

**I mazzi di carte
per ragazzi**

Altri giochi

In questa monografia troviamo mazzi per giochi riservati, per la loro complessità e il loro contenuto, ai ragazzi più grandi.

I ragazzi inglesi sono riusciti con questi mazzi ad avere un aiuto per districarsi tra gli assurdi sistemi delle loro misure e delle vecchie monete e probabilmente hanno imparato ad usare le monete e misure decimali molto prima dei loro genitori, divertendosi pure a giocare.

Altri mazzi sono serviti per imparare le contee o i regnanti inglesi, le sottoprefetture francesi, le fermate della metropolitana di Londra o le note musicali.

Ci sono mazzi con vegetali o animali che, a differenza di quelli per i bambini che richiedono solo il riconoscimento di disegni simili, introducono i concetti di specie, famiglie ecc., riservandone l'uso ai ragazzi di età maggiore.

Anche i mazzi per giocare a domino per bambini hanno figure da abbinare invece dei puntini classici, oppure hanno fiabe sul retro. Quelli per i ragazzi invece hanno solo i puntini.

Altri mazzi permettono di simulare partite a football oppure sono tratti da avventure tratte da fumetti o dalle serie televisive dedicate al pubblico dei più giovani.

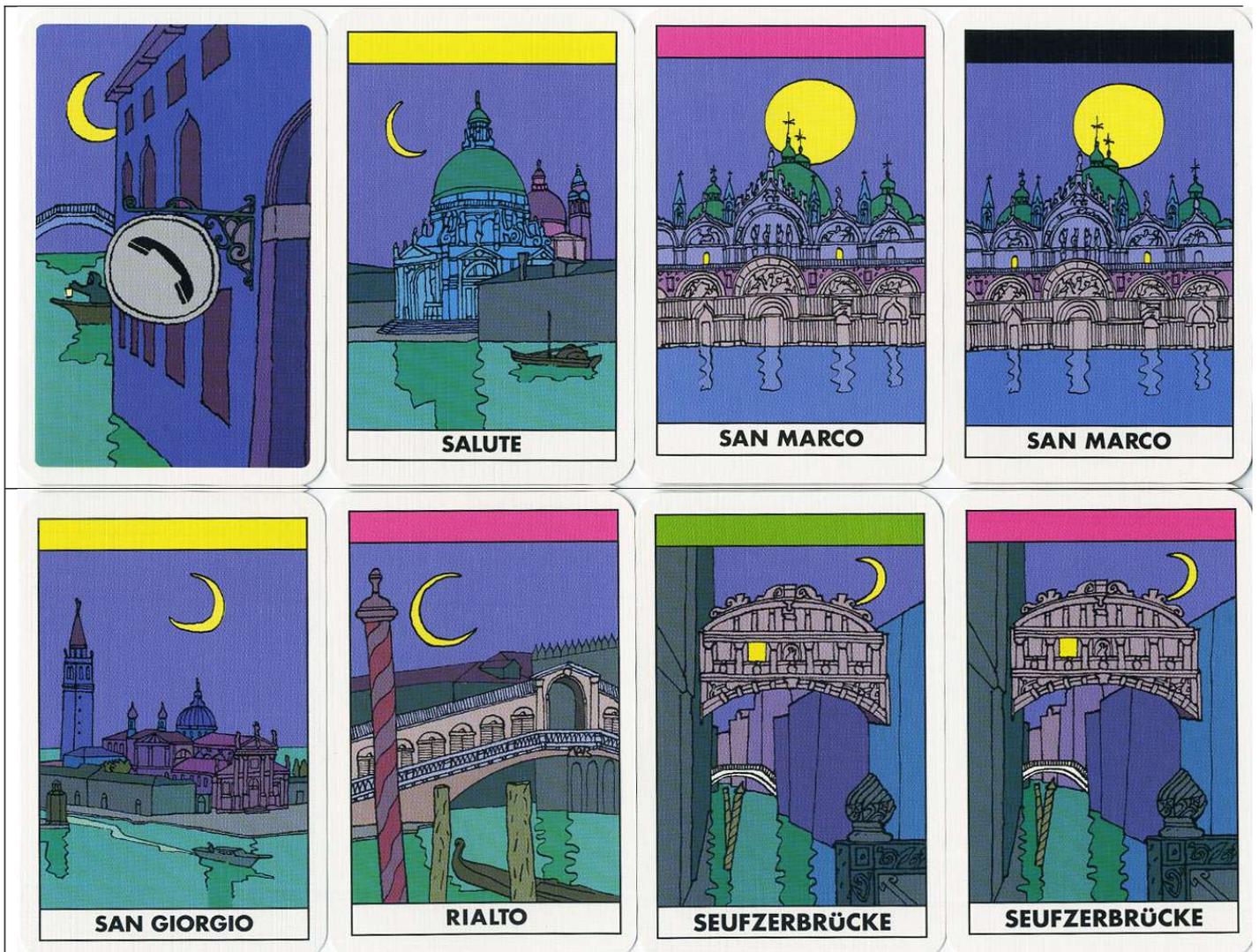
Un buon numero di mazzi permette di usare le lettere dell'alfabeto per giochi tipo parole incrociate o Scarabeo.

4042 - Abacus - Mini Inkognito

Nome	Mini Inkognito Nr.8971
Fabbricante	Abacus Spiele Verlags KG
Paese	Germania
Numero carte	66
Anno	1997
Tipo mazzo	
Dimensioni	mm. 86x56

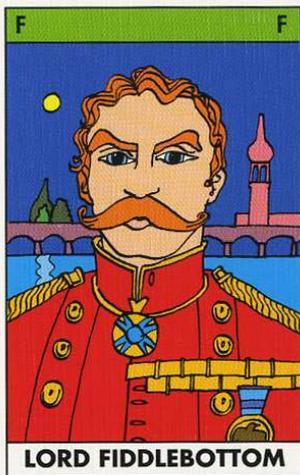
Nel mazzo, con i disegni di Alex Randolph e Leo Colovini, troviamo gli elementi per ricreare un'avventura a Venezia, come spiegato nel dettagliato libretto di istruzioni.

Su 1 carta è disegnato un posto di telefono pubblico, l'antenate delle cabine telefoniche anche loro scomparse con l'avvento dei telefoni portatili. Su altre carte, ognuna ripetuta 5 volte con un contrassegno di diverso colore, troviamo: 5 monumenti di Venezia, 4 personaggi dell'avventura e 4 carte con un numero.





AGENT X



LORD FIDDLEBOTTOM



MADAME ZSA ZSA



COLONEL BUBBLE



ZERO



ELF



NEUNUNDZWANZIG



ZWEIUNDFÜNFZIG



MINI INKOGNITO

ein Spiel für drei, vier oder fünf Spieler
von Alex Randolph - Leo Colovini

Spielmaterial

- 66 Spielkarten
- 4 Bögen mit der Spielregel in verschiedenen Sprachen
- 1 Bogen als Kopiervorlage für die Ermittlungszettel

Die Karten

Die 66 Spielkarten unterteilen sich in:

- 25 **Ortskarten**: 5 Sätze mit je 5 bekannten Sehenswürdigkeiten Venedigs. Vier dieser Sätze tragen an der Oberkante einen Balken in den Farben blau, gelb, grün und rosa. Der fünfte Satz trägt einen schwarzen Balken. Dieser Satz enthält die Ortskarten des Botschafters.



Das Grundspiel (für 4 Spieler)

Hintergrund der Ereignisse

In Venedig ist Karneval! In der ausgelassen feiernden Menge haben sich, perfekt verkleidet, vier weltberühmte Geheimagenten versteckt (...und einer davon sind SIE!): Lord Fiddlebottom, Colonel Bubble, Madame Zsa Zsa und Agent X. Ihr Auftrag ist es, Kontakt zu einer geheimnisumwitterten Person aufzunehmen, die sehr zurückgezogen lebt. **Dazu müssen sie aber erst einmal zusammen mit ihrem Partner oder ihrer Partnerin deren geheime Telefonnummer herausfinden und anrufen.**



Allerdings arbeiten **Lord Fiddlebottom und Colonel Bubble** immer zusammen.

Madame Zsa Zsa und Agent X sind ebenfalls Partner und ihre erbitterten Gegner.

Zu guter Letzt ist da noch der Botschafter. Er ist ein liebenswürdiger

Das Spiel

Sie müssen nun versuchen, Informationen über die Identität der anderen Spieler zu erhalten und herausfinden welchen Teil der Telefonnummer jeder Agent besitzt. Informationen erhalten sie jedoch nur, wenn sie andere Agenten oder den Botschafter allein an einem der fünf Orte treffen. Sie können das Spiel nur zusammen mit ihrem Partner oder ihrer Partnerin gewinnen.

Beide Partner gewinnen oder verlieren immer gemeinsam.

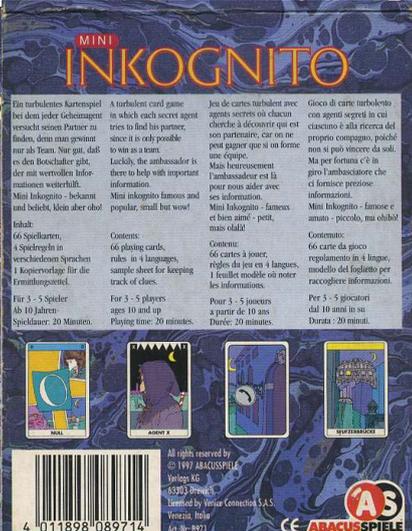
1. Ort wählen

Es beginnt der Spieler links vom Startspieler der letzten Runde. Nacheinander wählen die Spieler im Uhrzeigersinn einen Ort, den sie besuchen möchten und legen die entsprechende Karte offen vor sich ab.

Wenn jeder Spieler eine Karte ausgelegt hat, wird zuletzt die oberste Karte vom Stapel des Botschafters umgedreht.

2. Erwerb von Informationen

Nun werden die Karten ausgewertet. Wenn sich nur zwei Agenten am gleichen Ort treffen oder ein Agent sich mit dem Botschafter



4013 - Bielefelder - Kreuz und Quer durch Europa

Nome	Kreuz und Quer durch Europa
Fabbricante	Bielefelder Spielkarten G. m. b. H.
Paese	Germania occidentale
Numero carte	54
Anno	196x
Tipo mazzo	
Dimensioni	mm. 90x60

I disegni di Johannes Gerstücker nel mazzo “L’Europa in lungo e in largo” ci mostrano coppie di carte con immagini del nostro continente. Nell’ordine le nazioni sono: Portogallo, Irlanda, Albania, Spagna, Finlandia, Turchia, Bulgaria, Grecia, Gran Bretagna, Italia, Cecoslovacchia, Ungheria, Islanda, Danimarca, Lussemburgo, Olanda, Polonia, Norvegia, Romania, Svezia, Svizzera, Belgio, Francia, Jugoslavia, Austria, Unione Sovietica e Germania. Ogni coppia di carte porta la bandiera della nazione in alto a sinistra e la descrizione del disegno in inglese, francese e tedesco.





3
 Finland - Finlande - Finnland

Laplander and Reindeers
 Lapon avec des rennes
 Lappe mit Rentieren

3
 Finland - Finlande - Finnland

The land of the thousand lakes
 Le pays des mille lacs
 Land der 1000 Seen

3
 Turkey - Turquie - Türkei

The Bosphorus near Rumeli Hissar
 Le Bosphore près de Rumeli-Hissar
 Der Bosphorus bei Rumeli-Hissar

3
 Turkey - Turquie - Türkei

Istanbul, Mosque of Sultan Achmed
 La Mosquée de Sultan-Achmed à Constantinople
 Istanbul: Sultan-Achmed-Moschee

4
 Bulgaria - Bulgarie - Bulgarien

Rila Monastery, not far from Sofia
 Le couvent de Rila, non loin de Sofia
 Das Rila-Kloster unweit Sofia

4
 Bulgaria - Bulgarie - Bulgarien

A village street
 Une rue de village
 Dorfstraße

4
 Greece - Grèce - Griechenland

The Acropolis, Athens
 L'Acropole près d'Athènes
 Die Akropolis bei Athen

4
 Greece - Grèce - Griechenland

Isle of Santorin in the Aegean Sea
 L'île de Santorin dans la mer Egée
 Insel Santorin in der Ägäis

