc., the players take mimic excursions through the principal cities in the United States.

A game of Railroad travel is always of interest in this country of great distances, and the relative location of places is a matter of practical education, particularly as the journey necessitates brief descriptions of the places visited.

A large board-game is not as convenient for general use as one which packs into a box, especially if to be carried from home; and the peculiar arrangement of route cards and marker in *The Tourist* renders the box form practicable.

Price, each, 50 cents.



(Copyrighted.)

This is a reading game, recording the experience of a party of six during a trip to the popular summer resort of all New Yorkers and their visitors.

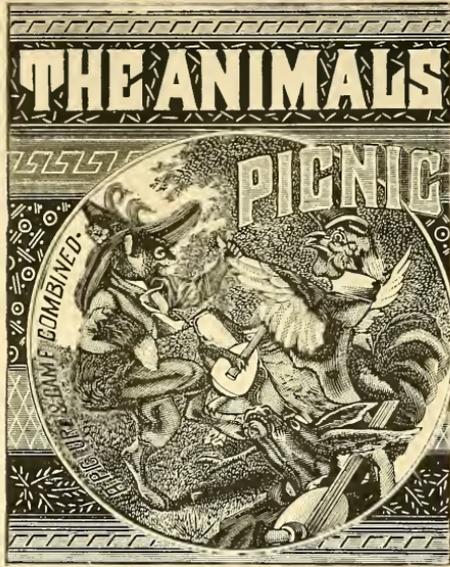
The scenes described are familiar to all who have visited this spot, and yet very funny in their comical variety, while the artistic label gives the game a very attractive exterior, making it both popular and salable.

Price, each, 25 cents.

INDIAN AND TRAVELERS' PUZZLE.

A neat box with new label in colors, containing an ingenious puzzle representing the attempt of a party of white men to take a company of Indians over a river in a boat which can carry but two persons, with the proviso that no more Indians than white men shall ever be on the same side of the river.

Price, each, 15 cents.



ANIMALS' PIC-NIC.

Very amusing and novel. An original painting of a picnic of animals in the woods, so arranged that when properly cut into uniform sections some animal's head appears on nearly every piece of card.

The heavy paper-board cards are printed in colors and are dealt to the players, the picture being reconstructed in the process of the game. King Lion poses as the lordly central figure of the banquet. One luckless card contains the picture of a monkey in disgrace, which it is neither desirable to hold nor play. Price, each, 25 cents.

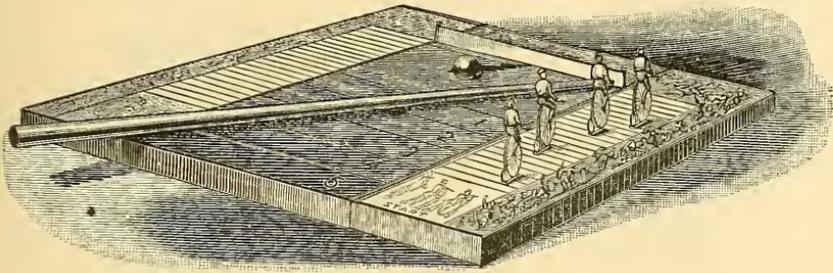
THE GAME OF SQUAILS.

An old English game, formerly quite popular in this country, but comparatively unknown to the present generation of children. It is adapted to old and young and affords no end of genuine amusement for the whole family circle. It is a social game, because it does not impose any limit on the conversation, a jolly game, a noisy game and a game of skill, being an imitation of quoits on a small scale. To be successful at Squails requires a good degree of manual dexterity.

We offer this season a new and elegant edition of Squails, with heavier discs than we have been selling, very desirable for use on large dining tables, or any table where a considerable surface can be secured.

The only excuse any one can have for not being enthusiastic over Squails is a lack of acquaintance with its merits. We call the new edition No. 1 and the old No. 2.

Price, No. 1, each, 50 cents; No. 2, each, 25 cents.

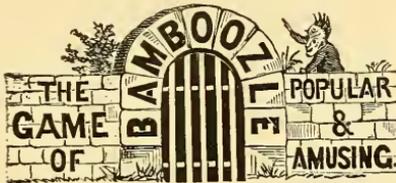


BICYCLE RACE.

This is a novel diversion in which the movement of the riders is governed by the play of a ball against an elastic cushion, and combines chance and skill, very simple in method and interesting in practice; the unfortunate riders may encounter "headers" and "collisions" which set them back or prove fatal. The game occupies one side of the board, when open, as shown in the above engraving.

By the use of an ingenious combination we present five games in one elegant folding-board. Carrom may be played on the same side of the board, and the games of SKATING RINK, CATS' PROMENADE, and HOP SCOTCH are on the inside.

*Price, each, \$2.00.



Large folding board; very attractive and funny, entirely original in method. For adults and children. Not in the least instructive. Price, each, \$1.00.

CORONA.

Beautifully lithographed in colors, on fine stock. Somewhat similar to Authors in method, but differing sufficiently for variety, and preferred by many when it has once become familiar.

A very fine game at a low price.

Price, each, 25 cents.

I DON'T KNOW.

Belonging to the Old Maid family on the general principle of matching, but embodying questions and answers relating to the common sciences of life. No time is required to learn the game, and much sport and information are gained in the play. The question cards are in chromo, making a beautiful set of pictures, aside from the interest and instruction found in the game.

Price, each, 25 cents.

THE KICKING DONKEY.

A very amusing parlor game that fills the youngsters with delight and makes grandpa laugh.

The players range themselves at a suitable distance from the animal of mulish tendencies and roll a ball at him in turn, aiming to hit one of the plungers. If they succeed the donkey kicks one, two or three times, according to which of the plungers is struck.

*Price, each, \$1.00.



PHRENOLOGICAL CHARACTER GAME.

An amusing and sensible entertainment for an evening party of children and adults. It embodies about one hundred quotations from the poets and gives very amusing chance characters to the players. The hits are at times so truthful and at other times so contrary to the facts that great fun is afforded the players, and yet, while oftentimes very sharp, they are never offensive. Entirely novel in idea and method. Pithy, pointed and pertinent.

Price, each, 25 cents.



Conversation Cards are always salable. The poetical quotations here employed lend a charm to these cards not found in others and make the merriment of the players exceedingly elastic. The artistic and decidedly sentimental label which appears on the box-cover helps make the package attractive to the class of trade for which it is intended.

Price, each, 25 cents.

A TRIP TO WASHINGTON.

(Copyrighted.)

The title of this game and the picture of a blushing bride which appears on the box-cover explain the situation exactly. This is a reading game which relates in most remarkable language the sights and scenes in the capital of the nation, as they appeared to a couple who visited Washington on their wedding trip. The most amusing of our line of reading games, and of universal interest throughout the country, as it applies as well to one section as another.

Price, each, 25 cents.



THE FASCINATOR.

A GAME OF SKILL WITH MARBLES.

Attractive and interesting, adapted to all ages and seasons, as it can be used in the house, on the veranda or the garden walk. Makes a good show and puts up compactly. Box nearly three feet long. *Price, each, \$1.00.

SAM SLICK AND JAPHET JENKINS.

SAM SLICK's visit to Paris is a wonderful European trip, and many events are recounted at each reading never dreamed of before.

The visit of JAPHET JENKINS and SALLY JONES TU BOSTON is more local, but equally amusing, and always new and very funny to the children. Sam Slick and Japhet Jenkins in one box. Price, each box, two games, 25 cents.

PETER CODDLE'S VISIT TO NEW YORK.

A multitude of accounts have been written of this wonderful man's travels, and still they are as popular as ever. This game has a certificate on each copy in autograph.

