

X-RAY INDICATED CANCER. RELIEVED BY "FRUIT-A-TIVES"

Splendid Fruit Medicine Performs Another Miracle.

The incalculable value of "Fruit-a-tives" can best be appreciated when it completely relieves some dangerous, deadly malady that is sapping the health and strength of the sufferer. After reading this letter, it is easy to understand why Mrs. Glover was glad to write about "Fruit-a-tives" in the hope that her experience would guide others to try this wonderful fruit medicine.

"For years I was a sufferer from Chronic Dyspepsia, Indigestion and Constipation; the stomach pains were dreadful and finally my health broke down completely. After five X-rays had been taken, I was advised that my condition strongly resembled Cancer of the Stomach and an immediate operation was necessary. Dreading an operation, I consulted other physicians, but grew steadily worse. I had almost given up hope when I decided to try 'Fruit-a-tives' recommended by many friends.

"Immediately my condition began to improve. Pains disappeared; soon Dyspepsia and Constipation were things of the past. After a few months I was perfectly well again and have been in the best of health for over a year now." MRS. ANNIE GLOVER, 16 Henry Street, Ottawa, Ont.

Just try "Fruit-a-tives" for their real worth. 25c and 50c a box, at all dealers, or sent postpaid by Fruit-a-tives Limited, Ottawa, Ont.—Adv.



MRS. ANNIE GLOVER

MAH JONG Foster Talks About Drawing and Discarding.

By R. F. FOSTER, Author of "Foster on Mah Jong," "Laws of Mah Jong," Etc.

One of the peculiarities of Mah Jong is that you cannot draw and keep the tiles you want without discarding in their place some of the tiles that other players want, and the longer you keep what another player is likely to want, the more probable it is that he will have got ready to use it.

You may gradually get your hand into such shape that there are a number of different tiles, which would improve your chances to win, or to score heavily if you fail to win, if you drew those tiles from the wall or got them from the discards. But just as soon as you get something you want, you have to discard something you don't want, and as there may be several such tiles in your hand you will usually be called upon to give a certain amount of consideration to the election, because one of the chief elements of success at this game is good discarding. By good discarding is meant to avoid giving your opponents tiles that will probably advance their interests.

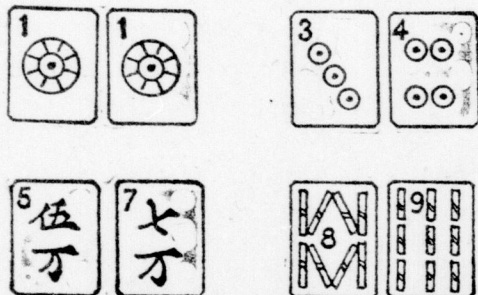
All the way is a succession of these two things, drawing and discarding, and the secret of success is in keeping those combinations of tiles which are most likely to improve your own hand, and to discard the individual tiles which are least likely to improve the hands of your opponents.

Watch Player on Right.

If the rules governing pungs and chows are clearly understood, it must be evident that the one most to be feared is the player on your right, as he cannot only pung but chow. It goes not matter how carefully you discard, if any player at the table has a pair of those tiles already in his hand, he can take your discard, but none but the player on your right can take it for a pung, and you can make it less likely for him to be able to use your discard if you are familiar with the nature of sequences in general.

Starting with your own hand, there are four different combinations of tiles which form what are called the elements of "chow"; that is, in the making. Three of these are sequences, and the fourth is a pair. Leaving aside for the present the consideration that a pair is always useful for the "eyes" to complete the hand for a win, we shall regard all pairs as potential triplets or kongs.

The four elements are here illustrated:



You have thirteen tiles in your playing hand. Let us suppose these eight are a pair of them, and that the others are a set which you have already grounded, and a pair of dragons. You draw a third dragon, and have to discard one of the eight tiles shown in the illustration. If you will follow the reasoning that precedes your selection in this case, you will have the key to almost every situation in the game.

Can't Spoil the Pair.