4
 Great Britain - Grande-Bretagne - Großbritannien

Tower Bridge
 Pont de la Tour de Londres
 Die Tower-Bridge

4
 Great Britain - Grande-Bretagne - Großbritannien

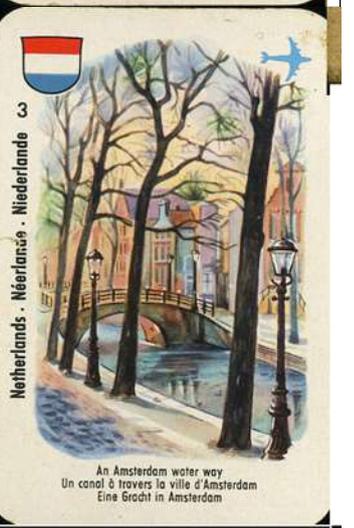
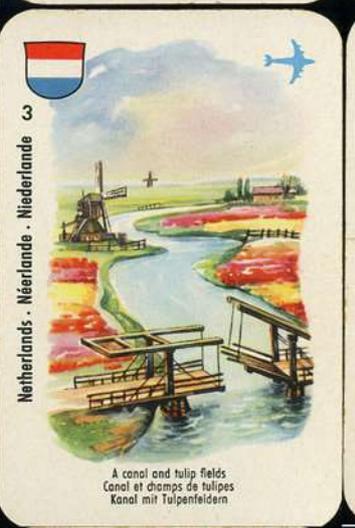
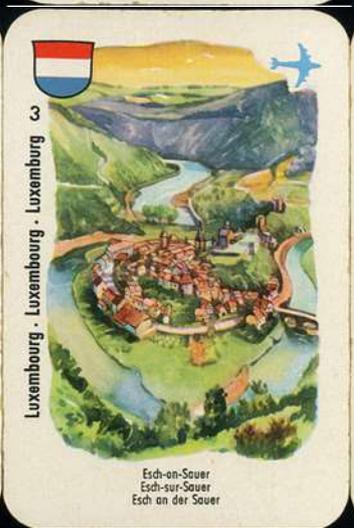
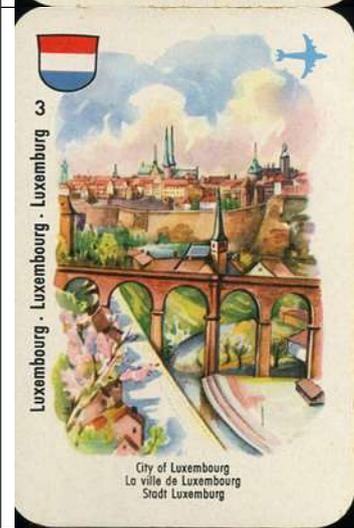
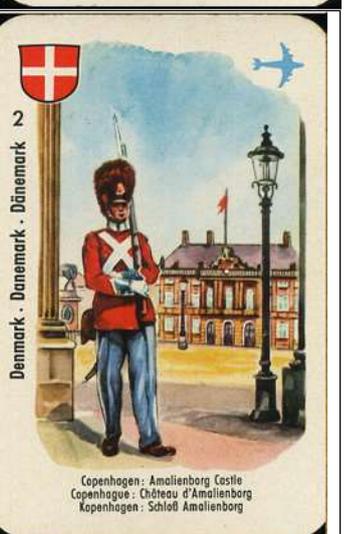
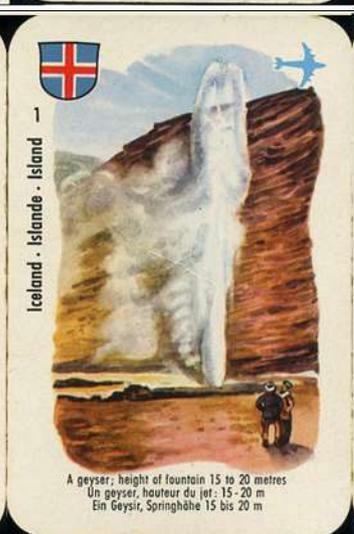
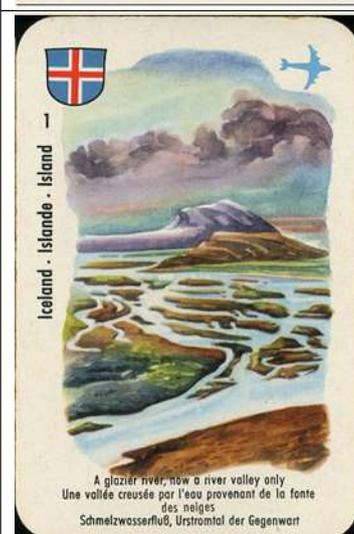
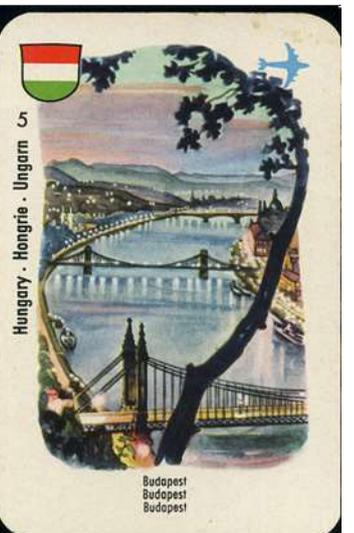
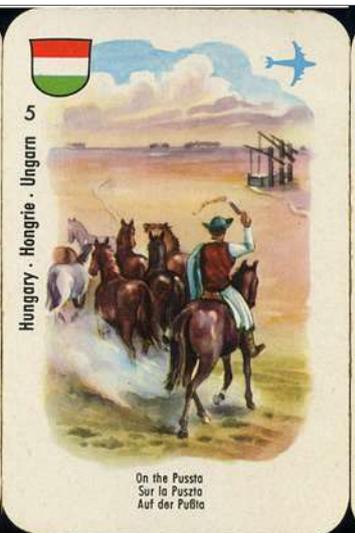
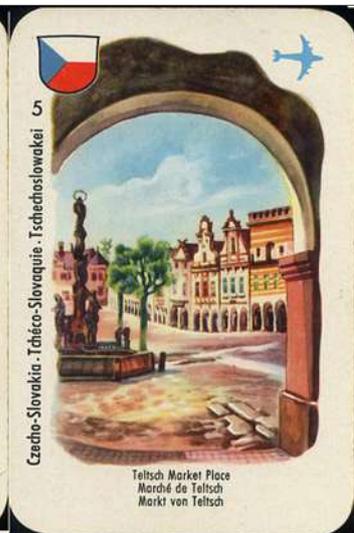
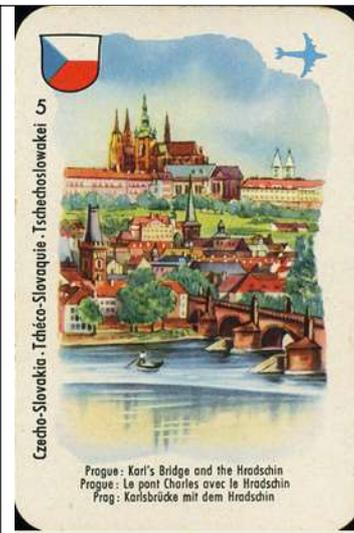
Scotland: Loch Alsh and Eilean Donan Castle
 Ecosse: Loch Alsh et Château d'Eilean Donan
 Schottland: Loch Alsh und Eilean Donan Castle

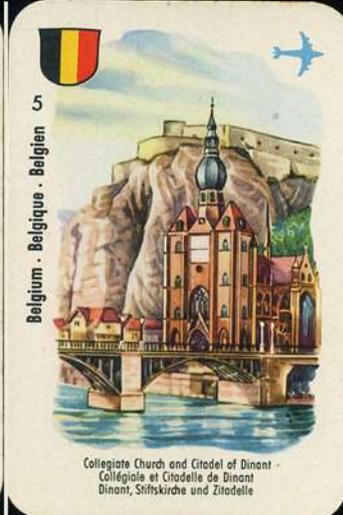
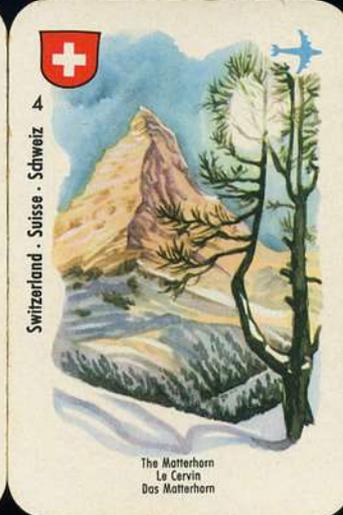
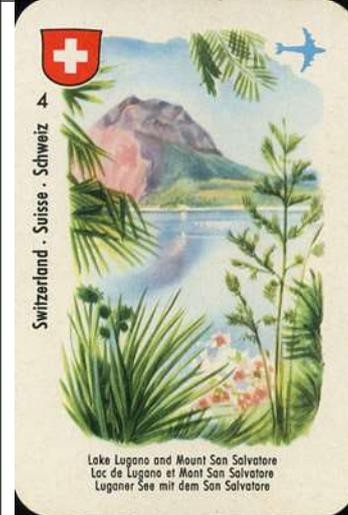
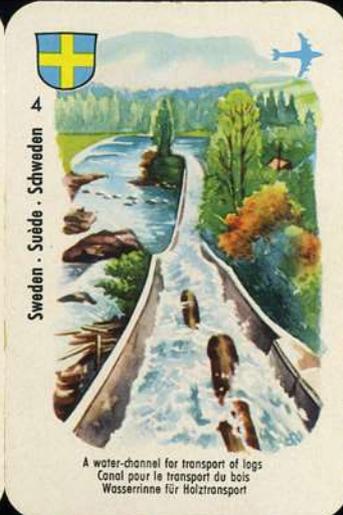
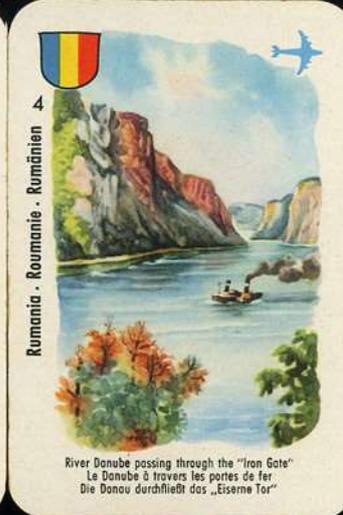
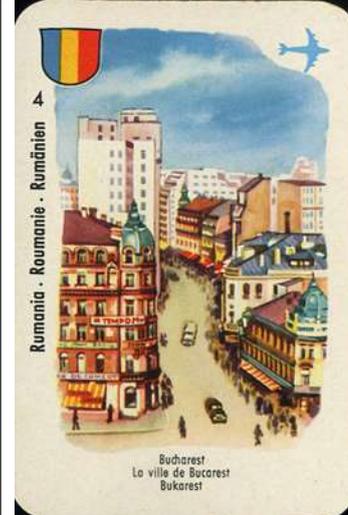
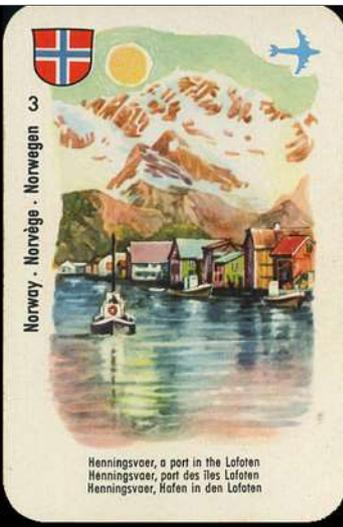
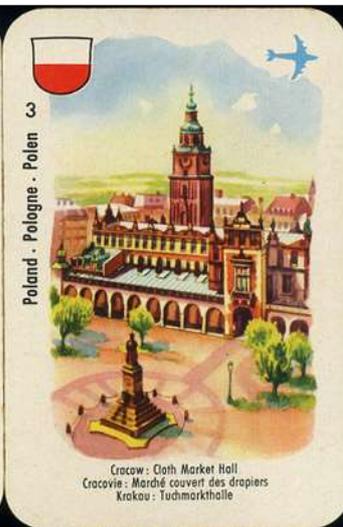
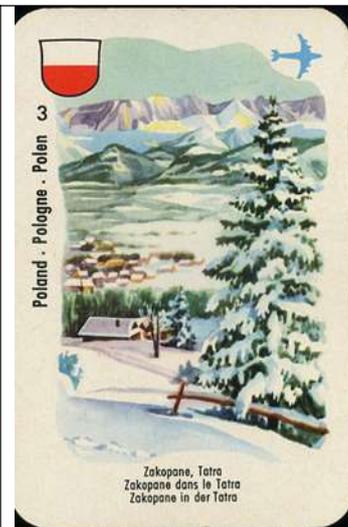
4
 Italy - Italie - Italien

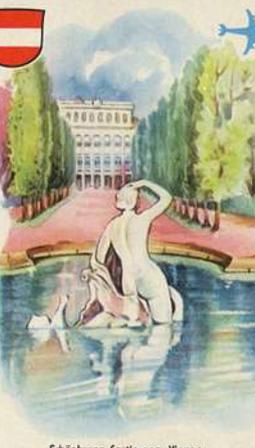
Rome: Castle of St. Angelo and Tiber-bridge
 Rome: Château St-Ange et le pont du Tibre
 Rom: Die Engelsburg und die Tiberbrücke

4
 Italy - Italie - Italien

Venice: San Giorgio Maggiore
 Venise: San Giorgio Maggiore
 Venedig: San Giorgio Maggiore





<p>7 France - France - Frankreich</p>  <p>Brissac Castle on the Loire Le Château de Brissac, sur la Loire Brissac, Schloß an der Loire</p>	<p>7 France - France - Frankreich</p>  <p>Paris - Notre-Dame Cathedral La Cathédrale de Notre-Dame à Paris Paris: Die Kathedrale von Notre-Dame</p>	<p>7 Jugoslavia - Yougoslavie - Jugoslawien</p>  <p>Bridge of the Romans at Mostar Pont romain à Mostar Die Römerbrücke zu Mostar</p>	<p>7 Jugoslavia - Yougoslavie - Jugoslawien</p>  <p>Dubrovnik on the Adriatic coast Dubrovnik sur l'Adriatique Dubrovnik an der Adria</p>
<p>6 Austria - Autriche - Österreich</p>  <p>Schönbrunn Castle near Vienna Château de Schönbrunn près de Vienne Schloß Schönbrunn bei Wien</p>	<p>6 Austria - Autriche - Österreich</p>  <p>Salzburg Salzbourg Salzburg</p>	<p>8 Soviet Union - Union Soviétique - Sowjet-Union</p>  <p>Moscow - St. Basil's Cathedral Moscou - Cathédrale de St-Basile Moskau: Basilus-Kathedrale</p>	<p>8 Soviet Union - Union Soviétique - Sowjet-Union</p>  <p>At the village well A la fontaine du village Am Dorfbrunnen</p>
<p>11 Germany - Allemagne - Deutschland</p>  <p>Rheinstein Castle, opposite Assmannshausen Château de Rheinstein, vis-à-vis d'Assmannshausen Burg Rheinstein gegenüber Assmannshausen</p>	<p>11 Germany - Allemagne - Deutschland</p>  <p>Brandenburg Gateway La porte de Brandebourg Das Brandenburger Tor</p>		 <p>KREUZ und QUER durch Europa</p> <p>ein lehrreiches KARTEN-DOMINO von Johannes Gerstäcker</p> <p>BIELEFELDER SPIELKARTEN G.M.B.H.</p> <p>Reise-Nr. 1027</p>

1877 - Castell Brothers - Wild flowers

Nome	Wild flowers - Sevens card game - 2nd edition
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44
Anno	196x
Tipo mazzo	Sevens
Dimensioni	mm. 98x58

Il mazzo mostra 44 diversi fiori spontanei che si possono trovare in Gran Bretagna. Ognuno dei 4 gruppi porta in alto a sinistra un numero da 1 a 12 racchiuso in una figura geometrica: triangolo, cerchio, rombo e quadrato.

I fiori portano il nome in inglese e alcuni il territorio dove è più facile trovarli: *moorland* (brughiera), *hedges* (siepi e fossati), *seaside* (coste marine), *marshland* (palude), *climbing* (rampicanti), *field* (prati) e *wasteland* (terreni poveri).

Il mazzo viene usato per il gioco *Sevens* in cui il giocatore deve scartare una carta simile a quella giocata dal precedente, simbolo o numero. Vince chi rimane senza carte.