Unlike many other records of travel, this never reads twice alike. It is brought down to date and beautifully put up in large box with portrait label. Price, each, 25 cents.

ROBINSON CRUSOE.

(Copyrighted.)

Large folding board, elegant and attractive design, and a novel game; simple and interesting to adults and children. Price, each, \$1.00.

ROLLED MANILA DICE CUPS.

Our Rolled Manila Dice Cups have proved exceedingly popular, being very neat in appearance, and more durable than many leather cups. Although covered with paper and offered at very cheap prices, the peculiar process of manufacture renders them as solid as wood.

PRICES.

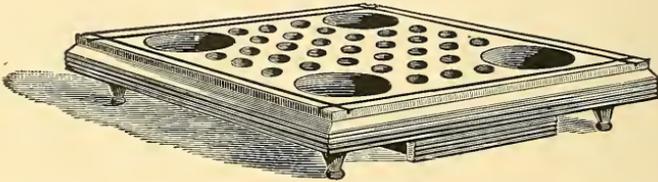
No. 2.	Smallest, per pair,	\$0.10
No. 3.	"15
No. 4.	"20
No. 5.	"25



STANDARD CHESS MEN.

As the public become more versed in social games, chess, the king of them all, grows in popularity, and the demand for cheaper material increases.

THE STANDARD CHESS MEN are made of a convenient size, with a good base, and in symmetrical forms. Price, per set, in box, 50 cents.



SOLITAIRE AND SIEGE BOARDS.

The finest line of these standard goods ever offered. Having prepared machinery expressly for the rapid manufacture of these toys, we offer better goods than have ever been in the market for the same prices.

THE QUEEN ANNE SOLITAIRE.

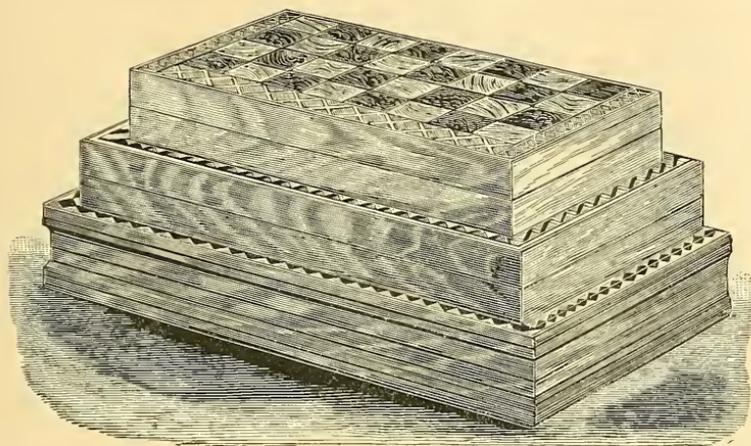
An elegant polished wood Solitaire board, in the popular style of the present day. The four large wells in the top serve as temporary receptacles for the marbles while in use, and a neat drawer underneath holds them securely at other times. An ornament in any place.

THE EASTLAKE SOLITAIRE.

A chestnut board similar in form to the Queen Anne, and much neater than the old style round boards heretofore in the market.

PRICE LIST.

	Price.	Postage.
Siege, Queen Anne, with drawer and glass marbles,	\$0.90	\$0.25
Solitaire, Eastlake, chestnut, plain, no drawer or marbles;25	.15
Solitaire, Eastlake, chestnut, varnished, drawer and marbles,50	.25
Solitaire, Queen Anne, with drawer and marbles,75	.25



CHECKER AND BACKGAMMON BOARDS.

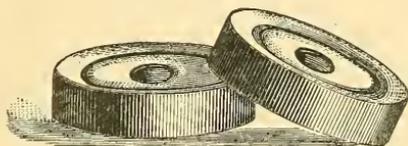
IMITATION INLAID WOODS.

A durable line of checker boards, with polished wood frames, wood sides, and metal hinges. The peculiar construction of the frame protects the edges of the covering, so that a complete imitation of inlaid work is presented, and great durability secured.

No. 1. An elegant moulded frame of polished cherry, with covering in imitation of inlaid rosewood and satinwood, very light, ornamental and desirable. Furnished with cups and checker men. Size 8 x 14, when closed. *Price, each, \$1.00.

No. 3. A beautiful board with polished cherry frame and sides in imitation of mahogany and walnut, inlaid. Furnished with cups and men. Size 7 x 12, closed. *Price, each, 75 cents.

No. 5. Polished wood frame, board sides, paper covering, brass hinges. A durable and handsome board. Furnished with cups and men. Size 6 x 10½, closed. Price, each, 50 cents.



CHECKER MEN.

A fine double-faced checker, 30 pieces in a box, either 1¼ in., 1½ in., 1 in., or ¾ in. diameter. Price, per box, 10 cents.

We make a large line of checkers in all grades, styles and colors for various purposes, either in boxes of 30 or 24 pieces, or in bulk, on which we will quote special prices to the trade.



SCRAMBLE.

Played on a board formed by a combination of cards laid side by side, and in a manner similar to steeple chase, shake game, etc., by a twirl of the teetotum. Simple and pleasing.

Price, each, 15 cents.

PUZZLES.

A collection of interesting puzzles, elegantly boxed. Either one of the puzzles is worth the cost of the whole box for a single evening.

Price, each, 15 cents.

HARD CASH.

A game of United States coins, in which the necessity constantly occurs of adding amounts less than \$1.00, thus combining with the game practice in ready reckoning.

Price, each, 15 cents.

GAME OF AUCTION.

Played with cards representing the articles sold and the prices bid. Novel, amusing and attractive.

Price, each, 15 cents.

THE OLD SALT'S YARN.

A new reading game giving an account of an old-time sea voyage in which untold wonders are seen and experienced.

Price, each, 15 cents.

ROUND UP.

A game founded on the actual experiences of a cattle-ranch, played on a table with counters representing the cow-boys and the cattle.

Price, each, 15 cents.

FIVE SENSES.

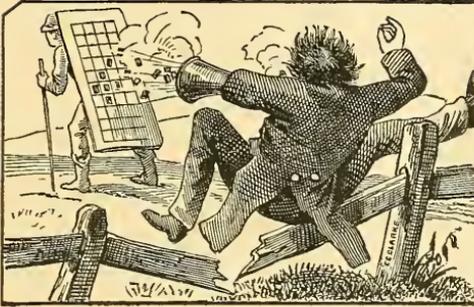
A game of illustrated cards and poetical quotations relating to the five senses of seeing, hearing, feeling, tasting and smelling. Amusing and instructive.

Price, each, 15 cents.

TORTOISE AND THE HARE.

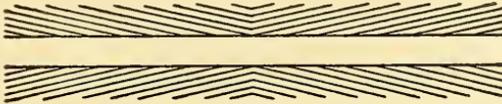
A game of chance, in which the tortoise may win as often as the hare in the race. Played with moves in the forms of the two animals.

Price, each, 6 cents.



GO BANG.

A universally popular game, and now introduced at the lowest possible price. Game in box, with folded papers for the board. Price, each, 6 cents.



OPTICAL ILLUSIONS.

A set of twelve cards, each containing a device embodying some scientific optical illusion. Amusing and instructive. Price, each, 6 cents.

BEAST, BIRD, FISH.

An amusing game, calculated to sharpen the wits and cultivate a cool, clear head. A new form of a game always popular in social circles. Price, each, 6 cents.

SETH SPOOK'S VISIT TO CHICAGO.

A new reading game adapted to the time and sold at a popular price. Price, each, 6 cents.

