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And Digest it Easily if He Will But

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Gentle Jesus, by whose grace, I in Heaven may find a place, Make my youthful heart Thy throne, Take and keep me for Thine own.

Let me from my earliest days Live a life to earn Thy praise, And in all I think or do Guide me all Life's journey through.

Teach me how to help at home. Be with me when all alone, And let others always see What is good and kind in me.

As to older years I grow, Let Thy love my heart o'erflow, Taking from me all my sin, Make we clean and pure within.

Be with me in darkest hour, Shield my from the tempter's power. Keep me in my brightest days, Make my life a hymn of praise.

Thus through all my life to be Ever walking close to Thee, Guarded always by Thy love, Shielded always from above.

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We will send a trial package to any one free for his name and address.

Eat what you will or when you will, then take a Stuart Dyspepsia Tablet and see how you will digest that meal. In a short time your stomach will have a natural supply of gastric juices and your whole system will be able to toke care of digestion easily.

Ask any druggist about Stuart's Dyspepsia Tablets. His answer will tell more than we can say. Ask him how they sell. If you want to buy them give him 50c., But if you want to test them write us and you will receive a trial package by mail without cost. Address F. A. Stuart Co., 150 Stuart Bldg., Marshall, Mich. When at last stern death shall come, Take my ransomed spirit home; Go before me to the Tomb, Take away its fear and gloom.

-Chas. D. Powell, Winnipeg.

The Canary that Talked Too Much.

Annette's canary bird's cage, with the canary in it, was brought into the library and hung upon a hook beside the

Out popped a mouse from a hole behind the bookcase. "Why, what are you doing here, canary" she said. "I thought your place was the bay-window in the dining-

"So it is—so it is!" beginning with a twitter, answered the canary; "but they said I talked too much!"—ending with

said I talked too much!"—ending with a trill.

"Talked!" repeated the mouse, sitting up on her hind legs and looking earnestly at him. "I thought you only sang!"

"Well, singing and talking mean about the same thing in bird-language," said the canary. "But goodness g-r-r-acious!" he went on, swinging rapidly to and fro in his little swing at the top of his cage, "'t was they that talked so much—my mistress and the doctor's wife, and the doc'or's sister—not me: I said scarcely a word, and yet I am called a chatterbox, and punished—becalled a chatterbox, and punished—before company, too! I feel mad enough
to pull out my yellowest feathers, or
upset my bath-tub. Now, you look like a sensible little thing, mouse, and I'll tell you all about it—what they said and what I said—and you shall judge if I deserved to be banished."

'The doctor's wife and the doctor's sister called.

"'It's a lovely day!' said they.
"'A lovely, lovely, lovely day!' sang
I. "The sun shines bright—the sky is
blue—the grass is green—yes, lovely,
lovely, lovely—and I'm happy, happy,
happy, and glad, glad, glad!

They went right on talking through I

They went right on talking, though I ang my very best, without paying the slightest attention to me; and when I stopped, I caught the words, 'So sweet' the bird—yes, yes, yes—sweet, sweet sweet!' And as I paused to take breath I heard some one say, What a noise that bird makes! how loudly he sings! 'How loudly he sings!' repeated I, 'how loudly he sings!' repeated I, 'how loudly he sings!—the bird, the bird, the beautiful bird—sweet, sweet, sweet, sweet—' But suddenly my song ended, for my mistress got up, unhooked my cage, saying, 'Canary you're a chatterbox; you talk too much,' and brought me in here

box; you talk too much,' and brought me in here.

"And really, mouse, as you must see, I didn't say more than a dozen or so words. What do you think about it?"

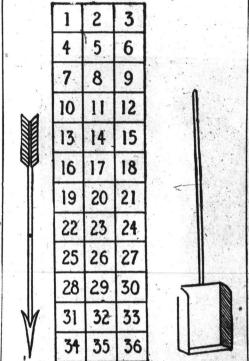
"Well," said the mouse, stroking her whiskers and speaking slowly, "you didn't say much, but it strikes me you talked a great deal."

"Oh!" said the canary, putting his head on one side and looking thoughtfully at her out of his right, bright, black, round eye. But just then the mouse heard an approaching footstep, and without even saying "good-bye," she hurried away to the hole behind the she hurried away to the hole behind the

A Fascinating Indoor Game.