6



WOOD DOG-VIOLET
Woodland

7



BELFLOWER
(Campanula)

8



WOODY NIGHTSHADE
(Bittersweet)
Climbing

9



TRAVELLER'S JOY
(Old Man's Beard)
Climbing

6



COMMON MALLOW
Wasteland

7



FOXGLOVE

8



CORN POPPY
Field

9



OX-EYE DAISY
Field

2



GORSE (FURZE)
Moorland

3



SCABIOUS
Moorland

4



HEARTSEASE
(Wild Pansy)
Moorland

5



HAREBELL
Moorland

2



SEA PINK (THRIFT)
Seaside

3



SEA LAVENDER
Seaside

4



HORNED POPPY
Seaside

5



SEA SPINACH
Seaside

2



BLUEBELL
Woodland

3



WOOD ANEMONE
Woodland

4



PRIMROSE
Woodland

5



CELANDINE (LESSER)
Woodland

2



DANDELION
Wasteland

3



COMMON DAISY
Wasteland

4



RAGWORT
Wasteland

5



SCARLET PIMPERNEL
Wasteland

10



TOADFLAX
Hedges

11



MEADOW SWEET
Hedges

12



LORDS and LADIES
(Cuckoo Pint)
Hedges

12



COWSLIP
Field

10



YELLOW FLAG (IRIS)
Marshland

11



FLOWERING RUSH
Marshland

12



ARROWHEAD
Marshland

11



CLOVER
Field

10



HONEYSUCKLE
Climbing

11



GREAT BINDWEED
(Convolvulus)
Climbing

12



BRYONY
Climbing

10



CORNFLOWER
Field

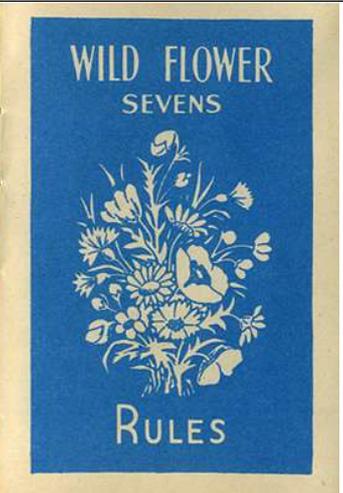


WILD FLOWER SEVENS CARD GAME
2nd EDITION

Each card pictures in full colour a different one of Britain's beautiful wild flowers.

- Simple to play, being based on "Sevens".
- For 2-6 players.
- The cards can be used to identify the flowers you find.

Pepys Series

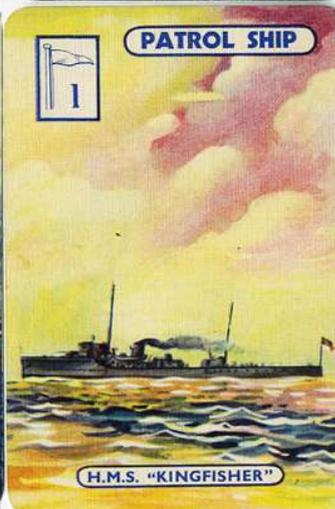


3888 - Castell Brothers - England expects

Nome	England expects
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44
Anno	1940
Tipo mazzo	
Dimensioni	mm. 88x57

Il mazzo mostra mezzi della marina britannica: *battleship* (nave da battaglia): King George V, Queen Elisabeth, Renown e Nelson - *cruiser* (incrociatori) Ajax, Exeter e Achilles - *destroyer* (cacciatorpediniere) Cossack - *aircraft carrier* (portaerei) Eagle - *submarine* (sottomarino) Triumph - *seaplane* (idrovolante) Sunderland - *minelayer* (posamine) e *minesweeper* (dragamine) - *sloop* (corvetta) Deptford - *patrol ship* (pattugliatore) Kingfisher e 1 master card con la bandiera della Royal navy. Ogni carta ha in alto a sinistra un numero e un simbolo: corona, ancora, salvagente e gagliardetto. La carta con la bandiera della Royal navi ha la lettera M ed è la carta superiore a tutte le altre durante il gioco. Sul retro il monumento a Nelson posto in Trafalgar square a Londra.





RULES for Card Game "ENGLAND EXPECTS"

For THREE or more players. For more than SIX players two packs should be used.

The pack consists of 44 cards, illustrating, from actual photographs, typical units representative of our magnificent British Fleet, as follows:—

- 3 cards Battleship - "King George V"
- 3 " " - "Queen Elizabeth"
- 2 " " - "Renown"
- 2 " " - "Nelson"
- 3 " Cruiser - "Ajax"
- 3 " " - "Exeter"
- 3 " " - "Achilles"
- 3 " Destroyer - "Cossack"
- 3 " Aircraft Carrier - "Eagle"
- 3 " Submarine - "Triumph"
- 3 " Seaplane - "Sunderland"
- 3 " Minelayer
- 3 " Minesweeper
- 3 " Sloop - "Deptford"
- 3 " Patrol Ship - "Kingfisher"
- 1 Master card - White Ensign.

These cards are divided into four suits indicated by a CROWN, ANCHOR, LIFE-BUOY, and PENNANT, and are numbered from one to eleven with the exception of the Crown suit which is numbered from one to ten. The Crown is always the Trump suit and if unable to follow suit any Crown card takes the trick unless overtrumped by another player also unable to follow suit; or the play of the Master card. The MASTER (Ensign) card is superior to all others in the pack and may be played at any time, in turn, even if able to follow the suit led.

RULES OF PLAY

DEAL

Cut for deal. Deal commences with player on dealer's left. All cards are dealt out evenly and if there are any odd cards over these should be placed on one side, face down, and shuffled into the pack again before each new deal.

PLAY

Player on dealer's left leads and the highest card played takes the trick. Players must follow suit if able to do so but otherwise can discard any card, or may, at discretion, trump or play the Master card. A loss of 10 points is the penalty for not following suit if able to do so. The winner of each trick leads to the next and so on.

SCORING

At the end of each hand each player scores points, as follows, according to the cards contained in the tricks he has personally taken.

- For any set of 3 cards .. 10 points
- For each additional card to a set of three .. 5 points

Consolation Score

- To the player with the lowest total score after each round .. 5 points
- If two or more tie with equally low scores .. 5 points each

Explanatory notes on Scoring

For any three ships of a type, e.g., 3 Battleships, 3 Destroyers, 10 points are scored for each set of three. In the case of Battleships and Cruisers where there are 10 cards and 9 cards respectively in the pack, a set of three cards can be assorted over the various names of the ships—for instance, a set of three Cruisers can consist of 1 each Ajax, Achilles and Exeter, or 2 Ajax and 1 Exeter and so on. Any player having more than three cards of either Battleships or Cruisers, scores an extra 5 points for each card over the three.

It is recommended that no player shall be allowed to examine tricks he has personally won once they are placed face down on the table. In this way the game proves an excellent memory test. It can be decided otherwise if an easier game is desired.

MASTER CARD

The Master (Ensign) card may be used once in each round (by the holder) to complete a set of three cards with any other two cards which are alike. If a Master card is used with a set of three—e.g., 3 Destroyers, this would constitute a set of four cards for which the player would receive an extra 5 points.

Game is won by the player first reaching a total score of 250 points. For a short game a limit of 100 points could be fixed before play commences.

NOTE

It will be seen that there is much room for skill in the playing of this game. Instead of trying to take as many tricks as possible, players will concentrate on taking tricks containing cards helpful in completing sets.

We gratefully acknowledge the expert assistance given in the production of "England Expects" by Francis E. McMurtrie, Editor of "Jane's Fighting Ships."

MADE IN ENGLAND

3772 - Castell Brothers - Speed

Nome	Speed - 6° serie
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44
Anno	1955
Tipo mazzo	
Dimensioni	mm. 88x58

La prima edizione di questo mazzo risale al 1938 e, durante il mezzo secolo in cui è stato stampato, se ne contano 11 diverse edizioni per tenere aggiornata l'evoluzione dei mezzi di locomozione. Questa illustrata è la 6° edizione, uscita nel 1955.

Il mazzo è composto da 9 carte con aeroplani e con treni, 8 con navi e 7 con mezzi motorizzati e 6 con atleti: visto il nazionalismo britannico tutti del Commonwealth britannico. Abbiamo anche 4 carte con un lampo, simbolo della massima velocità possibile, quella della luce, e 1 carta *Extra turn* con riprodotte 5 carte, una per ciascun gruppo.

Scopo del gioco è mettere in campo una carta, uguale per numero o per gruppo a quella dell'avversario che ci precede, fino a che un giocatore rimane senza carte e vince.



1
TRAIN

The Rocket

1
TRAIN

2
TRAIN

"Golden Arrow"
British Railways (S)

2
TRAIN

3
TRAIN

"The Spirit of Progress"
Victorian Railways
Australia

3
TRAIN

4
TRAIN

"The Royal Scot"
British Railways (L.M.R.)

4
TRAIN

5
TRAIN

The Royal Train
in Rhodesia

5
TRAIN

6
TRAIN

Auckland-Rotorua
Express
"The Limited"
New Zealand

6
TRAIN

7
TRAIN

"The Blue Train"
South African Railways

7
TRAIN

8
TRAIN

"The Canadian"
Canadian Pacific Railways

8
TRAIN

1
SHIP

"Curry Sark"

1
SHIP

2
SHIP

"Bluebottle"
Raced by
Duke of Edinburgh

2
SHIP

3
SHIP

H.M. Yacht "Britannia"

3
SHIP

4
SHIP

"Empress of Britain"
Canadian Pacific Line

4
SHIP

5
SHIP

"Queen Elizabeth"
Cunard White Star Line

5
SHIP

6
SHIP

Motor Torpedo Boat
H.M.S. "Gay Dragoon"

6
SHIP

7
SHIP

H.M.S. "Ark Royal"

7
SHIP

8
SHIP

H.M.S. "Vanguard"

8
SHIP

1
MOTOR

"Tourist Trophy Race
1905"

MOTOR
1

2
MOTOR

Capt. Eyston's
"Thunderbolt"

MOTOR
2

3
MOTOR

"Railton"
with John Cobb driving

MOTOR
3

4
MOTOR

"Mercedes"

MOTOR
4

5
MOTOR

"Maserati"

MOTOR
5

6
MOTOR

"Aston Martin"

MOTOR
6

7
MOTOR

"Jaguar"

MOTOR
7

9
AEROPLANE

English Electric "P.1."

AEROPLANE
9

3 or 6
ATHLETE

Derek Johnson

ATHLETE
3 or 6

7 or 2
ATHLETE

Diane Leather

ATHLETE
7 or 2

9 or 4
ATHLETE

John Disley

ATHLETE
9 or 4

9 or 3
ATHLETE

Brian Hewson

ATHLETE
9 or 3

1 or 9
ATHLETE

Gordon Pirie

ATHLETE
1 or 9

8 or 5
ATHLETE

Chris Chataway

ATHLETE
8 or 5

9
TRAIN

"Flying Scotsman"
British Railways (E)

TRAIN
9

15
LIGHTNING

LIGHTNING
15



SPEED

The cards in the pack of "Speed" are as follow:—

- 9 Aeroplane Cards
- 9 Train Cards
- 8 Ship Cards
- 7 Motor Cards
- 6 Athlete Cards
- 4 Lightning Cards
- 1 Extra Turn Card

Object of the Game

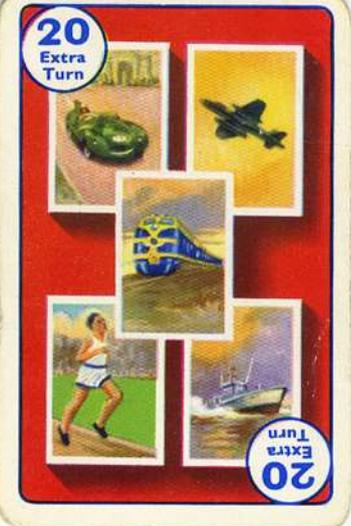
The object of the game is to get rid of all the cards in your hand as speedily as possible by playing a card of the same set, that is an Aeroplane, Train, Ship, Motor or Athlete or by playing a card bearing the same number in the top corner.

2

Play

The player on the left of the dealer commences by playing a card on the table and the next player then follows by covering it with a card of the same kind (Aeroplane, Train, Ship, Motor or Athlete), or, alternatively, a card bearing the same number in the top corner. In the case of the Athletes cards, which have two numbers, either number may be used. If a player cannot follow, he must pick up a card from the pack and must continue to pick up one card at each turn until he can play. After a player has picked up a card, this completes his turn and he must wait for his turn again before playing a card.

4



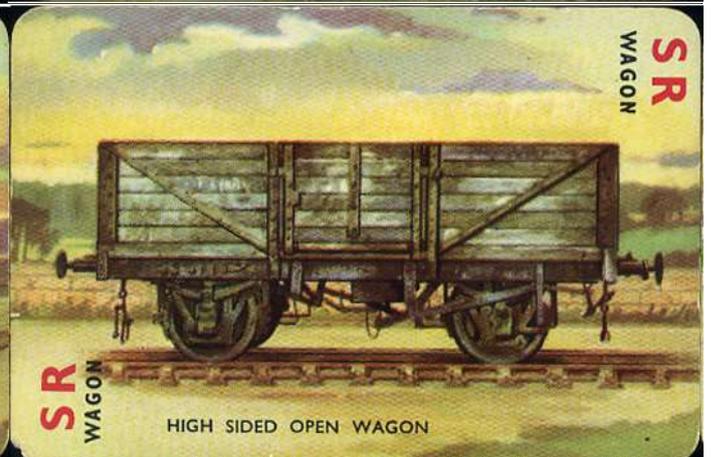
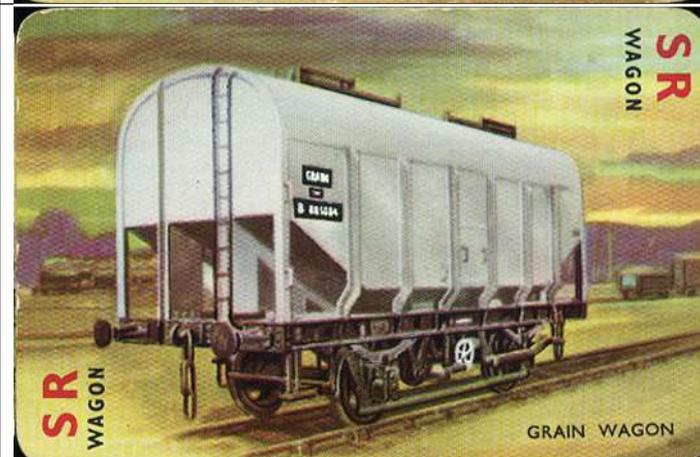
3997 - Castell Brothers - Express

Nome	Express 2° edizione
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44
Anno	1955 circa
Tipo mazzo	
Dimensioni	mm. 88x58

Si tratta della 2° edizione di questo mazzo dopo quella del 1947, prima della nazionalizzazione delle ferrovie in Gran Bretagna. In questo mazzo le carte mostrano famose locomotive, carrozze e materiale rotabile provenienti da diverse regioni delle ferrovie britanniche del dopoguerra. Le carte hanno indici diversi: per i treni passeggeri LMR (*London Midland region*) e ER (*Eastern region*), per i treni merci SR (*South region*) e WR (*Western region*) oltre a un set contrassegnato da POOL, con materiale rotabile che può essere utilizzato in sostituzione di altre carte. Oltre a queste troviamo segnali rosso, verde 1 e 2, carte con le stazioni e carte PASS.