RIDDLES.

A set of riddles and answers, on cards, forming a simple game. In box with illuminated label. Price, each, 6 cents.

HISTORICAL EVENTS.

A game played with cards relating to facts of history. Interesting and instructive. Price, each, 6 cents.

SIEGE, OR GERMAN TACTICS.

A neat edition of this always pleasing game. Folded paper and men in a neat box, with illuminated label. Price, each, 6 cents.

GAME OF FORTUNES.

A simple game of character and fortune-telling, after the manner of the Gypsies, which has always been so popular in our line. Price, each, 6 cents.

BOX-GAMES, PUZZLES, ETC., ETC.

IN ASSORTED PACKAGES OF ONE DOZEN EACH.

EXCELSIOR SERIES.

Uniform boxes, beautiful labels, three each in a dozen :—

Tourist.	Animated Forest.
Social Hours.	Farm-Yard Scenes.

PICTORIAL SERIES.

In uniform styles, chromo labels, three each in a dozen :—

American Yacht.	Sectional Animals.
Steamer and Hose.	Sectional Birds.

BONANZA SERIES.

Boxes of uniform size, with chromo labels, one each in a dozen :—

American Sports.	Peter Coddle's Trip to New York.
Animals' Picnic.	Polo—A companion to base ball.
Authors, Household Edition.	Palmistry.
Base Ball—A parlor game with cards.	Tall Structures.
Old Maid, Silhouette Edition.	Puzzle Map of the United States.
Spelling School—A spelling and word game.	
Evening Party—A collection of entertainments for sociables.	

PRIZE SERIES.

Uniform boxes in fine style, one each in a dozen :—

Authors.	Round Up—A game of the plains.
Happy Family.	The Five Senses—Instructive and interesting
Hard Cash.	The Old Salt's Yarn—A reading game.
Indian and Traveler.	Scramble—A game of chance.
Puzzles—An assortment of puzzles, etc.	Game of Auction.
Old Maid Game.	Steeple Chase—A game of the race.

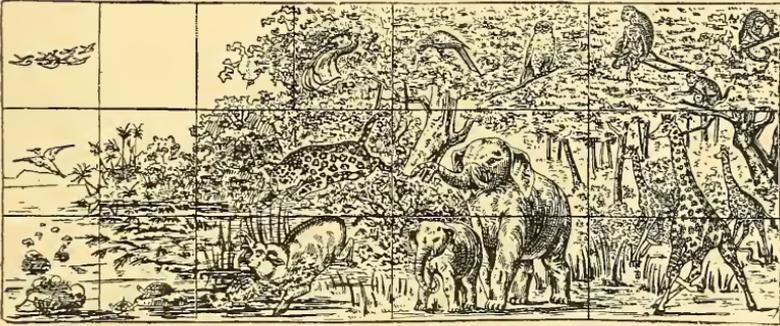
THE NICKEL SERIES.

Uniform in style, one each in a dozen :—

Old Maid—Always popular as a game.	Selected Authors.
Jack Straws—Always good.	Riddles.
Fortunes—A fortune or character game.	Optical Illusions.
Seth Spook's Visit to Chicago—A reading game.	Tortoise and Hare.
Beast, Bird, Fish—An old friend in a new dress.	Siege, or German Tactics.
Go Bang—A popular game.	Historical Dates.

The above assorted packages of our most salable games and puzzles have proved exceedingly popular with the wholesale and the retail trade, because to the jobber these packages save much time in selecting and packing, and to the retail dealer fresh and clean goods are assured.

SECTIONAL
PICTURES AND MAPS.



ANIMATED FOREST.

(Patented.)

This dissected picture shows how the wild animals roam at pleasure through their native jungles and sometimes make life exceedingly unpleasant for one another. Here and there a water-bird throws the spray from its plumage or an alligator basks lazily in the sun.

The whole aspect of the forest can be varied at the will of the youthful owner, a new animal introduced in the trees or allowed a bath in the water.

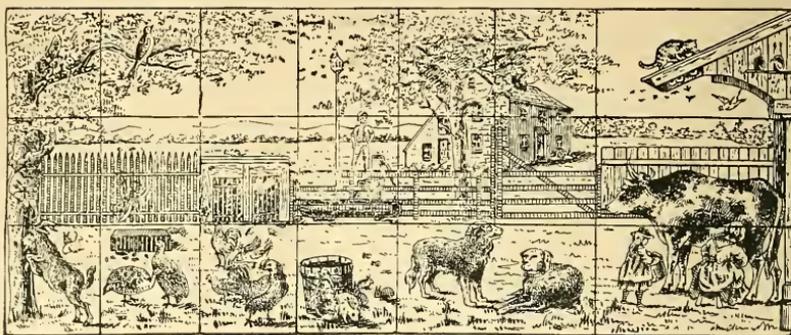
The forest, like all good things, improves on acquaintance and it can be made the medium for imparting no little knowledge of natural history to the child who includes it among his cherished possessions.

Price, each, 50 cents.

THE PRAIRIE SCOUT.

This is a dissected picture-puzzle constructed on the patented principle by which the several pieces forming the picture are interchangeable and can readily be arranged to produce a multitude of striking and attractive combinations. The Prairie Scout introduces us to many outdoor scenes of Western life and is sure to be a favorite with the boys. Put up in a neat box.

Price, each, 15 cents.



FARM-YARD SCENES.

(Patented.)

The picture includes all the domestic animals commonly found on the farm, as well as the wild ones that delight to make depredations in the barn-yard. The realistic views of genuine country life here presented are very interesting, especially as the baby is worked in as a part of the show, together with the small boy who is held in a compromising situation by the billy goat.

By the use of our patented feature the scene can be constantly shifted and innumerable combinations secured.

This picture is bound to please the little people, whether they live in city or country. Elegantly boxed, with illuminated label. Price, each, 50 cents.

SECTIONAL ANIMALS.

Lives there a man with soul so dead who never to himself hath said, "I will buy my children a set of sliced animals, birds, objects or nations?" The popularity of everything in this line as a means of diverting the infantile years of the rising generation is unquestioned.

The picture consists of tablets of card-board that form various animals, from two to five pieces being used, according to the size of the beasts represented.

The figures are made and put up in the highest style of art and cannot fail to sell rapidly. Price, each, 25 cents.

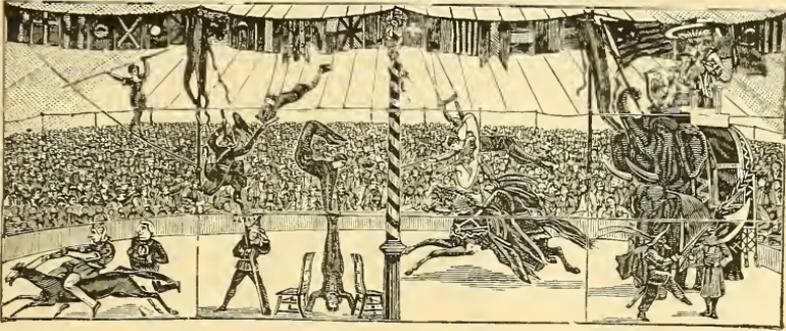
SECTIONAL BIRDS.

A companion set of pictures to Sectional Animals. Both should be ordered together, as the child who has one will want the other, and both are helpful in laying the foundation for his knowledge of natural history. Price, each, 25 cents.

QUEER HEADS AND ODD BODIES.

A set of comical designs in colors on heavy card, representing heads, bodies and legs of various figures. Each composed of four parts so designed as to match at the neck, waist and knees, thus forming by almost innumerable changes very grotesque combinations.