For an unpleasant day, when it is no fun being out of doors, nothing offers such a wide range of fun as the button box. It and its contents may be put to no end of uses, and some of the most delightful games for in-door playing go right back to this humble source for their foundation.

fascinating, whether for two or twenty players, is the game of Thirty-Six. It is based upon a much more elaborate game, but is itself very simple, although so much fun that it will enter-

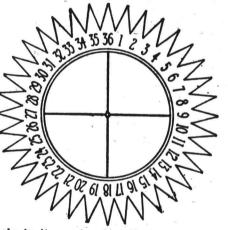


Frg. 2. Fig. 3.

tain an entire party of boys and girls

Fro. L.

tain an entire party of boys and girls for several hours. Any boy or girl can in half an hour prepare an outfit that will last for a long time, and on which no end of games may be played. You need the pieces of cardboard, a rule, a pen and ink. One of the pieces of cardboard should be about four feet long and one foot wide. If you have trouble in getting a piece this size you can easily paste two pieces together, making the long strip shown in Figure 2. When this is done, lay out one side in thirty-six squares of about four inches each, numbering them from one to thirty-six as the illustration shows. The second piece of cardboard must be about eighteen inches square. First trim it round, making a complete circle. Then cut out scallops in the edge all round, making thirty-six points, as shown in Figure 4. These points are also to be numbered from one to thirty-six as the diagram shows. From the third strip of cardboard cut a strip eighteen inches long and two inches wide. On this, strip draw the outline of an arrow, and then cut away the edges along the outline of your drawing as shown in Figure 1. Balance this arrow on the edge of a box until you find the exact point of balance. Mark this point and make a pinhole there. Figure 3 shows a box without a top and with one end cut away, a thin stick attached to the back of the box, making a sort of scoop. You do not absolutely need this, but it is a nice little finishing touch to your equipment and very easily made. Now comes the button box. In the centre of your scalloped circle place a big fine button face down. On top of the button lay the arrow with the pin-



the button lay the arrow with the pin-

hole in its centre directly over the hole in the button. Stick a pin through the hole in the button. Stick a pin through the hole in the arrow, the hole in the button and into the pasteboard beneath and you will find that by giving the arrow a smart flip it will fly around and around the circle, its point finally stopping at one of the numbered points on the disk beneath. Now you are ready to play. to play.

Get a friend, or a dozen friends if you ike, to join in the fun. Give to each Get a friend, or a dozen friends if you like, to join in the fun. Give to each an equal number of buttons, say fifty, but being careful to keep yourself three times as many buttons as you give to any one player. Thus if you give one fifty buttons you must keep 150 for yourself. Now the game begins. The players place their buttons on any numbers they may fancy on the long strip of cardboard, which is called the "table." You are known as the bank from your You are known as the bank from your Of all these button games the most having charge of the circle and the ar-

row. Give the arrow a twirl, and wait till it comes to rest with its point on one of the numbers on the wheel. If a player has placed a button on that number he or she must be given thirty-six buttons by the "bank," or if the stake was two buttons the player gets seventy-two buttons. As many buttons may be placed on a number on the "table" as the player desires, and if that number is the one on the disk at which the point of the arrow stops, the player gets thirty-six times as many buttons as are resting on that number

which the point of the arrow stops, the player gets thirty-six times as many buttons as are resting on that number on the "table."

The "bank" takes all the buttons which are placed on numbers other than that at which the arrow points. If, for instance, the arrow should stop at No. 20 and that number on the "table" should not have a player's button resting on it, the "bank takes every button on the table to add to the "bank's" capital. Several players may place buttons on the same number and each player may cover as many different numbers as desired. A player may "split" between two numbers by laying he button across the dividing line between them. We will suppose that the player should choose the numbers 25 and 26 for the "split;" if the arrow should stop at either of these numbers the player gets eighteen buttons from the bank, or just half as many as he would get if he had covered only one number. A player may "split" between four numbers by placing a button on the dividing line between all four. For instance, if the player should "split" between numbers 23, 24, 26 and 27, any one of these four numbers should get by covering one successful number.

As a rule, the bank will have all the

number.

As a rule, the bank will have all the best of it, and therefore no player should be permitted to hold this position for more than half an hour. But should any player get more buttons than the bank has, he can demand the bank, while the banker takes the player's vacant place. If a player should lose all his buttons he must drop out of the game until the bank changes hands, when he may borrow from the bank as many, buttons as he had first and enter the game again.

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