Lo scopo del gioco è creare un treno completo di una qualsiasi regione raccogliendo le cinque carte necessarie e quindi utilizzando le carte segnale per manovrare il treno fuori dalla stazione. Composizione del mazzo e regole sono spiegate nel libretto allegato al mazzo,







WR
ENGINE

WR
ENGINE

WEST REGION GOODS ENGINE



WR
WAGON

WR
WAGON

LOW SIDED OPEN WAGON



WR
BRAKE
VAN

WR
BRAKE
VAN

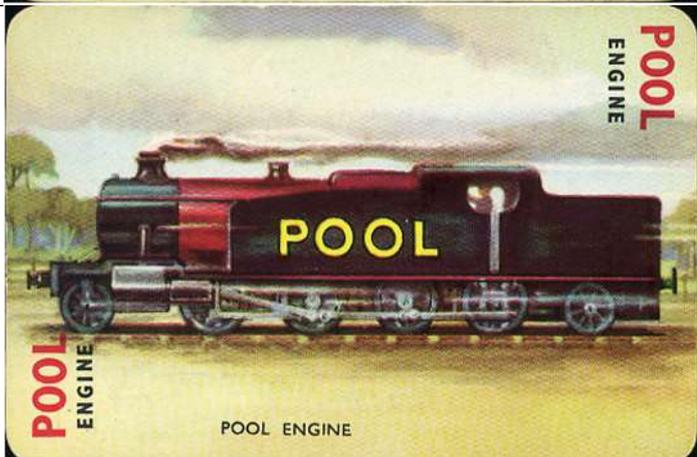
GOODS BRAKE VAN



WR
WAGON

WR
WAGON

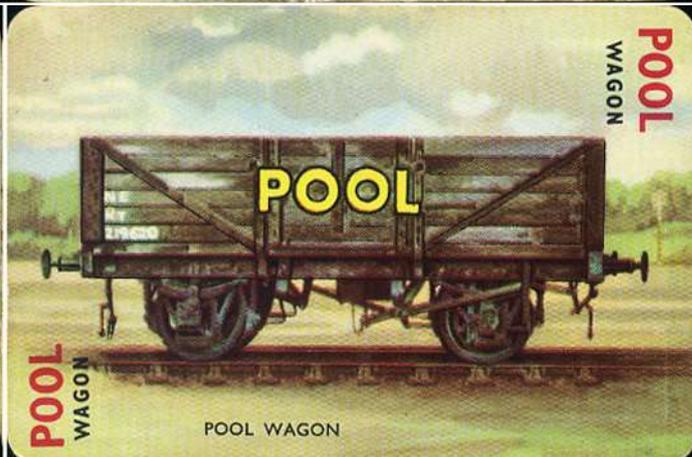
COVERED GOODS WAGON



POOL
ENGINE

POOL
ENGINE

POOL ENGINE



POOL
WAGON

POOL
WAGON

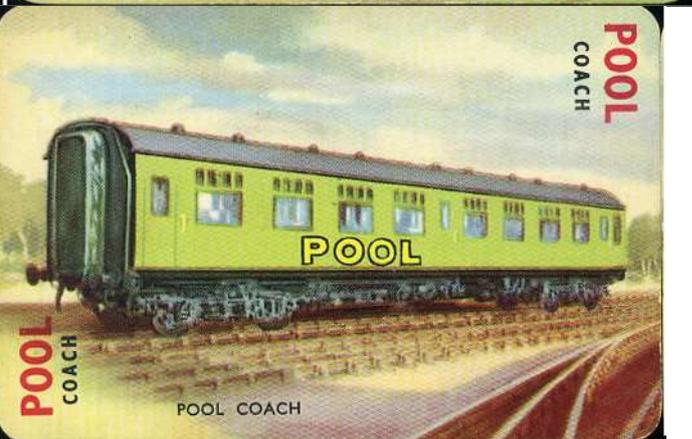
POOL WAGON



POOL
GUARDS
VAN

POOL
GUARDS
VAN

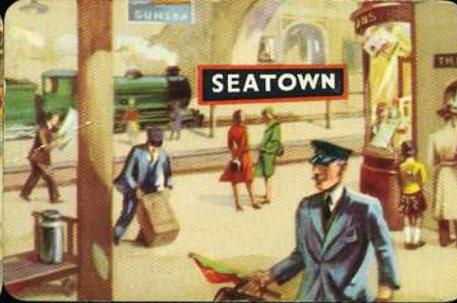
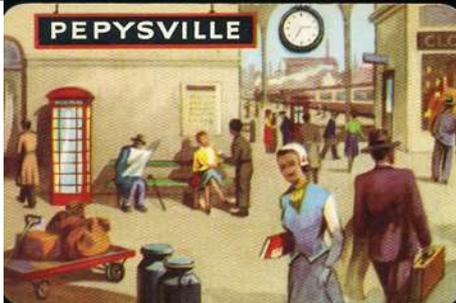
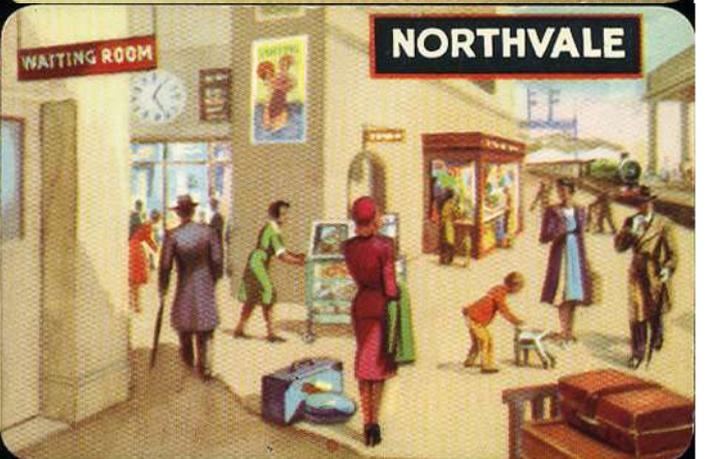
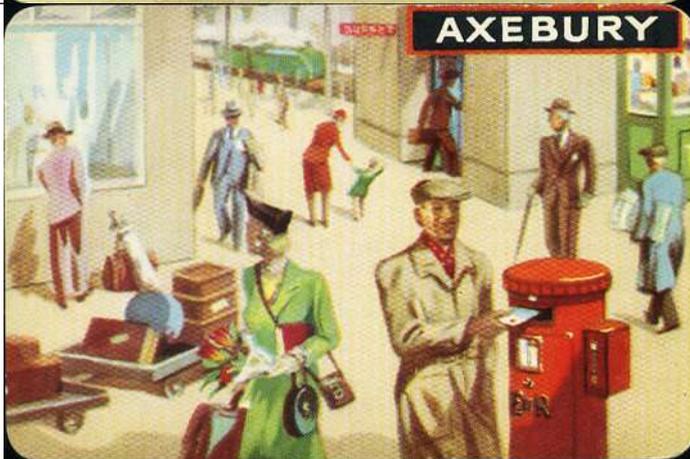
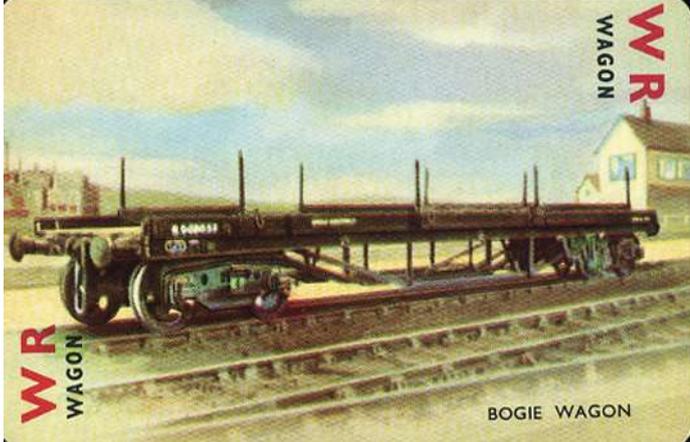
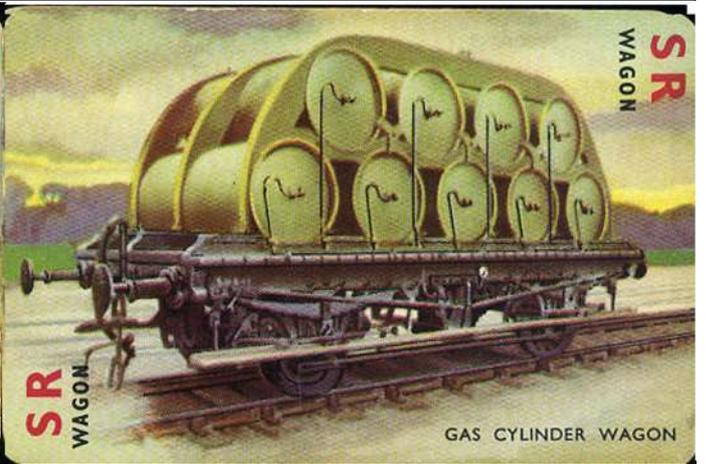
POOL GUARD'S VAN



POOL
COACH

POOL
COACH

POOL COACH



BRITISH RAILWAYS

ISSUED BY *Pepys Games*

RAILWAY

PASS

CONDITIONS

THIS ENTITLES THE HOLDER
TO EXCHANGE THIS CARD
FOR ANY VEHICLE

BRITISH RAILWAYS

EXPRESS

RULES

RULES for
"EXPRESS"

A game for 2, 3 or 4 players

DESCRIPTION

The game consists of a pack of 44 cards. The pictures on the cards are fine illustrations of railway engines, coaches, trucks and other rolling stock, accurately reproduced with the full co-operation of British Railways.

The cards are made up as follows:—

- 5 London Midland Region (Passenger Set)—
Engine, First Class Coach, Third Class Coach, Restaurant Car, Guard's Van.
- 5 Eastern Region (Passenger Set)—
Engine, First Class Coach, Third Class Coach, Restaurant Car, Guard's Van.
- 5 Southern Region (Goods Set)—
Engine, Gas Cylinder Wagon, Grain Wagon, High Open Wagon, Brake Van.
- 5 Western Region (Goods Set)—
Engine, Low Open Wagon, Bogie Bolster Wagon, Covered Wagon, Brake Van.
- 5 Pool (Interchange Set)—
Engine, Coach, Wagon, Guard's Van, Brake Van.
- 4 Red Signals, 4 Green Signals 1, 4 Green Signals 2, 3 Pass Cards, 4 Stations.

There are, as set out above, 4 complete Trains (one for each British Railways Region), each made up of 5 cards, and a "Pool" Train also of 5 cards, and a "Pool" Train are for use in play as substitutes for Engines, Coaches, etc., of the Regional Trains as follows:—

- Pool Engine may be used instead of ANY Regional Engine.
- Pool Coach may be used instead of ANY Coach or Restaurant Car (on Passenger Trains L.M.R. or E.R.).
- Pool Wagon may be used instead of ANY Wagon (on Goods Trains S.R. or W.R.).
- Pool Guard's Van may be used instead of EITHER Guard's Van (on Goods Trains S.R. or W.R.).

Pool Brake Van may be used instead of EITHER Brake Van (on Passenger Trains S.R. or W.R.).

OBJECT OF THE GAME

To be the first player to make up a complete train of any one Region by collecting the necessary five cards, and moving it out of the station by the use of the Signal Cards.

THE DEAL

Before dealing, each player takes a Station card, and places it face-up on the table in front of himself.

If less than 4 players, the stations left over are put aside.

Now choose a dealer who shuffles and deals the cards, giving each player seven cards. A further card is placed face-up in the centre of the table and the remainder of the pack is placed face-down beside it.

THE PLAY

The first object of every player is to collect in their hands one of the 4 Region Trains, remembering that the cards of

RS

ALL EXCEPT PLAYER MOVE ONE BACK WHEN THIS SIGNAL IS DISCARDED

RS

GS
2

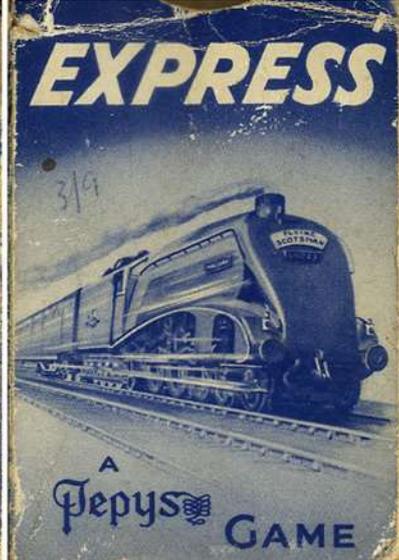
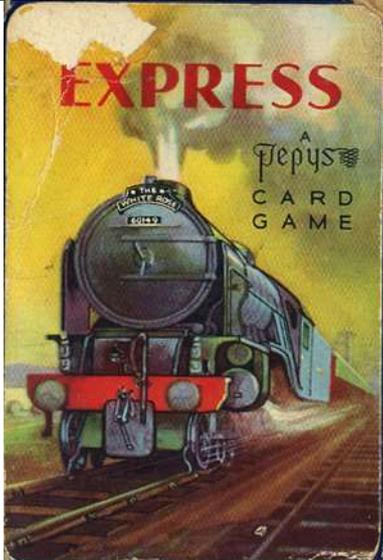
PLAYER MOVES TWO FORWARD WHEN HE DISCARDS THIS SIGNAL

GS

GS
1

PLAYER MOVES ONE FORWARD WHEN HE DISCARDS THIS SIGNAL

GS



A "SIGNAL" Success

It's "POINTS" Ahead

MANUFACTURED IN GREAT BRITAIN

Il gioco è stato successivamente pubblicato da Lagoon Games.

3849 - Castell Brothers - The car game

Nome	The car game
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44
Anno	196x
Tipo mazzo	
Dimensioni	mm. 88x58

Il mazzo è composto da 6 carte ripetute due volte con le varie categorie di auto: Cooper da corsa, Jaguar sportiva, Railton per record, Rolls Royce auto di lusso, Ford Zodiac da turismo e Bentley anni '20 vintage (1917-1930)/veteran (<1917).