More fun for the money than any other toy ever made. Price, each, 25 cents.

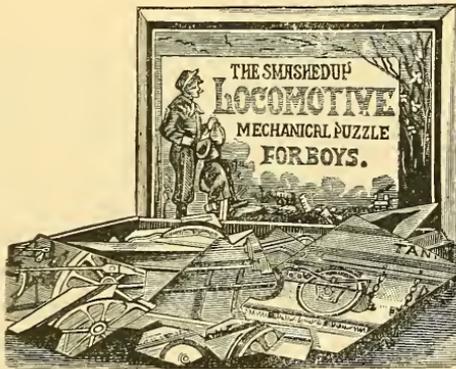


INTERCHANGEABLE COMBINATION CIRCUS.

(Patented.)

This is the best and most ingenious sectional picture ever offered the public. More study and artistic talent have been employed in designing it than in any dozen other cut-up illustrations produced under whatever name, outside our line of patented combination pictures. One trial will convince any one of the truth of this statement. Our circus never tires or becomes old. The above scene is but one in hundreds that can be made.

Price, each, 75 cents.



THE SMASHED-UP LOCOMOTIVE.

A locomotive, like everything else mechanical, is being constantly improved, so that any picture of it which was once regarded as typical becomes, in time, an absurdity. Consequently new and elegant chromo-lithographic plates have been made from the latest and most improved locomotives, having all the modern improvements and attachments for use in connection with this toy. With a reduced, fac-simile outline in the polished wooden box and an elegant label on the cover, this is now the finest specimen of a mechanical cut-up puzzle ever made. It has but to be seen to be admired.

Price, each, 75 cents.

An elegant show-card furnished the trade on application.

DISSECTED MAPS.

There are various advantages connected with the use of outline dissected maps, both for school instruction and as a home diversion, which commend them to teachers and parents. We have admirable facilities for their manufacture, and present a collection which we believe is not duplicated elsewhere, price and excellence considered together. They are mounted on wood and paper-board, are printed in pleasing colors from our own lithographic plates, made expressly for the purpose, and have peculiar features which render them particularly valuable aids in teaching geography. In ordering any of these maps be particular to state the price, so as to avoid confusion.

THE CONTINENTAL SERIES.

WITH UNIFORM SCALE AND ILLUSTRATED BACKS.

This set comprises outline maps of Europe, Asia, Africa, North America and South America, drawn to one scale. Heretofore the scale of a map has been adapted to the size of the atlas page, and many youthful students of geography have been led to suppose that Europe was nearly as large as Africa. With this series of uniform scale maps, mounted on wood three-sixteenths of an inch thick, and cut up to the boundary lines of the continents and divisions, the child will gain a definite knowledge of the shape, location and relative size of each portion of a continent, not to be acquired by any other means.

Covering the entire back of each map is an original design, lithographed in colors and depicting the principal animal and vegetable productions of the country. Each map is packed in a finely finished wooden box, with chromo-lithographic label.

	Price.
Map of Europe, size, 12 x 9,	*\$0.75
Map of Asia, size, 21½ x 20½,	*1.25
Map of Africa, size, 17 x 18½,	*1.25
Map of North America, size, 18 x 20,	*1.25
Map of South America, size, 15 x 19,	*1.25
The set of five maps,	*5.00

UNITED STATES, IN STATES—WOOD.

This is the largest and most perfectly cut map of the United States ever published in dissected form, being printed from an entirely new set of plates. The scale has no definite relation to the scale of the continental series, being much larger. The back is provided with the same style of colored lithographic designs, showing the productions and industries of our country. This map is fifteen by twenty-two inches, being mounted on wood and packed in a fine wooden box, with colored label. *Price, each, \$1.00.

UNITED STATES—PAPER BOARD.

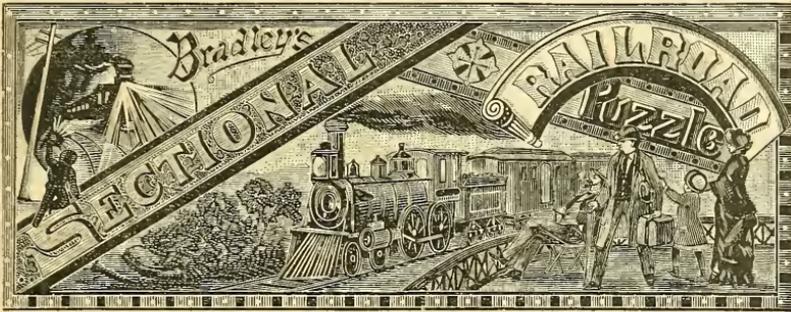
We make the same map as above, with the same illuminated back, but mounted on paper-board instead of wood, and cut at random instead of on the state boundary lines. In ordering, mention that this map is in a paper box.

Price, each, 50 cents. Postage, 20 cents.

NORTH AMERICA—PAPER BOARD.

An outline map engraved especially for dissection and mounted on heavy board, with fancy back, put up in a paper box. Price, each, 25 cents.

In ordering the last two maps, please state that they are in paper boxes and not cut to state lines, and thus avoid confusion with the other maps of the same divisions.



SECTIONAL RAILROAD.

This picture-toy forms, when put together, a railroad train, consisting of a locomotive and tender, mail, baggage and express, smoking, parlor, sleeping and dining cars and supplementary pieces, making a train eight feet long. Additional pieces, including a sectional interior view of each car, flagman, switchman, amusing smash-up scene, extra platforms, sections of trucks, etc., etc., may be fitted to the original picture, adding to the length and affording a very correct representation of life on a modern American express train, and from which much practical information can be gained by child or adult.

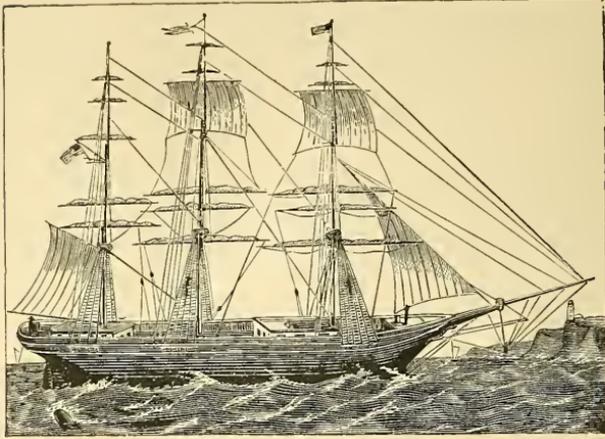
Price, each, 75 cents.



THE YACHT.

This sectional puzzle has been drawn with great care from the celebrated yacht "America," and the names of the parts arranged by experienced yachtsmen, so that accuracy is secured throughout. It is finely lithographed in colors, and is accompanied by the same picture on paper not cut up. The box has a new colored label.

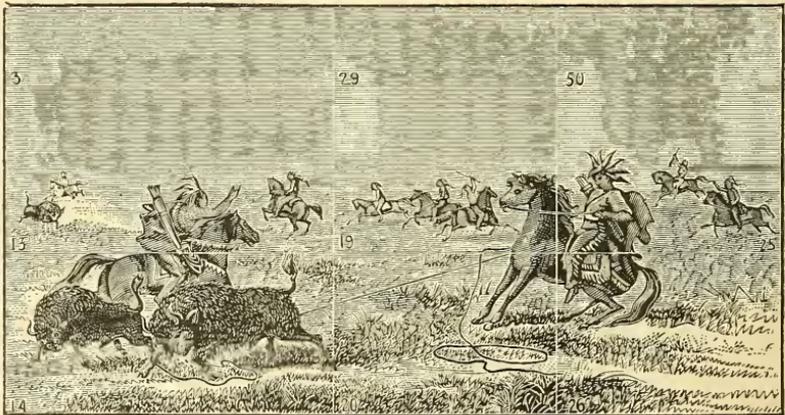
Price, each, 25 cents.



