

## GAMES OF MERIT.

**B**Y this is meant games which require thoughtful skill or practice. Halma, Parcheesi and Perrywinkle are to-day by far the best selling games extant, as these three games require thought, skill and practice. The amusement loving people will not, however, be satisfied with only a few games, and demand others



with which to while away an idle hour. Go Bang and Reversl are games not so well known as they should be this side of the Atlantic. In England these two are universal favorites. A book published by George Bell & Sons, of London, devoted solely to these two games, deals with openings, tactics, rules and general play. What appears to be a very simple game, is here shown to contain moves and variations that only thought and practice will disclose. Enkods, or the parlor game of lacrosse is a new game now just ready, and contains all the points desirable for a fast selling and popular

shown. The game itself deals with Canadian history and embraces eleven decades. It is a game which should recommend itself to every parent, as

dollars worth of fountain pens are consumed every year in this growing country, and thousands of dollars are spent in securing new gold nibs, and



being both amusing and instructive for the children. Cuts of most of the boxes of these games are here shown by the kindness of the Copp Clark Co.

## FOUNTAIN PENS.

This is a line of manufactures which is not made in Canada. The supply of fountain pens consumed on this market come mostly from the United States, the English pens not being equal

yet nobody makes rubber pens, and nobody makes gold nibs. If there was a Canadian factory, the great length of time required to have a fountain pen repaired would be so much lessened that the demand for fountain pens would increase a hundred fold. At present the sale is confined to the goods of one or two leading manufacturers on account of this difficulty, as the cost of the Customs inspection, registration, duty, etc., is small for a large



game. There is another class of games sold which must not be overlooked namely, children's games. These are dependent greatly upon the attractive form in which they are gotten up, as well as the fact that though simple they are playable and contain all the material necessary for a successful finish. Lotto, Snap, Old Maid, Obstacle Race, are all old favorites. To these might be added Boy to Banker and Canadian Events. The last named game is peculiarly Canadian, and a cut representing the box cover is

to the American goods. The leading lines sold are the Paul E. Wirt, of Bloomsburg, Pa., and Caw's Dash-away, of New York. Other lines which are sold, but which occupy only second rank in point of consumption, are The Rival, The Crown, The Waterton and The Blair.

The retail prices range from \$2.25 up to \$10, but the favorite and most usual prices are from \$2.75 to \$4.50. The lowest retail price for a Wirt is \$2.75.

The gold nibs generally last from one to three years, according to usage. These pens have then to be sent to the factory to have a new nib inserted. This is the vexatious part—to the owner of the pen. He has to wait two or three weeks for the pen, and he feels like kicking the dealer out of town, dynamiting the Customs officials and starting a small world of his own. Nineteen out of twenty pens sent to the factories to be repaired require the gold nib, a new one costing \$1 to \$1.25.

There should be a fountain pen factory in Canada. Twenty-five per cent. duty on foreign pens should give a stimulus to a manufacturer, but as yet it has not done so. Thousands of



tration, duty, etc., is small for a large number, but great for a few. This second-hand way of doing business is too slow for the citizens of this country, and the demand for domestic pens is simply awaiting the lucky manufacturer who first touches the market with a supply.