Inoltre ci sono 30 carte con disegnate 3 auto delle varie categorie e 2 con la macchina Bluebird costruita per battere il record di velocità.

Un foglietto con le istruzioni per il gioco è allegato al mazzo.

Il mazzo, disegnato da Barry Rowe, è stato stampato negli anni '60; la Bluebird-Proteus CN7 fu costruita per Donald Campbell dai fratelli Norris nel 1962. Dopo vari tentativi nel 1964 Campbell ottenne il record di 648,728 km/h presso il lago Eyre in Australia.





The CAR GAME

The cards picture in full colour a wide variety of famous cars of the following types:-

RACING - SPORTS
RECORD BREAKING - LUXURY
TOURING - VETERAN/VINTAGE

- For 2-5 players
- Original method of play
- Authentic drawings of the cars by Barry Rowe

Pepys Series

the CAR game

LOTUS ELITE

"VETERAN" and "VINTAGE"

You may be interested to know exactly what these terms mean:

The general term **Veteran** includes all cars made before 1917, although only cars made before 1905 are accepted for the Veteran Car London to Brighton run.

A **Vintage** car is one made between January 1st, 1917, and December 31st, 1930

CASTELL BROTHERS LTD.
14-17 St. Cross Street, Matton Garden, London, E.C.1.
MANUFACTURED IN GREAT BRITAIN

the CAR game

Rules

1941 - Castell Brothers - Belisha

Nome	Belisha
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	52 + 1 joker
Anno	1937
Tipo mazzo	Didattico
Dimensioni	mm. 88x58

Il gioco prende il nome da Leslie Hore-Belisha, ministro dei trasporti britannico dell'epoca e ha lo scopo di dare un utile contributo alla campagna nazionale "*Safety First*" (la sicurezza innanzitutto) fatta in seguito all'introduzione delle luci lampeggianti gialle per segnalare le strisce pedonali, progettate per ridurre le vittime della strada, in particolare tra i ragazzi.

Le illustrazioni sulle carte illustrano un viaggio in auto da Londra a Oban, in Scozia (*carta 13 giallo*), e evidenziano le varie situazioni di guida. Da notare sulla macchina il cartello con una **L** ad indicare il neo patentato. Anche in Italia ci siamo arrivati ... 70 anni dopo.

Gli indici in alto a destra hanno un numero che indica il valore della carta in 4 diversi colori che sostituiscono il seme; il joker permette di usare il mazzo anche per giocare a rummy.



PLEASE CROSS HERE
13

ARCH HOUSE,
BIRTHPLACE OF CARLYLE.

PLEASE CROSS HERE
8

MANOR HOUSE,
SCROOBY.

PLEASE CROSS HERE
2

PLEASE CROSS HERE
4

HYDE PARK CORNER.

SCHOOL
3

TUXFORD.

SCHOOL
10

CARLISLE LAW COURTS.

SCHOOL
7

NO PARKING

penys

SCHOOL
6

APEX CORNER,
MILL HILL.

LEVEL CROSSING
2

WETHERBY,
SHOWING GREAT NORTH ROAD.

LEVEL CROSSING
8

LEVEL CROSSING
10

LEVEL CROSSING
11



STOP
3

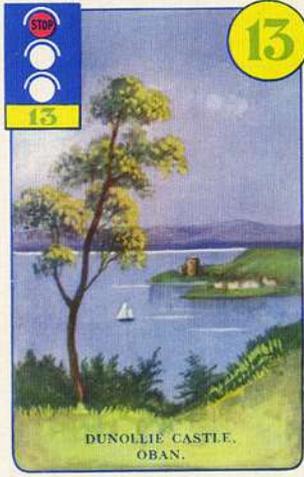
3



STOP
7

7

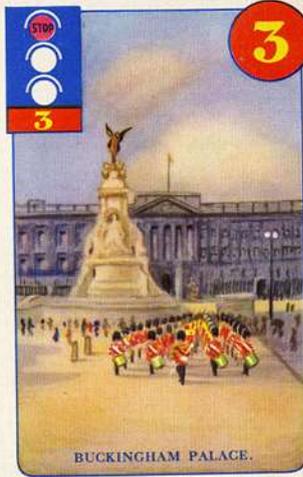
THE BELL, BARNBY MOOR.



STOP
13

13

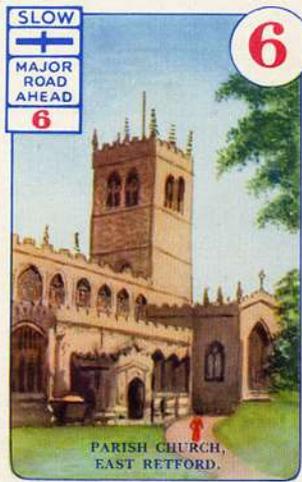
DUNOLLIE CASTLE, OBAN.



STOP
3

3

BUCKINGHAM PALACE.



SLOW
+
MAJOR ROAD AHEAD
6

6

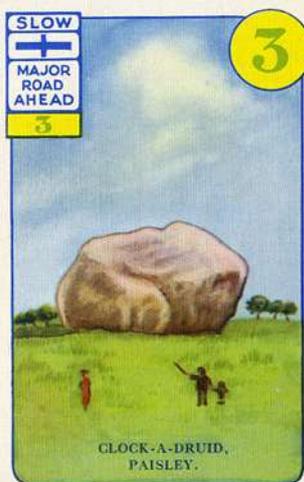
PARISH CHURCH, EAST RETFORD.



SLOW
+
MAJOR ROAD AHEAD
5

5

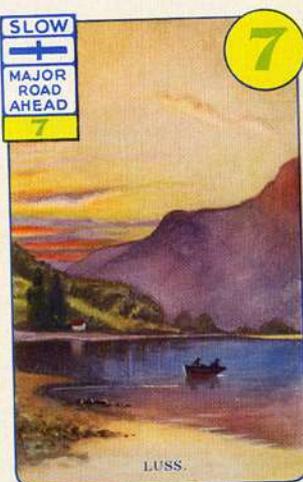
BALDERSBY.



SLOW
+
MAJOR ROAD AHEAD
3

3

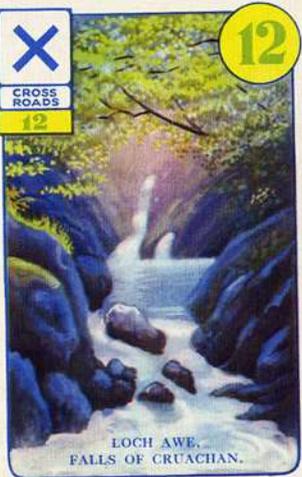
CLOCK-A-DRUID, PAISLEY.



SLOW
+
MAJOR ROAD AHEAD
7

7

LUSS.



X
CROSS ROADS
12

12

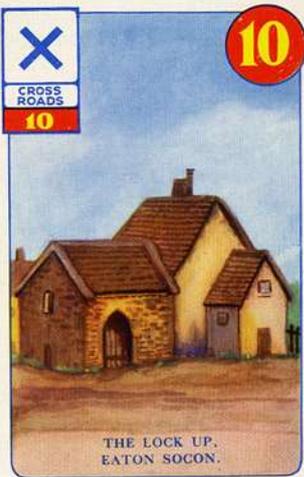
LOCH AWE, FALLS OF CRUACHAN.



X
CROSS ROADS
1

1

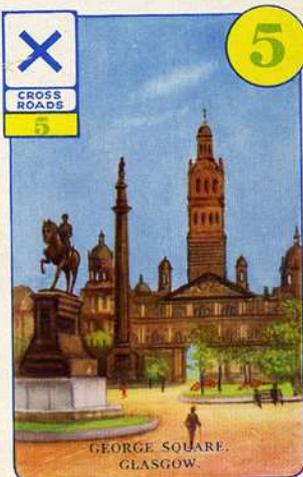
MARKET PLACE, GRANTHAM.



X
CROSS ROADS
10

10

THE LOCK UP, EATON SOCON.



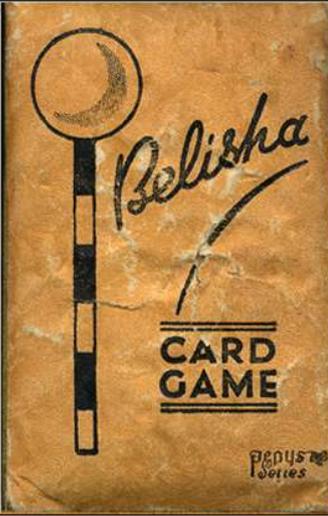
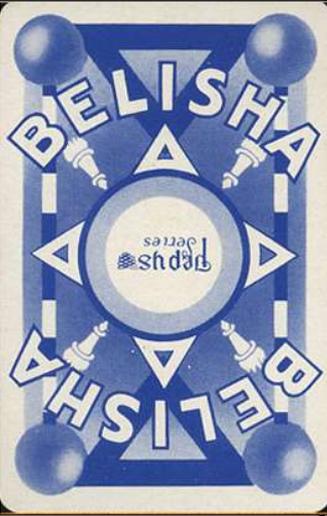
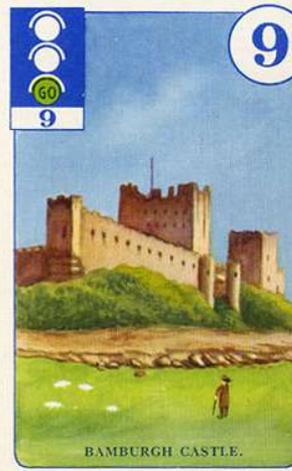
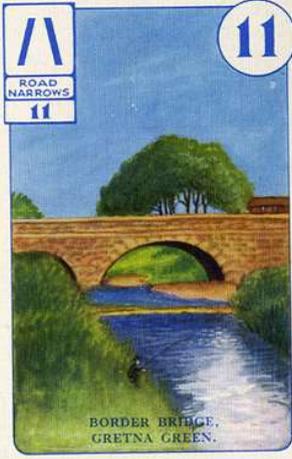
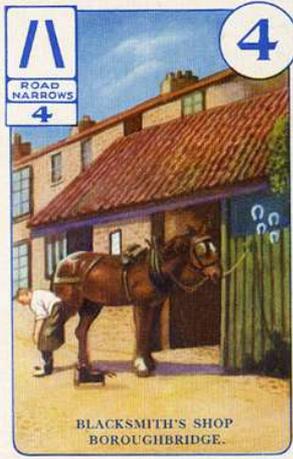
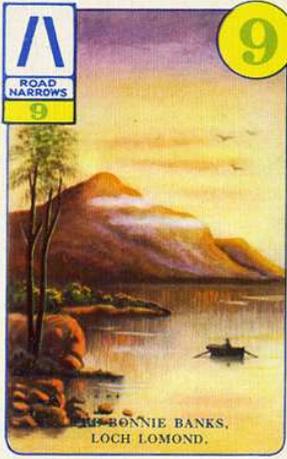
X
CROSS ROADS
5

5

GEORGE SQUARE, GLASGOW.



Il mazzo, sul libretto di un altro gioco (vedi 3901) dello stesso fabbricante, è enfaticamente descritto come “*The greatest game of the century*” (il più grande gioco del secolo).



ANOTHER GREAT CARD GAME
"KARGO"
 (Card-Golf)
 Per 2/6 Pack

AN AMUSING CARD GAME
 FOR CHILDREN
JACK OF ALL TRADES
 Every card printed in colours.
 Per 1/- Pack
 Obtainable at your Stationers.

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 LONDON and GLASGOW

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 107, North Wallace Street,
 Glasgow
 pepus
 Series



Castell Brothers Ltd.
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 Stationery
 including
BODIAM
STONEHENGE
 (Hand Made)
RUSKIN LINEN
ROYAL YORK
NUMBER ONE BOND
 Etc., Etc., Etc.
 YOUR STATIONER WILL SUPPLY

RULES

A card game for 2, 3, 4, or more players. The pack consists of 52 cards and a Joker. These depict a motor journey from London to Oban with some humorous sketches interposed. There are 13 sets of 4 traffic signs, depicted in the left top corner and in the right hand top corner serial numbers 1 to 13 in each of 4 colours; Yellow, Green, Red, and Blue. These numbers are repeated under the traffic signs for easy reference.

The game is similar to Rummy and proceeds as follows:—Cut for dealer who plays first, the rest following in turn clockwise. The player cutting the highest number deals. If two or more

3988 - Castell Brothers - Round Britain

Nome	Round Britain - The road safety card game successor to Belisha
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	43 + 1 mappa Gran Bretagna
Anno	1955
Tipo mazzo	
Dimensioni	mm. 88x58

Il mazzo è il successore del mazzo *Belisha* (vedi 1941).

Le carte mostrano luoghi entro 25 miglia da Londra (numeri in nero), fino a 100 miglia (in verde), fino a 250 (in rosso) e oltre le 250 miglia (in bianco). Inoltre troviamo 6 carte con i comportamenti corretti (G per *good*) e 5 per quelli scorretti (B per *bad*).

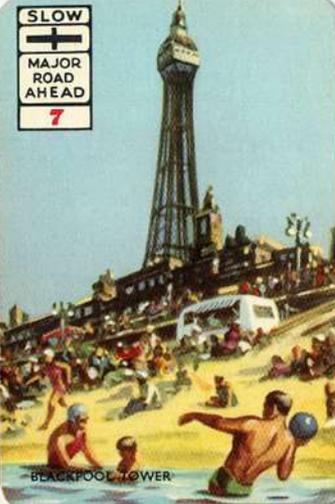
Completa il mazzo una carta *Joker* con la mappa della Gran Bretagna che riporta la posizione geografica dei luoghi menzionati.

Nella prima edizione il luogo dove Maria, regina di Scozia, fu giustiziata è errato (*carta 1 rosso*) Qui è indicato il castello di Kenilworth mentre l'esecuzione avvenne nel castello di Fotheringhay. L'errore verrà corretto nelle edizioni successive.