MODEL SHIP PUZZLE.

This is one of the most attractive dissected pictures in the market, and the only one ever published giving the names of all the parts of a full-rigged ship. In a polished wood box, with a beautiful chromo-lithographic label, largely increasing its sale, which has always been good.

Price, each, \$1.00. Postage, 20 cents.

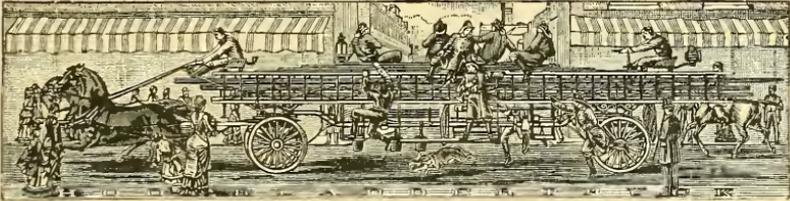


MATCHED PICTURES.

It is easy to say a good word for our "Wild West Show" and not stretch the facts in the least.

It is constructed on ENTIRELY NEW PRINCIPLES, and is not merely an ordinary dissected picture-puzzle, but the design constituting the 40 pieces is so ingeniously made that the various parts will mismatch to form an almost unlimited number of different pictures, representing many of the most exciting incidents in INDIAN AND FRONTIER life.

Price, each, 25 cents.



AMERICAN FIRE DEPARTMENT.

There is no discounting the popularity of our Fire Department. This sectional picture represents a complete outfit, consisting of steamer, hose-carriage, chemical engine, insurance patrol wagon and hook and ladder truck, on the run to a fire.

When constructed in one continuous line it measures eighty-four inches long by seven inches high, with the name of each machine in large letters on the sidewalk at the bottom.

The designs are accurately drawn from the most modern machines, and are beautifully printed in natural colors by chromo-lithography.

The street scenes are so made that the several machines may be placed in any order without interfering with the unity of the design. This is the finest mechanical sectional picture ever published.

Price, each, 75 cents.

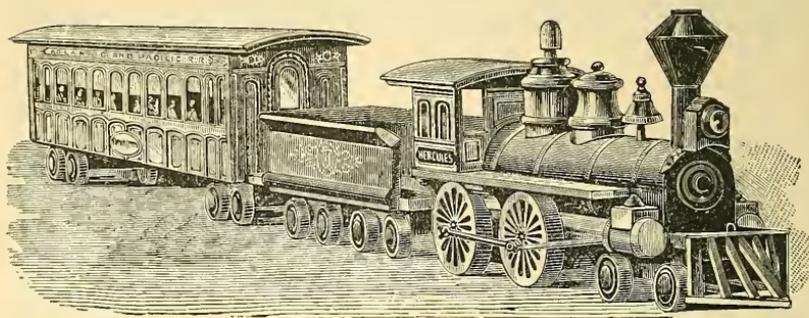
STEAMER AND HOSE.

A sectional picture of steam fire-engine and hose-carriage on the run to a fire. This is adapted from the American Fire Department, and makes a cheap and beautiful picture-toy. It is one-third part of the fire department as shown by the above cut.

Large box and illuminated label.

Price, each, 25 cents.

TOYS AND BLOCKS.



THE FLYER RAILROAD TRAIN.

Our improved trains are too well known to require an extended description. The Flyer Train, including a locomotive, tender, and passenger car, makes, when shackled up, a combination about forty-five inches long. *Price, each, \$1.50.

PASSENGER TRAIN.

This popular train consists of a locomotive and car. Each train is packed in a straw-board carton by itself. The engine, with all its parts permanently in place, reverses and packs inside the car, the cover being packed at the side. This method of packing is popular with the trade, and the toy is a very serviceable and durable affair.

*Price, each, \$1.00.

THE METROPOLITAN RAILROAD TRAIN.

A beautiful and showy toy, representing an elevated train with dummy locomotive and gayly decorated car, filled with a truly metropolitan company. The most attractive toy train ever sold for the price.

*Price, each, 85 cents.

INCLINED AUTOMATIC RAILWAY.

This novel toy will afford unlimited amusement for the children, indoors and out. In those sections of the country where inclined railroads are used it has been a special favorite.

*Price, each, \$1.00.

GRAND RAILROAD MENAGERIE SHOW.

A complete Menagerie traveling by railroad. The parts of the car and locomotive can be put together and taken apart at pleasure, and a great number of other original combinations may be made, such as platform cars, wagons, carts, and representations of chariots, steam fire-engines, etc., etc. The whole is put up in a box representing a railroad station, and forms a toy which never tires.

*Price, each, \$1.00.



THE ZOETROPE, OR WHEEL OF LIFE.

(Patented.)

After years of universal popularity, the Zoetrope is still as much a wonder as ever. It causes simple figures printed on strips of paper to become animated, so that life-like movements are imitated in the most natural manner. Although many thousand have been sold, yet not a quarter of the children of to-day have ever seen one, and at the reduced price they are within the reach of all. The additional sets of pictures which may be supplied at pleasure render this instrument a continual novelty in the family.

Each Zoetrope is provided with Series No. 1 of pictures.

*Price, each, \$2.50.

Pictures Nos. 3, 4, 5, 6 and 7.

Price, each set, 60 cents.

Zoetrope Pictures, Series No. 3.

Wood Chopper.	Hurdle Race.
Perpetual Motion, combining five distinct and independent mechanical movements.	Mr. Bow-His-Head-Off.
Rings and Balls.	240 Hogs.
Village Blacksmith.	Handspring <i>a la Arab.</i>
The Badgered Cat.	Maternal Affection.
	Barrel Trick.
	Capers.

Zoetrope Pictures, Series No. 4.

Leap Frog.	Wood Sawyers.
Steam Engine.	Beauty and the Beast.
Evil One.	Soap Bubbles.
Waltzing.	Educated Donkey.
Japanese Tumblers.	Town Pump.
Barrel Turners.	Hobby Horses.

Zoetrope Pictures, Series No. 5.

Travels of Brother Jonathan by Telegraph.	Indian Juggler.
Pass Him Round.	Warm Work for Blackey.
Modern Man of the Moon.	Windmill and Bag of Meal.

Trapeze.	The Medley.
Mechanical What Is It.	John Chinaman and His Dog.
Mrs. Partington and Her Dog.	Moon-Struck.

Zoetrope Pictures, Series No. 6.

The (1g) Noble Art.	The Monkey in the Band.
Meet Me by Moonlight.	Don Quixote on His Architectural Steed.
The Velocipede.	Hatched, Matched and Dispatched.
The Old Mill.	The Little Rope Jumper.
A Plain Case.	Whar You Gwine Wid Dat Barr'l.
A Sitch in Time, or never too late to mend.	
The Wrong Room.	

Zoetrope Pictures, Series No. 7.

The Rocking Horse.	Swinging Around the Circle.
Now you see me, now you don't.	The Little Jumper.
A Bottle Imp.	See-Saw.
Footsteps Beneath Me.	A Long Branch Cannibal.
Such a Getting Upstairs.	The Coffee Grinder.
Feeding the Chickens.	No You Don't.