To discard one of the pair is out of the question; because if you later pung a third the set will be worth 4 points. If you draw it, the set will be worth 8. Turning to the dots, we find what is called an "open-end" sequence, as the two at one end or the five at the other would complete the set. As there are eight of these tiles, and any one of them would suit your purpose equally well, you may be said to have eight chances to fill that set.

On the other hand, there is only one tile that will fill your character sequence, which is what we call an "interior sequence." This is the six, and there are only four of that denomination, so that you have only four chances, as against the eight you have for filling the dot sequence.

Turning to the bamboos, we find what is called a "one-end sequence," because it can be filled only by a seven. This chance is the same as that for the characters.

Your choice of a discard is therefore governed first by the consideration of what is best for your own hand, and most likely to improve if you keep it. The decision is easily in favor of the pair and the dot sequence. As between the others it might not seem to make any difference. So far as your chance of improvement goes, it does not, but when you come to consider the chances of improving the hands of your oppo-

ents there is something to think about.

As already pointed out, if you discard any of the characters or bamboos, any player at the table that has a pair can take it for a pung, and will still be ready to take it later, if you do not give it to him now. But only the player on your right can use your discard for a sequence, and the probability of his being able to use it is in exact proportion to the number of different things that it would fit.

Discard Least Useful.

We have seen that you have an advantage in keeping something that you have eight chances to fill, in preference to something that offers only four chances. Then your object in careful discarding should be to give your opponent something that he can use in four ways only, instead of in eight. You can do better than that, as we shall see if we consider what he might have.

Suppose you discard one of the characters, say the 5. If he has 3 and 4 of that suit, or the 6 and 7, or the 4 and 6, your discard will be very useful. That is, there are three different elements of sets that he might hold which the 5 of characters would fill. The same is true of the 7 of characters, by changing the sets to 5 and 6, 6 and 8, and 8 and 9.

On the other hand, if you discard the 3 of bamboos, there are only two combinations that it would fit, the 6 and 7 or the 7 and 9. You can do better than that, because if you discard the 9 of bamboos there is only one combination that it will fill, the 7 and 8.

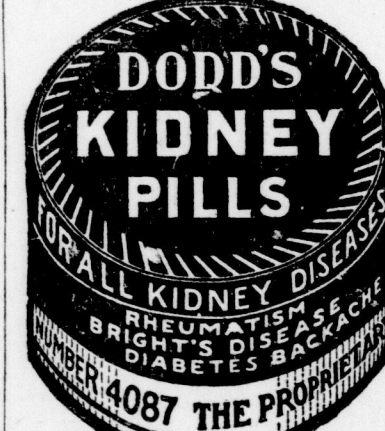
Therefore, it being indifferent to you which of these four tiles you discard, when you have a choice, you should always pick the one which gives your opponent the smallest number of chances to make use of your discard. As the game advances, you may have to decide between two equal chances. In such cases you may be guided by two things, the tiles on the table, and tile which the player on your right has discarded or previously passed up, which is often a guide to what he does not want, or cannot use.

A common discard, when there is nothing that you care to part with at the start of the game, is a wind which is alone, and is neither your own nor dominating. It is worth only four points and carries no double except to one player.

As we shall see presently, this double consideration of keeping the things that offer the greatest num-

ber of chances for improvement in your hand and discarding things that give the smallest chance to improve an opponent's hand, is the foundation of all successful play.

Copyright, 1924, Readers' Syndicate, Inc.



GUMP, GOOGLE & CO., Experts In Laughter

THE GUMPS—HERE COMES THE BRIDE



BARNEY GOOGLE AND SPARK PLUG

It's More Than the End of the Week to Barney.

By BILLY DE BECK



TOOTS AND CASPER

By JIMMY MURPHY



MUTT AND JEFF

One Way of Getting a New Start in Life Is Shown Here.

By BUD FISHER



REG'LAR FELLERS

Pop's Out of Luck Now.

By GENE BYRNES