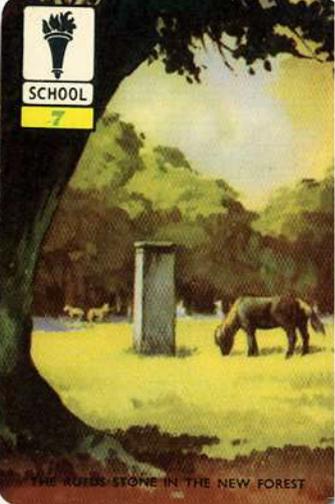
HUMP
BRIDGE
7



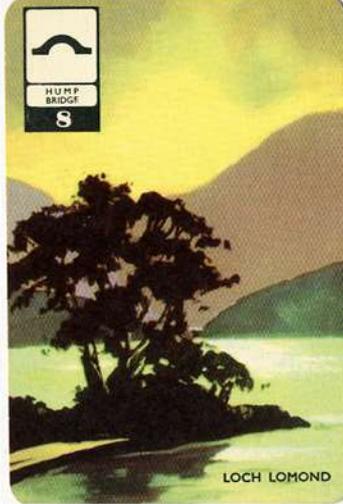
SLOW
MAJOR
ROAD
AHEAD
7



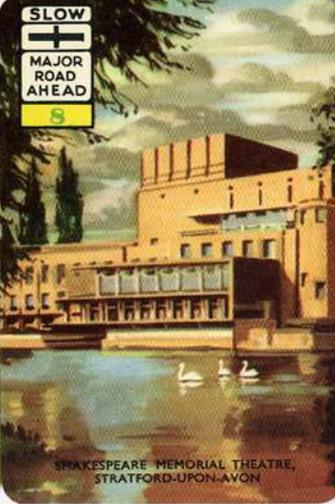
CROSSING
NO GATES
7



SCHOOL
7



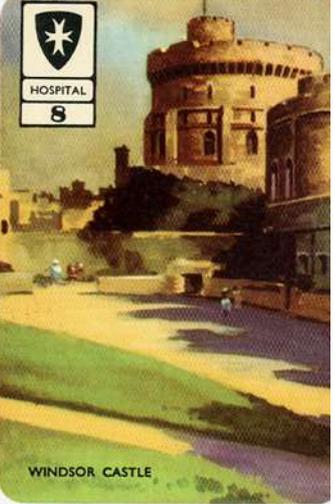
HUMP
BRIDGE
8



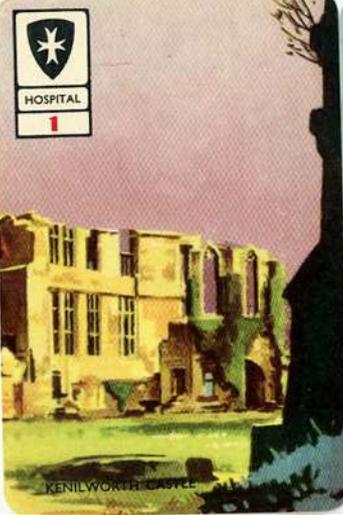
SLOW
MAJOR
ROAD
AHEAD
8



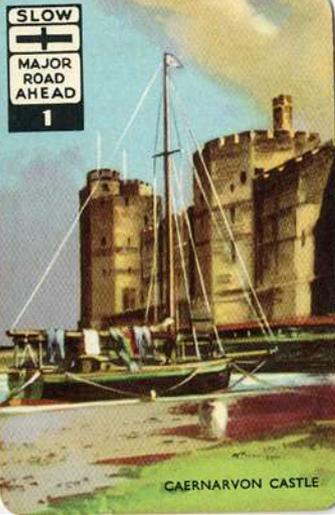
CROSSING
NO GATES
8



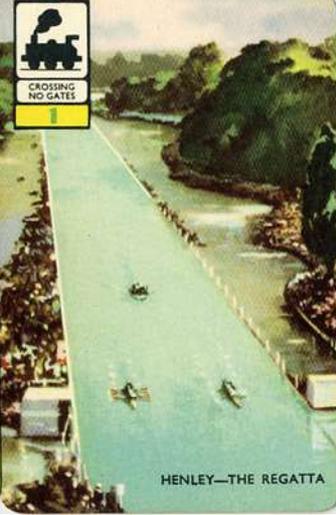
HOSPITAL
8



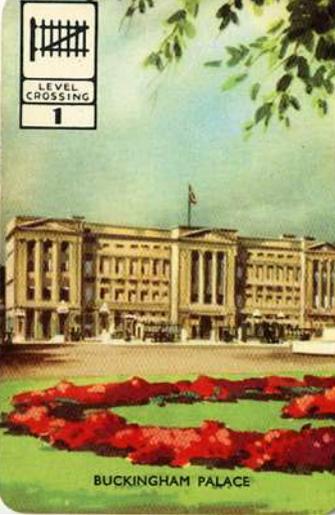
HOSPITAL
1



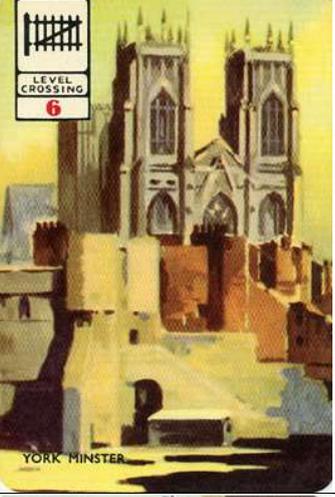
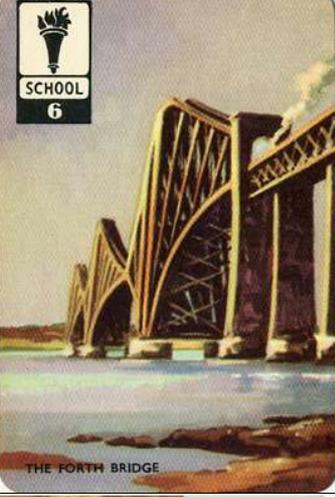
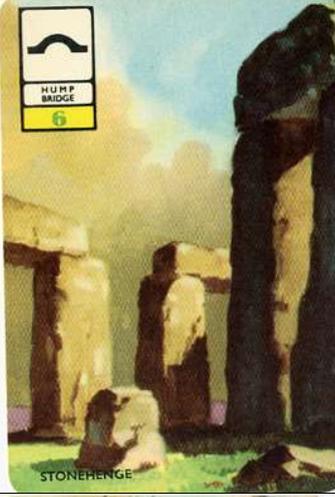
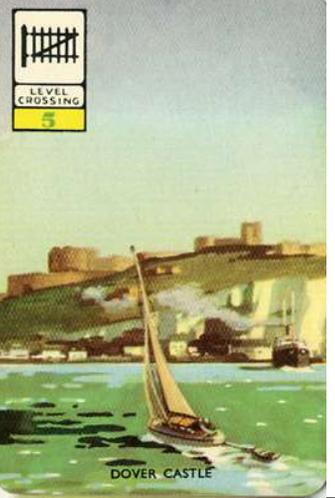
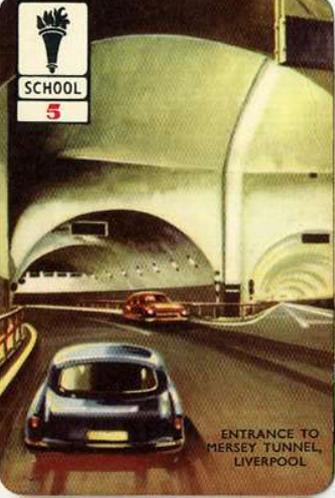
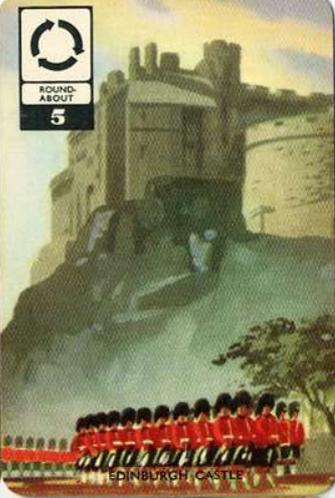
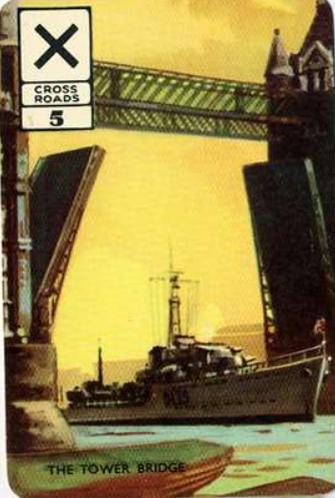
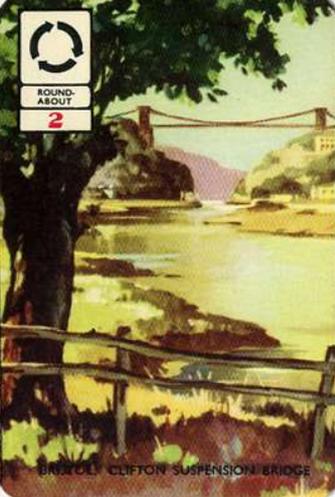
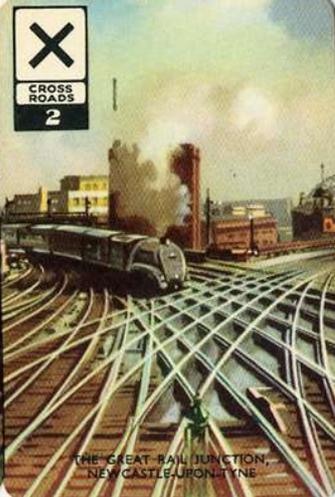
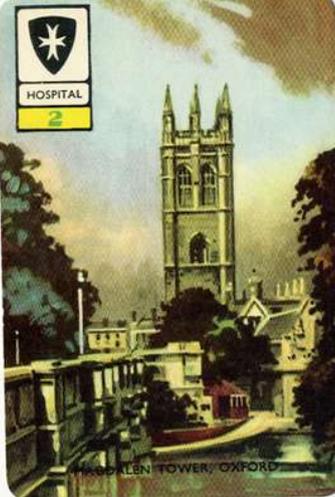
SLOW
MAJOR
ROAD
AHEAD
1



CROSSING
NO GATES
1

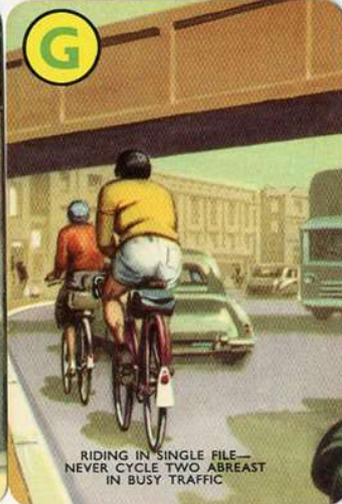


LEVEL
CROSSING
1





GIVING A CLEAR SIGNAL
IN PLENTY OF TIME



RIDING IN SINGLE FILE—
NEVER CYCLE TWO AHEAD
IN BUSY TRAFFIC

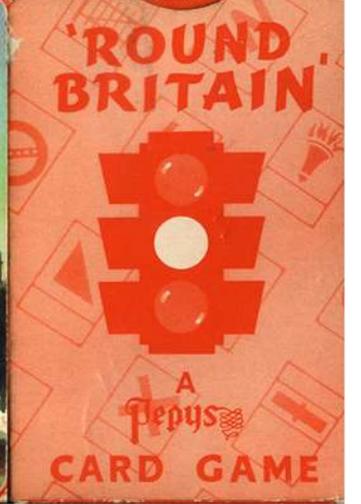


Round Britain

The
ROAD SAFETY
CARD GAME

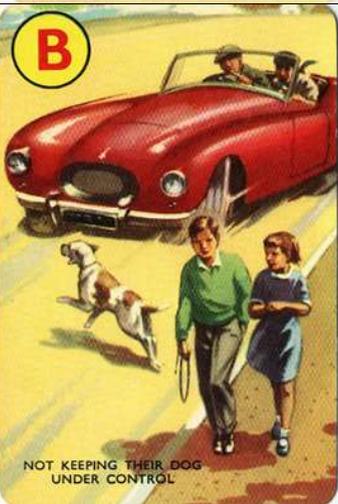
SUCCESSOR TO Belisha
A PEPYS GAME

WINDSOR CASTLE



'ROUND BRITAIN'

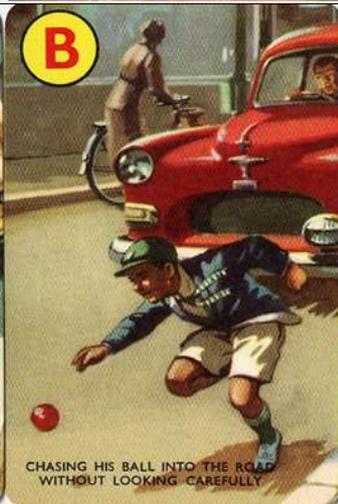
A
Pepys
CARD GAME



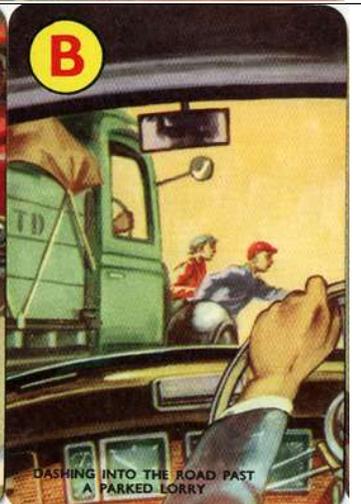
NOT KEEPING THEIR DOG
UNDER CONTROL



FORGETTING THAT CARS MUST BE GIVEN
TIME TO SLOW DOWN



CHASING HIS BALL INTO THE ROAD
WITHOUT LOOKING CAREFULLY



DASHING INTO THE ROAD PAST
A PARKED LORRY



NOT USING THE ZEBRA



Figures in triangles
— RED Numbers
Figures in circles
— GREEN Numbers
Figures in squares
— WHITE Numbers
Plain figures
— BLACK Numbers

The numbers on this map show where all the places on the numbered cards are located, except for Black 1 to 6 which are places in Greater London.

Where there
are islands in
the middle of
the road

MADE IN
GREAT BRITAIN

INTERESTING NOTES ON SOME OF THE CARDS

Green No. 2. The ancient tower of Magdalen College, Oxford. At sunrise on May 1st each year the choir sings from the top of the tower.

Green No. 7. The stone marks the spot where King William II (William Rufus) was killed by an arrow in 1100, while hunting in the New Forest.

Red No. 1. Mary Queen of Scots was imprisoned and beheaded in Kenilworth Castle in 1587.

Red No. 3. Chatsworth House is the historic Derbyshire home of the Dukes of Devonshire. Illustrated is the Emperor Fountain, 250 feet high, the highest in the world.

Red No. 8. Tintagel is said to be the castle where King Arthur held court with the Knights of the Round Table.

White No. 4. The Blacksmith's shop, just over the border in Scotland, where so many eloping couples from England have been married by the blacksmith.