Prof. R. H. Richards has prepared for use in the Zoetrope designs illustrating crystallographic transformations. The set of 12 designs shows most of the relations existing in the isometric system, portraying the gradual transformation from one form to another; for instance, the cube by slow truncations changes into the octahedron. These diagrams are not only valuable in the Zoetrope, but, when examined in the hand, show with remarkable ease such relations, difficult to be comprehended, as Hemihedral form of Trisoctahedron, of Tetragonal Trisoctahedron and of Hexoctahedron.

Price, each set, \$1.00.



THE HISTORISCOPE IMPROVED.

History repeats itself a great many times in the family where the Historiscope has once gained a foothold. There is no toy that is more thoroughly appreciated by a little child in the half-hour before bed-time, as he sits on mamma's or papa's knee and turns the key which moves the pictures, meanwhile multiplying eager questions about each one.

The Historiscope is a large and elegant chromo-lithographic panorama, with thirty-two scenes, selected with great care for their attractive appearance and historical value. The only toy panorama of merit in the market. A brief lecture embodying the principal events of American history which are illustrated is provided, and altogether the toy forms a very attractive and instructive object-lesson in history, better than months of dry study for fixing the subject in the minds of the children.

Price, each, \$1.00. Postage 10 cents.

SHADOW TRANSFORMATIONS.

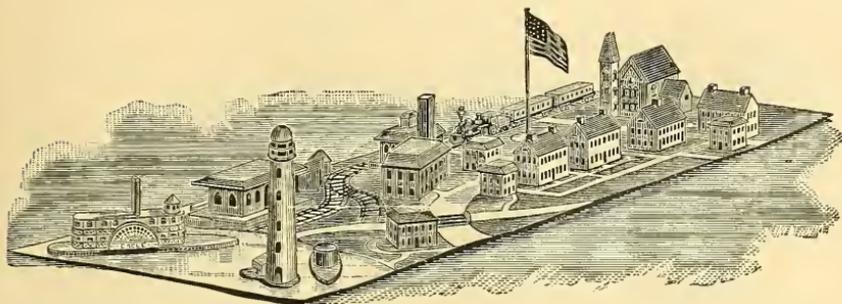
ONE OF THE BEST TOYS IN THE MARKET.

A complete show for one hundred nights, with change of scenes every time.

By means of pieces of card-board inserted in a simple wooden standard, shadows are cast upon a paper screen, producing silhouettes. The comical effect secured by the mere change of a hat on a figure is wonderful, and cannot be understood without a trial.

With this toy a bright boy or girl may afford unlimited entertainment to an entire family circle, from the baby of two years to the grandparent of eighty. And still better, it affords occupation to the child in its preparation, and development to his inventive faculties in its exhibition.

We have added a set of the cards cut ready for use, so that the dealer can easily set up a sample for show, and the child can see how the other designs are to be used. Wherever known this is pronounced one of the very best toys ever made. Price, each, 25 cents.



THE AMERICAN TOY-VILLAGE.

The best toy-village ever made, distinctively American and the standard. A large map or plan of a village, with streets, canals, river, harbor, etc., lithographed in colors, goes with each set. The great number and variety of buildings may be arranged on the plan as indicated, thus making a complete village, with railroad train, steamboat, harbor, etc., or they may be used without the plan, on the table, floor or beach.

Price, each, \$1.00. Postage, 12 cents.

THE AMERICAN TOY-VILLAGE, JUNIOR.

This is somewhat after the style of THE AMERICAN TOY-VILLAGE, but smaller and sells for one-half the price; a very attractive toy.

Price, each, 50 cents. Postage, 8 cents.

LILLIPUT CITY.

This is a toy village in a paper box, with illuminated label and a large number of small buildings, making a very attractive toy for a little money.

Price, each, 25 cents.

HORSE GRAVITY TOY.

A very curious philosophical toy, in which a horse seems to be leaping from any support on which his heels are placed, the motion and suspension in mid-air being produced by the natural laws of gravity. In a neat box.

Price, each, 25 cents. Postage, 10 cents.

SAIL-BOAT GRAVITY TOY.

A handsome Sail-boat, which, when supported by the stern, has a very natural rocking motion, as if at anchor. On the same principle as the horse.

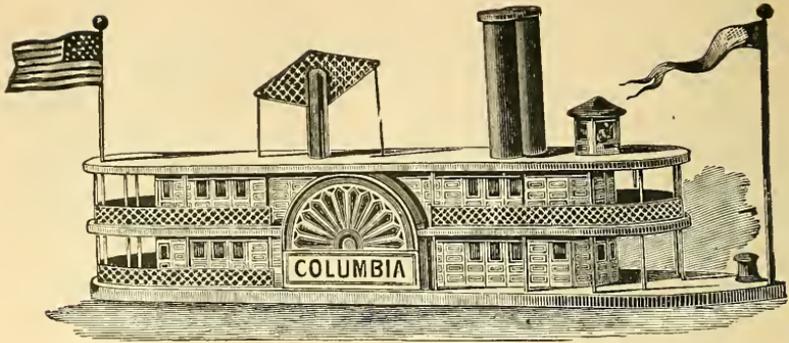
Price, each, 25 cents. Postage, 10 cents.

THE WINDMILL AND LIGHTHOUSE.

This combination toy embraces two distinct structures, a windmill and a lighthouse.

The toy is three feet high from ground to top of sails when set up, and knocks down to pack in a paper box, with illuminated label.

*Price, each, \$1.00.



THE STEAMER "COLUMBIA."

The "Columbia" is an elegant and very durable toy steamboat on wheels, two feet long. The decks are supported by iron stanchions and surrounded by decorated tin guards, and the walking-beam works up and down.

The whole sets low on the floor, in imitation of a boat floating in the water. The most perfect and natural model of a steamer ever made. *Price, each, \$1.00.

TOY CLOCK DIAL.

This dial consists of a square of heavy card, having on one side a clock dial with movable hands, and on the other side illustrations of various methods for determining the hour in ancient and modern times.

*Price, each, 30 cents.

THE BIJOU SAFE BANK.

A bank and jewel case, 10 inches by 8, and 6 inches high, made of wood and covered with chromo papers, in exact imitation of a fire-proof safe. An opening in the top admits the nickels and pennies to an inner safe only reached by opening two doors, each provided with an ingenious puzzle in imitation of a combination lock. Beneath the inner safe is a drawer for trinkets and jewelry, the front of which is ornamented with a print representing the backs of account books, etc. This toy is an ingenious puzzle and a useful and ornamental piece of bric-a-brac, as well as a novel and attractive bank.

*Price, each, \$1.25.

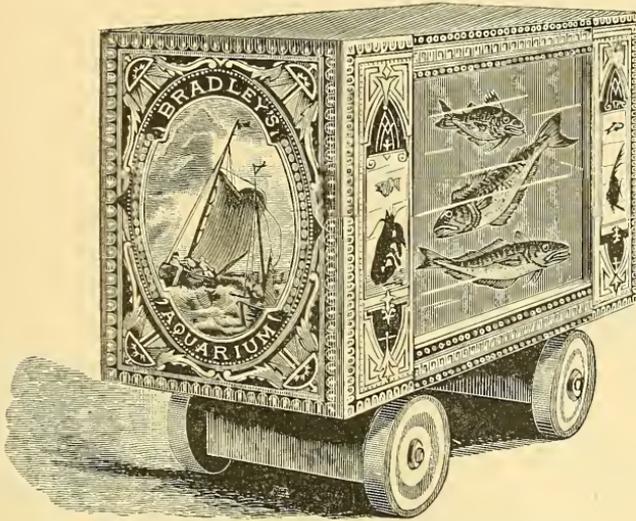
THE LITTLE OBJECT-TEACHER.

