

purchaser of the White Horse, to reserve their small counters, as they will be needed in the course of the game. It is allowable, but not advisable, for one player to buy two cards.

The auction being over, the player to the right of the banker takes the dice-box and throws the cubes out upon the table. If (as occasionally happens) they come out heaped upon one another, it does not count, and the same player must throw again. The dice must lie upon the table with their upper surfaces level, so that there can be no mistake as to what has turned up.

We will now suppose that "even persons are playing, and when we have played a round with them we shall see better how the game goes.

No. 1 throws, and the numbers 6 and 2 turn up. Banker pays 8 to number 1.

No. 2 throws; 3, 4, and the Hammer turn up. Banker pays 7 to the Hammer (not to number 2).

No. 3 throws, and, as frequently happens, all the cubes are blank. Each player pays 1 to the White Horse.

No. 4 throws. Bell-and-Hammer and 5 turn up. Banker pays Bell-and-Hammer 5.

No. 5 turns up Bell by itself. Bell pays 1 to the White Horse.

No. 6 turns Bell again, and 5, 6, 3, and 4. Banker pays 18 to the owner of the Bell.

No. 7 turns 6, 2, and 1, and receives 9 from the Bank.

Any player not having a card receives only what he turns up for himself, but of course, he has the advantage of retaining his original fortune.

The players must pay their debts as speedily as possible; and if the sum in the bank gets low before any one can do so, he must borrow from another player. If he does not succeed in paying him back before the end of the game, the amount of the debt is counted with the amount that the lender has in possession at the last, as the player having the highest number of counters wins.

You will remember that there was a fifth card, the Inn. We will now suppose that the sum in the bank is reduced to, (say) 10.

Player No. 1 turns up 13 for himself, and, instead of receiving anything, pays to the Inn the amount by which the number he turns up exceeds that in the bank—in this case, 3.

No. 2 turns blanks, and the Inn having "come in," the White Horse pays 1 to the Inn for every player at the table except himself; in the present instance, 6.

No. 3 turns Bell 14. Bell pays 4 to Inn.

No. 4 turns 6 for the Hammer. Bank pays Hammer 6.

No. 5 turns 16 for himself; and the sum in the bank being now reduced to 4, he has to pay 12 to the Inn.

No. 6 turns 4 for himself, and, as it is exactly the number in the bank, the game is finished.

Frequently, however, it goes on for many rounds after the Inn has come in.

Now, after this long explanation, I think you will find no difficulty in making and playing this game; but if I have not made it sufficiently clear, you can write and ask me about anything you don't understand, and I will answer in the next number of THE HOUSEHOLD COMPANION.

COUSIN DORA.

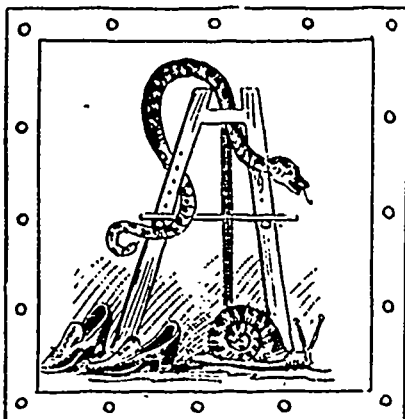
LITTLE BERTIE two and a half years old, was looking out of a window one evening at the stars. He had never observed them carefully before. After looking at one very intently for a few moments, he cried out, "Mamma come quick, and see him wiggle."—*E. A.*

Cousin Dora's Puzzle Box.

OPENING WORDS

Some of these puzzles and riddles will be found in each number of THE HOUSEHOLD COMPANION; and to the boy or girl (whether young or old) who correctly answers the largest number of those published from now until December will be given as a prize a bound volume of *The Boys' Own Paper* or *The Girls' Own Paper* for the present year. This is a very handsome prize and well worth competing for. Now my young friends to receive credit you must send in your answers before the twentieth day of the month in which the puzzles are published. The names of those who send correct answers will be published each month in THE HOUSEHOLD COMPANION, so that you will be able to tell how you are getting on.