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14/17 St. Cross Street, Hatton Garden,
London, E.C.1.

MANUFACTURED IN GREAT BRITAIN

THE PACK

ROUND BRITAIN is played with 44 cards.

1. There are 4 suits each numbered 1-8, depicting places of interest. The places in the Black-numbered suit are within 25 miles of London; Green numbers 25-100 miles; Red 100-250; White over 250 miles. Road traffic signs appear on each card. There are 4 of each of 8 road signs.
2. 1 Joker card, bearing no number or index, which takes the form of a map, showing where all the places pictured on the cards are located.
3. 6 cards marked "G" in Green. These are the "Good" cards, illustrating good road drill.

2

4. 5 cards marked "B" in Red. These are the "Bad" cards, illustrating bad road practice.

OBJECT OF THE GAME

The object of the game, which is based on Rummy, is to make up sequences or sets of cards, and so to score the highest number of points.

THE DEAL

Choose a dealer who shuffles the pack and deals until each player has 7 cards. Place the rest of the pack face-down in the centre of the table, exposing the top card by its side.

THE PLAY

Players take their cards into their hands and look at them. The player on the dealer's left picks up the exposed card or the top card of the pack.

3

RULES

for the Game of

ROUND BRITAIN

Approved by The Royal Society
For The Prevention of Accidents.

A Game of Skill for 2-4 Players.

Successor to the Card Game
BELISHA.

INTRODUCTION

ROUND BRITAIN is as easy to play as its parent game, Rummy. Besides consisting of pictures of places of beauty and interest in Britain, additional cards have been introduced to stimulate road safety consciousness, especially amongst young people.

1

3987 - Castell Brothers - Round Europe

Nome	Round Europe
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44
Anno	1958
Tipo mazzo	
Dimensioni	mm. 88x58

Il mazzo mostra i luoghi più interessanti che dovrebbero essere visitati in un tour in giro per l'Europa. Sono citate 12 città europee con carte duplicate: Atene, Berlino, Bruges, Copenhagen, Granada, Interlaken, Montecarlo, Parigi, Roma, Stoccolma, Venezia e Vienna. L'immagine del Ponte dei sospiri a Venezia appare anche sulla confezione.

Ci sono poi carte con segnate le distanze in miglia da percorrere, con il mezzo di trasporto più adatto per la distanza, automobile berlina e sportiva fino a 100 miglia, treno per 200 miglia e aereo bimotore e quadrimotore per distanze di 400 e 500 miglia.

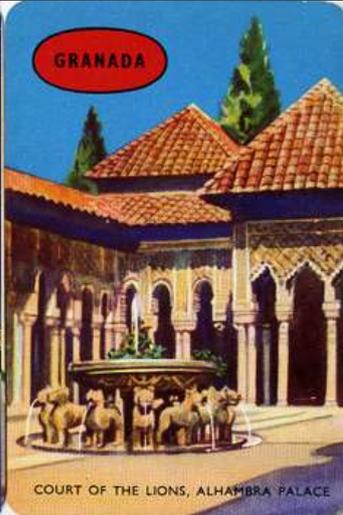
Allegati al mazzo due foglietti con le regole del gioco e una cartina dell'Europa con evidenziate le distanze tra le varie destinazioni.





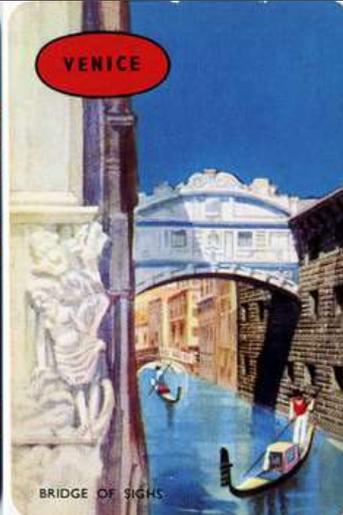
STOCKHOLM

THE ROYAL PALACE



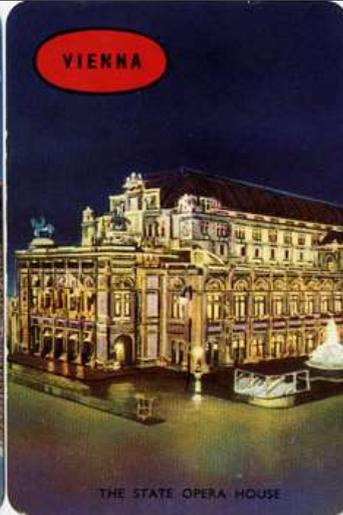
GRANADA

COURT OF THE LIONS, ALHAMBRA PALACE



VENICE

BRIDGE OF SIGHS



VIENNA

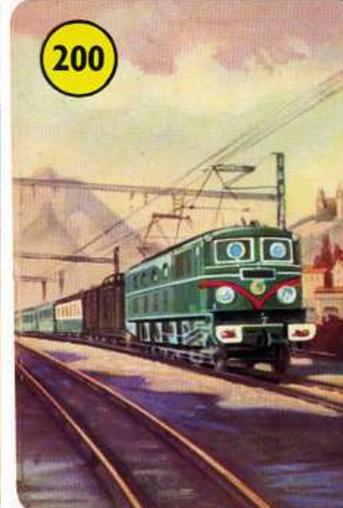
THE STATE OPERA HOUSE



50



100



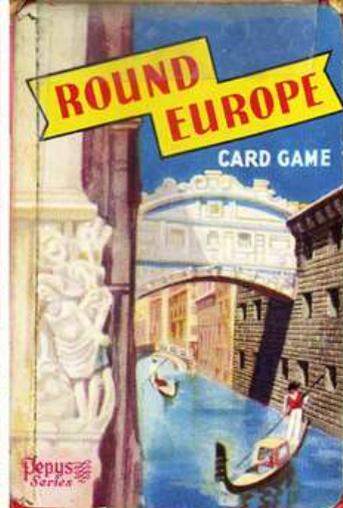
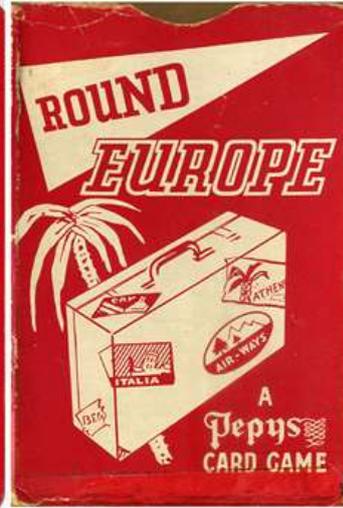
200



400



500



RULES FOR ROUND EUROPE CARD GAME
for 2-4 players

Round Europe is an original game which, though simple to play, affords unusual scope for the use of skill.

The 44 cards in the pack comprise: 24 "Town" cards (2 cards for each of 12 towns); 10 "Travel" cards (10 cards for each of 10 modes of transport); 10 "Distance" cards (10 cards for each of 10 distances).

THE DEAL
Choose a dealer who shuffles the pack and deals from face down as follows:—
If 3 or 4 players—4 cards to each.
If 2 players—5 cards to each.

He then places the remainder of the pack face-down in the centre of the table. The players take up their cards and look at them.

THE PLAY
1. Drawing and Discarding
The player on the dealer's left begins by drawing the top card from the pack. He then plays ONE card if he can or wishes, as described in 2 (below). OR, discards one card face-upwards by the side of the pack. He must do both. This completes his turn, and the play passes to the next player on his left who may take either the top card of the pack, or the top discard if there is one.

Note that, when they have finished their turn, players should take cards with which they began the game.

2. PLAY
Players assume they are starting a journey from London to visit towns marked on the map.

A player is likely to have a mixture of Town cards and Travel cards in his hand. Moreover, he will get fresh cards for his hand by "drawing and discarding" as his turn as in paragraph 1, above.

To travel from London to another town a player must lay (with one card as a town) Travel cards on the table, that is, upwards, whose mileage figures, when added together equal the exact distance shown on the map. Once having the correct mileage in this manner the player at his next turn lays down the card showing that town, in front of him, face upwards. He then places in front of him all the Travel cards he has laid face-down, in a separate pile. They remain there until they are dealt one card from your hand. You cannot do both.

3. TO PLAY a travel card, assume what of the towns you think you can visit, and play ONE Travel card face-up before you. If you can only play one of the distance you require, or if it may be only part of the distance in which case you must cover your later cards to play yours to add to it (You may play a Travel card whose laying any town is ended if you wish—see note 1).

4. As soon as you have played a Travel card on cards whose total mileage equals the distance you need to reach your town, you are ready to play that Town card, but—
You must await your next turn before playing the Town card. This card may be played at a turn.

5. As soon as you play the Town card, take away from the table all the Travel cards and discard them face-down, one at a time, in a separate pile.

6. The Town card remains face-up before you.

7. If travelling to a "nest-hole" town it is necessary only to lay Travel cards totalling the full distance. For example, Paris to Vienna on the map—only number of Travel cards adding up to exactly 300 miles are needed, and not 320 miles to Berlin then 300 miles to Vienna.

SUMMARY OF RULES
1. Draw top card from centre pack. OR the top discard if there is one.
2. EITHER draw one card and discard one card from your hand. You cannot do both.
3. TO PLAY a travel card, assume what of the towns you think you can visit, and play ONE Travel card face-up before you. If you can only play one of the distance you require, or if it may be only part of the distance in which case you must cover your later cards to play yours to add to it (You may play a Travel card whose laying any town is ended if you wish—see note 1).
4. As soon as you have played a Travel card on cards whose total mileage equals the distance you need to reach your town, you are ready to play that Town card, but—
You must await your next turn before playing the Town card. This card may be played at a turn.
5. As soon as you play the Town card, take away from the table all the Travel cards and discard them face-down, one at a time, in a separate pile.
6. The Town card remains face-up before you.

8. You are now at this town and at your next turn you may if you wish a Travel card laying it on the right side of your Town card taking you on your journey to the next town if your choice.

9. All the Town cards you play remain on the table. Keep them in a line, the last one always on the right.

WHEN THE ENTIRE PACK IS FINISHED
1. Draw top card from centre pack. OR the top discard if there is one.
2. EITHER draw one card and discard one card from your hand. You cannot do both.
3. TO PLAY a travel card, assume what of the towns you think you can visit, and play ONE Travel card face-up before you. If you can only play one of the distance you require, or if it may be only part of the distance in which case you must cover your later cards to play yours to add to it (You may play a Travel card whose laying any town is ended if you wish—see note 1).
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You must await your next turn before playing the Town card. This card may be played at a turn.
5. As soon as you play the Town card, take away from the table all the Travel cards and discard them face-down, one at a time, in a separate pile.
6. The Town card remains face-up before you.

END OF GAME
As soon as any player has visited the right number of Town cards (see "Notes of the Game") the game ends and he is the winner.

NOTES ON PLAY
1. When starting a journey by playing the first Travel card, you do not have to lay in your hand the Town card of the town which you may visit. You may draw a suitable town as a later town if you may desire.
2. A Travel card of a distance suitable to an entirely different town which may be holding and you can change your plans in mid-journey if you wish.
3. By using two packs a longer game is intrinsically possible, by doubling the number of towns required to win.

THE CARDS OF "ROUND EUROPE"
The Town Cards. We gratefully acknowledge the assistance given in the production of these cards by the following organisations, who provided original pictures of the subjects:—
Messrs. Thomas Cook & Sons Ltd.
The Austria Travel Agency.
The French Government Touring Agency.
The German Tourist Information Office.
The National Travel Association of Denmark.
The Spanish National Tourist Office.
The Swedish Travel Bureau.

The "Travel" Cards
These are as follows:—
Distance 4 Motor Car
100 - 4 Sports Car
200 - 4 Horse Train
300 - 4 Express Train
400 - 2 Transatlantic Plane
500 - 2 Angled Plane

The "Distance" cards, in playing "Round Europe", the routes on the Maps are shown as straight lines and mileages to the nearest 50. In playing the Travel cards any kind of "transport" can be used provided the mileages add up to the right total, even if the form of transport as pictured on card may not be what would normally be used.

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MANUFACTURED IN GREAT BRITAIN

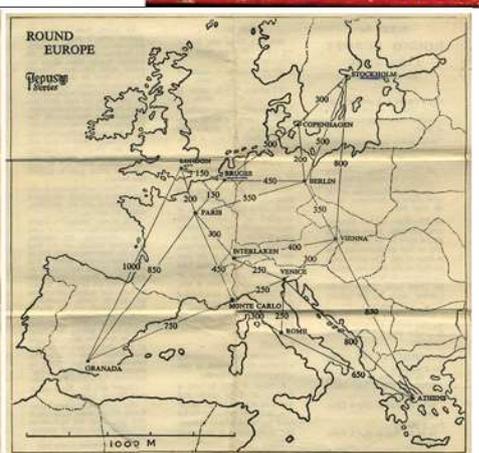
ROUND EUROPE CARD GAME

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MANUFACTURED IN GREAT BRITAIN



3991 - Castell Brothers - Progress

Nome	Progress
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	52 + carta P
Anno	1938
Tipo mazzo	
Dimensioni	mm. 88x58

Il mazzo prende ispirazione dal romanzo *"Pilgrim's Progress"* di John Bunyan stampato nel 1678. Purtroppo non è noto il nome del disegnatore, destino comune alla maggior parte dei mazzi di carte. Il prezzo di vendita era di 2 scellini e 6 pence, un prezzo abbastanza alto, all'epoca, per un mazzo destinato ai ragazzi.

Le carte sono numerate dall'1 al 13 e divise in 4 semi: corona, sole, luna e stelle. Inoltre c'è una carta, contrassegnata dalla lettera P, che mostra il ritratto dell'autore del romanzo.

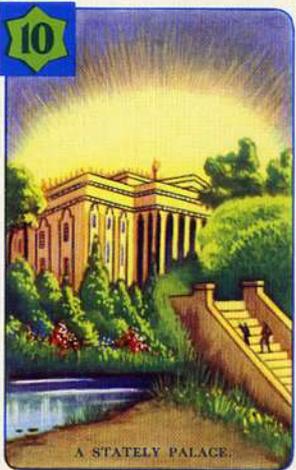
I due libretti allegati contengono le regole per il gioco e la descrizione delle singole carte del mazzo, ognuna con la citazione di un brano del romanzo.

Sul retro del libretto la pubblicità di 4 mazzi del fabbricante con il relativo prezzo.





THE HOUSE OF INTERPRETER.