The box contains colored pictures of animals and familiar objects, together with alphabet cards. In the cover are grooves in which the letter cards may be set up like type, to form the names of the objects above them. This toy has won high praise among educators and thoughtful parents.

The twenty object-cards are in themselves a beautiful collection of pictures in oil colors, and the label on the box is also in colors.

Set No. 1. Contains twenty cards and a large stock of letters.

Price, each, 75 cents.



THE MENAGERIE AND AQUARIUM.

A novel and beautiful toy combining two panoramas, with animals in the cage on one side and fishes in the aquarium on the other.

As the panorama moves different animals are shown in the cage, and fishes swim through the aquarium. In beautiful and artistic colors. *Price, each, \$1.00.



Fig. 1.



Fig. 2.



Fig. 3.

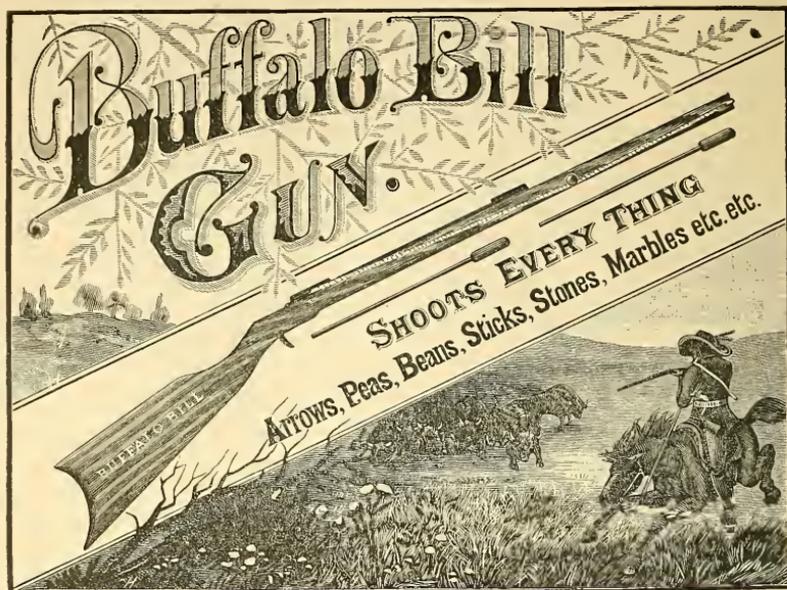
DRAWING STENCILS FOR OUR LITTLE ARTIST.

We have a new line of stencils for making designs on paper or the blackboard which are selling rapidly wherever shown.

They are made from leather-paper in designs that are distinctively American, and are therefore much more attractive to American children than the foreign goods which have hitherto held the field.

We publish two sets of stencils, Nos. 1 and 2, each in an ornamental box, with an elegant lithographic label bearing the title, "Drawing Stencils for Our Little Artist." Each box contains twenty stencils and a stock of drawing paper. A few of the best designs are duplicated in both boxes, but most of them are different in the two numbers.

Price, No. 1 or No. 2, each, 25 cents. Postage, 8 cents.



THE BUFFALO BILL GUN.

THE PIONEER POPULAR TOY GUN AT A LOW PRICE.

THE ORIGINAL.—All other similar guns in the market are either cheap imitations or direct infringements of the patents under which the B. B. is made; but none are improvements, and the Buffalo Bill still is superior in every respect. It is better made, stronger when new, will last three times as long as any other equally powerful gun ever made, and when it gives out at any part is very easily repaired. It will shoot with accuracy a great variety of missiles. The driver is made to hold a charge of small shot with which naturalists may kill small birds, or gentlemen may rid their grounds of the sparrow pests.

Price, each, 65 cents.

THE SPRINGFIELD GUN.

A good, honest, well-made toy gun, smaller than the Buffalo Bill, and selling for one-half the price.

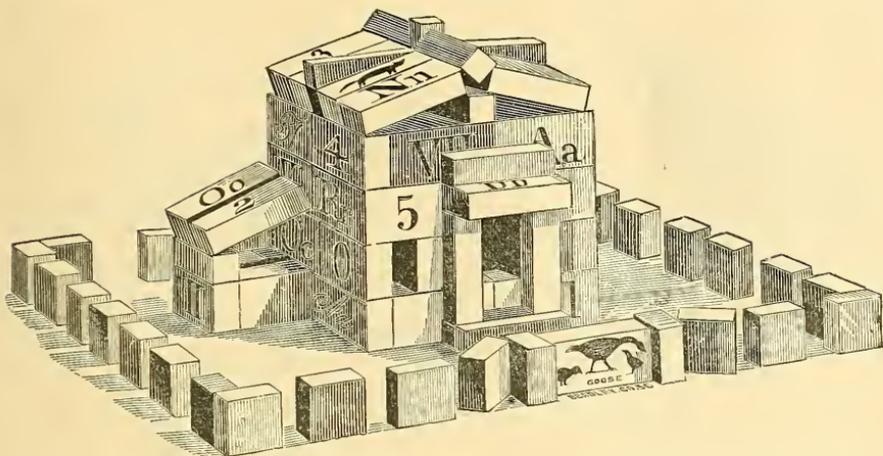
The best finished and most durable gun in the market, at the price.

Price, each, 35 cents.

THE UNCLE SAM GUN.

This gun is identical with the Springfield gun, except that it is not as finely finished.

Price, each, 30 cents.



BRADLEY'S ORIGINAL KINDERGARTEN ALPHABET AND BUILDING BLOCKS.

No. XXX.—Eighty-four blocks, with animals, Roman, German, English and Script alphabet, numerals, etc. *Price, \$1.00.

No. XX.—Thirty-eight blocks, with animals, alphabets, and numerals.

Price, 50 cents. Postage, 12 cents.

No. X.—Twenty blocks, with animals and alphabet.

Price, 25 cents. Postage, 6 cents.

Put up in finely polished wooden boxes, with chromo-lithographic labels.

The original building blocks in the forms of whole and divided bricks, derived from the Sixth Kindergarten gift. The best form ever devised for building blocks, and imitated by other manufacturers.

COMMON SENSE BUILDING BLOCKS.

A large number of plain blocks of the kindergarten building forms, in a box with brilliantly colored label.

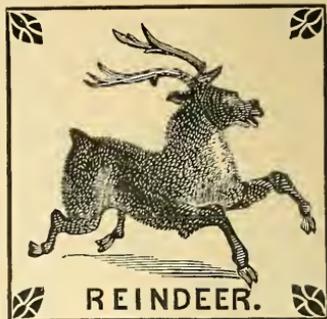
Just the blocks the mothers have been inquiring for, without paint or any other element which can injure a child. We designate these as Z and ZZ.

Z contains 25 blocks. *Price, each, 25 cents.

ZZ contains 50 blocks. *Price, each, 50 cents.

THE LITTLE FOLKS' PICTURE AND ALPHABET BLOCKS.

A beautiful album box, with wooden edges and blue paper covers, and lithographic label; contains twenty-seven neat, flat, wooden blocks, printed with the alphabet, numerals, and a large number of animals and objects. Price, 25 cents. Postage, 6 cents.



CUBE ALPHABET AND PICTURE BLOCKS.

We offer the trade a line of cube blocks superior in style and finish. All the sides are colored, and each set is supplied with a variety of colors not found in the others.

SET No. 0 is in paper box containing 12 cubes, comprising alphabet, numerals and pictures. Price, 25 cents. Postage, 10 cents.

SET No. 00, 20 blocks in paper box.

Price, 50 cents. Postage, 16 cents.

SET No. 000, 30 blocks in polished wood box. A large and elegant set.