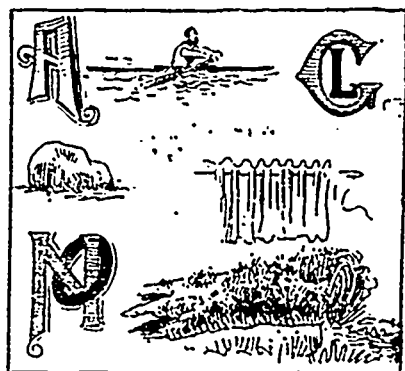
HOLLOW SQUARE.



When the names of the four central objects have been rightly guessed, and the letters composing them arranged like the black dots in the picture (the letters at each corner being used twice) a hollow square will be formed.

REBUS.

By a careful study of the sketches below, the words forming a well-known proverb may be discovered.



SQUARE WORD.

For those who are not accustomed to solving puzzles, I will explain that the letters in a "square word" are arranged to read in two directions, across and downwards; for instance, here is a square word of three letters:

L A D
A P E
D E N

Now the words I wish you to find out contain four letters. 1 is a kind of earth; 2 is a continent; 3 is a place of amusement; 4 is a piece of water.

BURIED WORDS.

The fruit, *pear*, is buried in this sentence: "When did your new *cap* arrive?" In each of the six sentences below you will find letters, following each other consecutively, forming the name of an animal:

1. Do good whenever you can.
2. Eli only sat and waited.
3. Please bring me a lath, or send Amaziah with it.
4. Tostig erred greatly in coming to England to fight against Harold.
5. The rolling sea leaped o'er the deck.
6. His sword was naked in his hand.

DOUBLE ACROSTIC.

In this puzzle I have given you the meanings of seven words, the first letters of which form the Christian name, and the last letters the surname of a man famous in Canadian history:

- 1 is an adjective often referring to the press;
- 2 is a country in Europe;
- 3 is a singer;
- 4 is a measure;
- 5 is a canton in Switzerland;
- 6 is another word for anger;
- 7 is a title of respect.

RIDDLES.

(1) I am a mighty monarch, whose vast empire extends over all things in which is the breath of life. I lengthen the lives of my subjects by shortening their days, and although my reign never ceases its power is not always felt. To the young and happy I am a constant friend; on the old and wretched my favors are more sparingly bestowed. I am never accused of injustice, often of caprice. I fly from those who woo me, and pursue those who would drive me away.

(2) I am a word of four letters; read me forwards, I am a snare; read me backwards, I am less than the whole.

(3) There is a room with eight corners, and a cat in each corner, seven cats before each cat, and a cat on every cat's tail. How many cats are there in the room?

(4) Why did the accession of Queen Victoria cast a greater damp over England than the death of William IV.?

TO TELL YOUR AGE.

Put down the day of the month of your birth; double it; add 7; multiply by 50; add one to your age and then add that; subtract 366; multiply by 100; add the number of the month in which you were born; add 1500. The first two figures of the result will give the day of the month birth, the next two give age, and the last two the number of the month.

Children's Corner.

A Prince of Newfoundland.

The shower had ceased, but the city street Was flooded still with the drenching rain, Though men and horses with hurrying feet Swept on their busy ways again.

The gutter ran like a river deep; By the clean-washed pavement fast it rushed, As out of the spouts with a dash and a leap The singing, sparkling water gushed.

A little kitten with ribbon blue Crossed over the way to the gutter's brink; With many a wistful, plaintive mew, She seemed at the edge to shudder and shrink.

And there she stood while her heedless throng Were all unheeded by the heedless throng, Looking across with such longing eyes; But the torrent was all too swift and strong.

Up the street, o'er the pavement wide, Wandered our Prince from Newfoundland, Stately, and careless, and dignified, Gazing about him on either hand.