*Price, \$1.00.

MOTHER GOOSE CUBE BLOCKS, WITH LETTERS, PICTURES AND COLORS.

Twelve large cube blocks in red, white and blue oil colors, present on forty-eight sides thirty-six illustrations of familiar rhymes from Mother Goose, and all the alphabet and numerals, and on the other sides various colors and shades, including the primary and secondary colors and representative tints. Each box has a book containing the rhymes, which are illustrated on the blocks, so that the whole makes a fascinating combination of colors, blocks and jingles.

Price, 50 cents. Postage, 12 cents.

FUNNY PICTURES AND LETTER BLOCKS.

These half-cubes or half-bricks, embrace letter, building and combination puzzle-blocks, and come nearer perfection than any previous attempts of the kind.

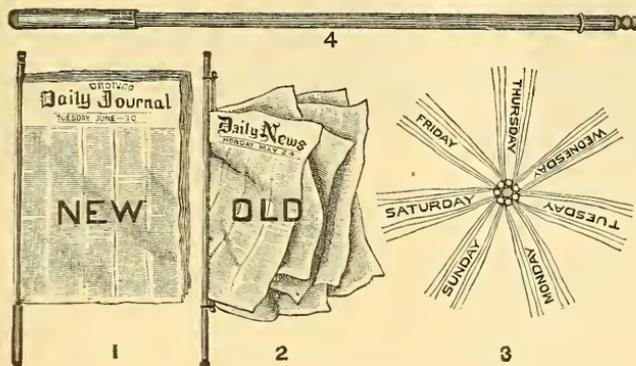
The large surfaces have a full alphabet, Roman and Arabic numerals, and punctuation marks. The smaller surfaces have sections of figures so designed as to be interchangeable, and thus the forty-eight surfaces may be combined to produce almost an unlimited number of different comical figures.

The process by which these prints are produced on the plain wood surface enables us to offer them at a very low price, and the entirely original designs serve to form a better line of comical combinations than have before been made.

Price, each, 25 cents. Postage, 5 cents.

NOVELTIES.

The following are a few samples of a valuable line of specialties, concerning which illustrated circulars and price lists will be sent on application.

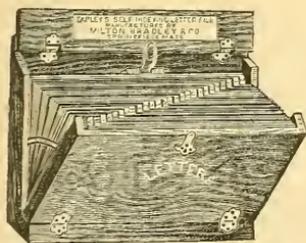


THE ATHENÆUM NEWSPAPER FILE.

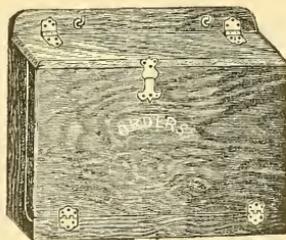
A UNIQUE AND VALUABLE INVENTION. THE BEST FILE IN THE MARKET.

A separate binder for every day in the week. All the pages of each paper are kept by themselves and in consecutive order, a valuable feature found in no other file.

Fig. 1 in the above illustration represents this file filled with papers. Fig. 2 indicates the usual condition of papers in many other styles of files in which pins or spurs are expected to hold the papers in position. Fig. 3 is a diagram showing the end of the file and the group of seven small rods surrounding the central rod, each small rod holding one paper. Fig. 4 represents the file drawn to a larger scale, without papers. Send for a more complete description and price list.



FILE OPEN.



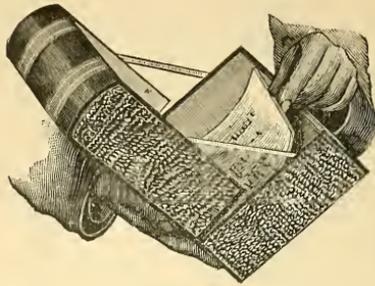
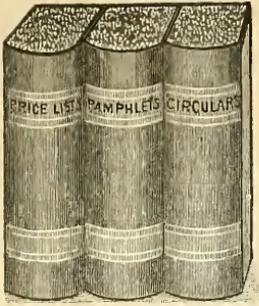
FILE CLOSED.

TAPLEY'S PATENT FILE.

FOR LETTERS, INVOICES, RECEIPTS, ORDERS, ETC.

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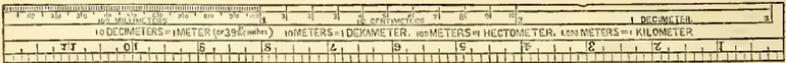


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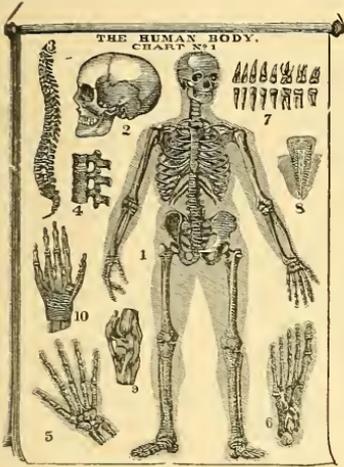
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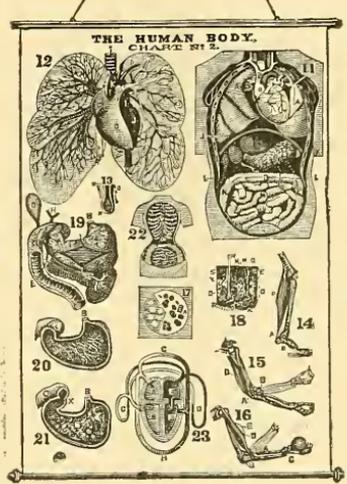
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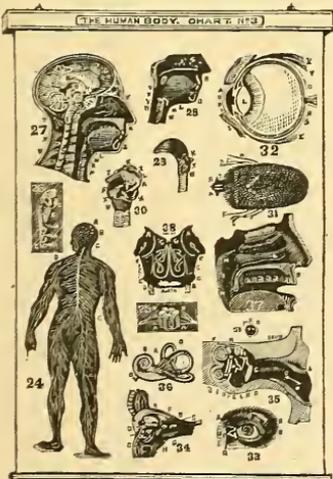
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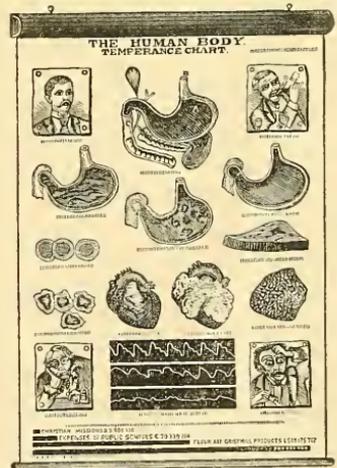
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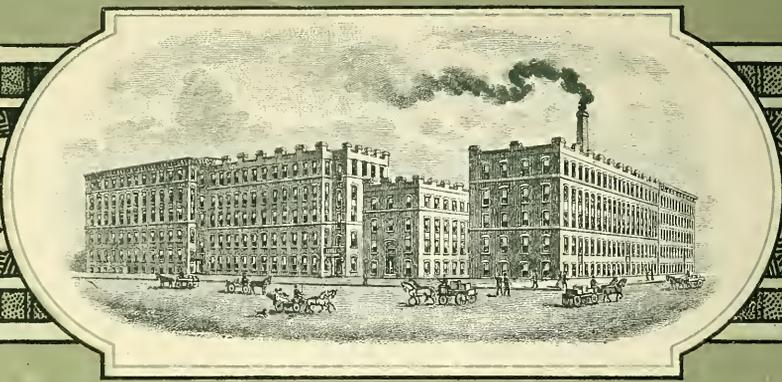
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