The sun shone out on his glossy coat, And his beautiful eyes, so soft and brown, With quiet, observant glance took note Of all that was passing him, up and down.

He heard the kitten that wailed and mewed, Stopped to look and investigate, The whole situation understood, And went at once to the rescue straight.

Calmly out into the street walked he, Up to the poor little trembling wail, Lifted her gently and carefully, And carried her over the water safe,

And set her soft on the longed-for shore, Licked her down coat with a kind caress, Left her and went on his way once more, The picture of noble thoughtfulness.

Only a dog and a cat, you say? Could a human being understand And be more kind in a human way Than this fine old Prince from Newfoundland?

O children dear, 'tis a lesson sweet; If a poor dumb dog so wise can be, We should be gentle enough to treat All creatures with kindness and courtesy.

For surely among us there is not one Who such an example could withstand; Who would wish in goodness to be undone By a princely Jog from Newfoundland?

—Harper's Young People.

Jack's Repentance.

BY R. LEIGH.

Jack and Millie Grant were brother and sister; and there was only a year between them in age. Generally they were the fastest of

friends, but to-day, though the ice was said to be splendid, and it was a clear frosty morning—just the kind a skater likes—Jack was in a very bad humor. He had spoken unpleasantly to Millie, she had said he was rude, and then he had spoken very rudely indeed.

Jack had examined the ice very early in the morning, and had found it in very good condition for skating, except that it was thin in one place over a deep hole.

After breakfast the two children walked down to the ice without speaking. Jack was determined to say nothing to Millie, but to let her make the first advances. He did once think of telling her about the hole, but he felt so ill-humored he didn't like even to do that. In his anger he thought it would be her own fault if she did get in, and that most likely she would be all right anyway. He left her to put on her own skates, though he generally helped her, while he skated about the pond whistling, with his hands in his pockets.

After getting very cold and making a great many mistakes, Millie managed to get her skates on. She skated as quickly as she could across the centre of the pond and was very soon on the thin ice over the deep hole. Jack, whose back had been turned, gave a cry when he saw where she was, but it came too late. There was a loud crack, the ice broke, and Millie disappeared.

Two men hearing Jack's shouts came to him; and after a great deal of trouble drew Millie on to the firm ice. At the first glance Jack felt sure that she was dead. Her face was white, her eyes were nearly closed, her mouth was partly open, and she didn't seem to breathe.

He felt as if he were a murderer. He could think of no one but himself, so he ran at the top of his speed to the house where Mrs. Grant lay ill. He burst into her room, saying, "Mother, Millie's dead, and I have killed her." Mrs. Grant gave a low cry, and Jack was frightened at the change that came over her; she sank back upon the pillows, her face as pale as death, and her eyes fixed in a dreadful stare.

Jack, under a horrible dread that, by his carelessness, he had killed his mother as well as Millie, now searched for his father and told him everything. Mr. Grant hastened to his wife, and told his son to run to the pond, and ask the men to bring poor Millie to the house.

Jack ran as if his own life depended upon it; but, when half way, he met the men who were bringing Millie home. She looked very pale and ill, but was able to walk, and even to speak to the man who had rescued her, and on whose arm she was leaning. Jack felt just as if his little sister had returned to him from the dead; but, without stopping to speak to her, he ran back to the house to tell the good news; and when Mrs. Grant was able to understand that Millie really was not dead, she very soon recovered from her faintness.

As for Jack, he is still the same boy in most ways, but he never treats Millie unkindly now; and he often says he hopes no other boy will ever have to undergo such a dreadful punishment as his for quarrelling with a little sister.

The pilgrim o'er a desert wild Should ne'er let want confound him, For he at any time can eat The sand which is around him. It might seem odd that he could find Such palatable fare, Did we not know the sons of Ham Were bred and nurtured there.

A boy, kept in after school for bad orthography, excused himself to his parents by saying that he was spellbound.