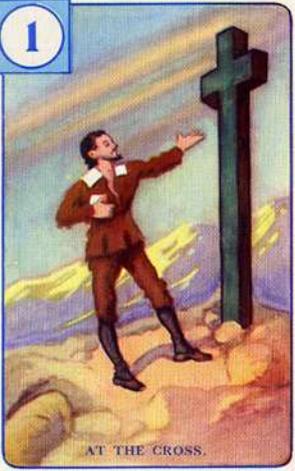
A STATELY PALACE.



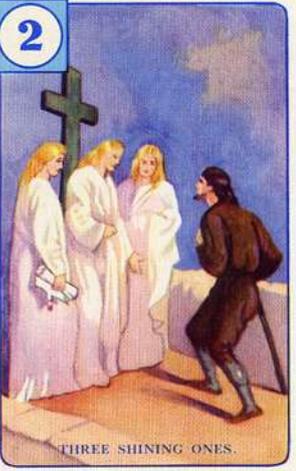
THE MAN WITH A BOOK.



THE ENTRY TO THE PALACE.



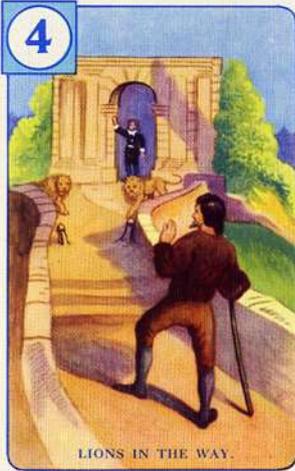
AT THE CROSS.



THREE SHINING ONES.



HILL DIFFICULTY.



LIONS IN THE WAY.



CHRISTIAN GIVEN LODGING.



IMMANUEL'S LAND.



VALLEY OF HUMILIATION.



CHRISTIAN DEFEATS APOLLYON.

9



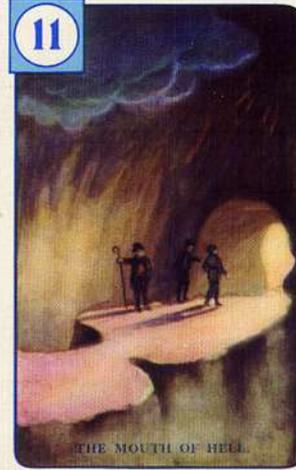
CHRISTIAN GIVES THANKS.

10



VALLEY OF THE SHADOW.

11



THE MOUTH OF HELL.

12



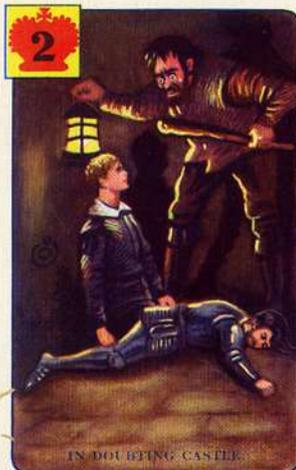
A REGION OF TORMENT.

1



CAUGHT BY GIANT DESPAIR.

2



IN DOUBTING CASTLE.

3



THE ESCAPE.

4



THE DELECTABLE MOUNTAINS.

5



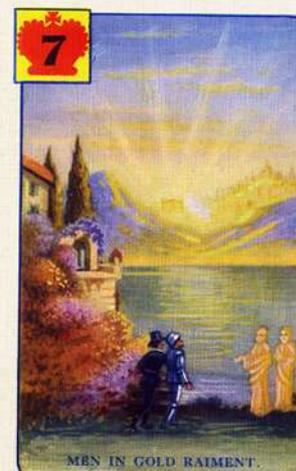
A BY-WAY TO HELL.

6



BELLAH LAND.

7



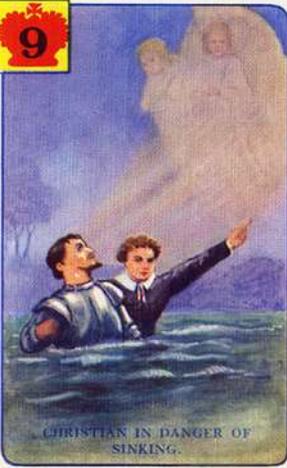
MEN IN GOLD RAIMENT.

8



ON THE BRINK OF THE RIVER.

9



CHRISTIAN IN DANGER OF SINKING.

10



"I WILL BE WITH THEE."

11



CELESTIAL MUSIC.

12



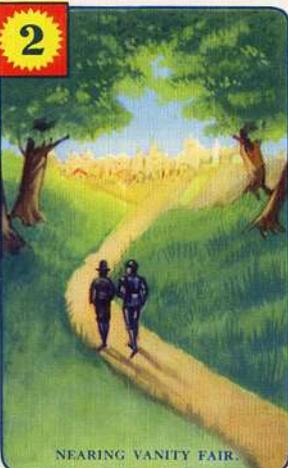
ENTERING THE CITY.

1



FAITHFUL JOINS CHRISTIAN.

2



NEARING VANITY FAIR.

3



BEEZEBUB,
LORD OF VANITY FAIR.

4



VANITY FAIR.

5



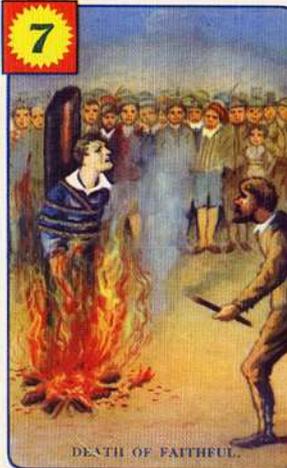
THE PILGRIMS BUFFETED.

6



THE TRIAL.

7



DEATH OF FAITHFUL.

8



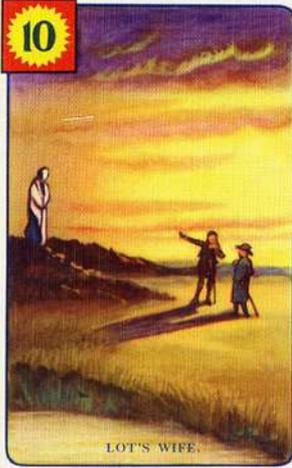
FAITHFUL'S GLARIOT.

9



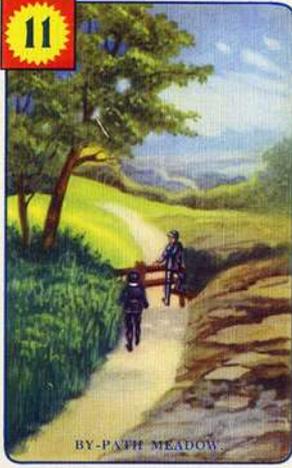
CHRISTIAN AND HOPEFUL.

10



LOT'S WIFE.

11



BY-PATH MEADOW.

12



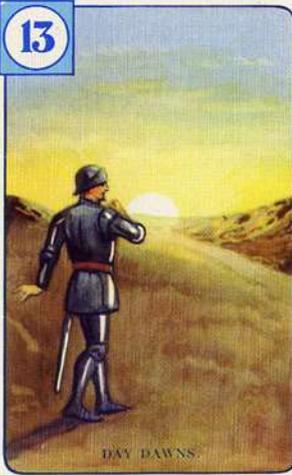
VAIN CONFIDENCE FALLS.

13



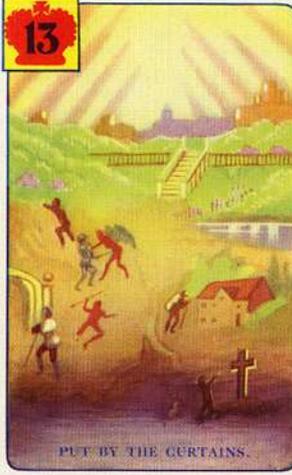
THE IRON CAGE.

13



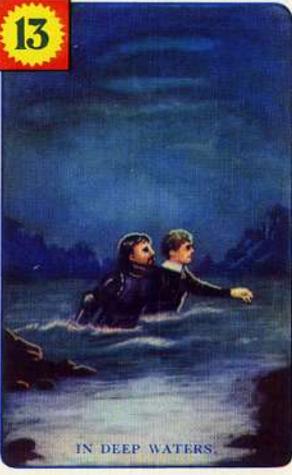
DAY DAWNS.

13



PUT BY THE CURTAINS.

13



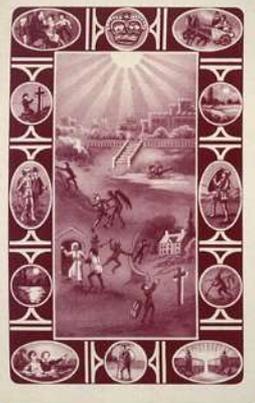
IN DEEP WATERS.

P



JOHN BUNYAN


Progress
 CARD GAME
 pepus
 serves



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"SPEED"
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Progress
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 Published by
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 5, Bridewell Place, London
 107, North Wallace Street,
 Glasgow
 pepus
 serves

PROGRESS

The highest value card cut wins the deal.

The cards are numbered 1 to 13 in each of 4 signs, namely, CROWN, SUN, MOON, and STAR.

They range in value in that order for cutting, the Crown being higher than the Sun and the Star the lowest.

The Progress Card however, is the highest of all and for scoring purposes always counts 15. In cutting, if two players cut 13, the one who has the highest value sign wins the deal.

Cards should be cut by the player on the right of the dealer. Dealer has first lead.

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 107, North Wallace Street,
 GLASGOW.

Makers of
pepus
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PROGRESS

Progress Card. John Bunyan.
 "... I was writing of the way
 And race of saints, in this our
 gospel day,
 Fell suddenly into an allegory,
 About their journey, and the
 way to glory."

Bedford Gaol.
 As I walked through the
 wilderness of this world, I lighted
 on a certain place where was a
 den, and laid me down in that
 place to sleep; and as I slept,
 I dreamed.

Christian sets out on his
 journey.
 I dreamed, and behold, I saw
 a man named Christian clothed


 We present a resumé
 of the story of
Pilgrim's Progress
 as illustrated in the
 Card Game.

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"BELISHA"
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 Per 1/- Pack

OBTAINABLE AT YOUR STATIONERS.

3801 - Castell Brothers - The famous five

Nome	The Famous Five Card Game
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44
Anno	1951
Tipo mazzo	
Dimensioni	mm. 88x58

Il gioco di carte è basato sulla serie dei 5 libri di avventura scritti da Enid Blyton e descrive le storie di 5 ragazzi: Julian, Dick, George, Ann e Timmy con il loro cane.

Il gioco ha 44 carte composte da quattro set di 8 carte *Adventure* (avventura con numeri da 1 a 8 in 4 colori), 4 carte *Danger* (**D** pericolo), 2 carte *General danger* (**GD** pericolo generale) e 6 carte *All safe* (**AS** tutto sicuro). I disegni si ispirano ai primi 4 volumi della serie.

Lo scopo del gioco è quello di essere il primo giocatore a completare un set di carte "Avventura" (le avventure si distinguono per il colore dell'indice) giocando la carta n. 8, il lieto fine della vicenda.





3

THE STORM



3

The Circus Camp



3

The Sliding Panel



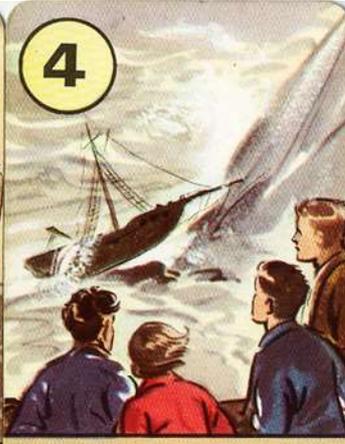
3

Something happens to Richard!



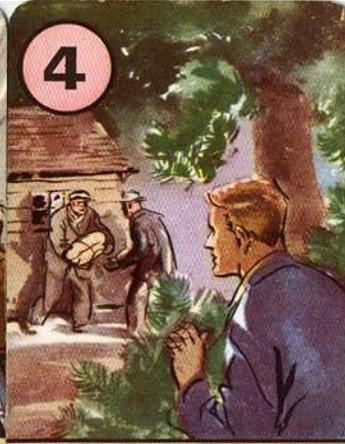
4

Two Angry Men



4

The Old Wreck thrown up in the Storm



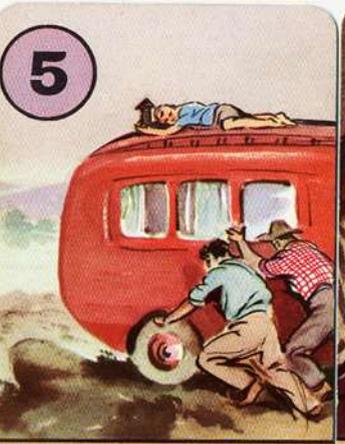
4

What's happening in the Moonlight?



4

The Mysterious Light in the Tower



5

Julian's Hiding-place



5

Trapped at Owl's Dene!



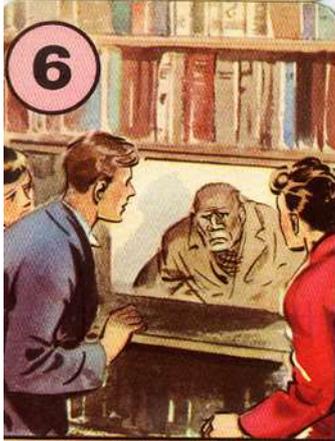
5

The Map found in the Wreck



5

What are the lights across the Marsh?



6

Strange Secret!



6

Who gets out of the Window-seat in the night?



6

The Hole in the Ground!



6

The entrance to the Dungeons



7

Down in the Dungeons



7

Richard goes for Help



7

Down in the Smugglers' Tunnel



7

Prisoners Underground!



8

The finding of the Cave of Gold Ingots



8

ESCAPE!



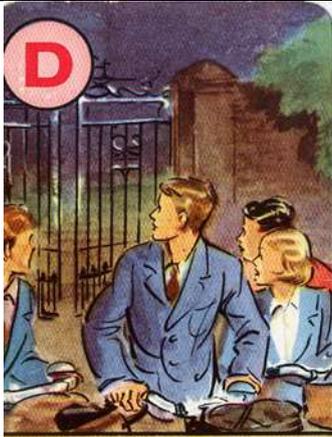
8

RESCUE!

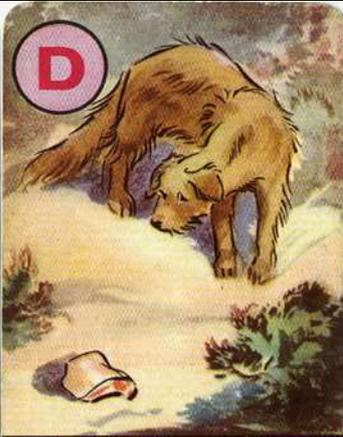


8

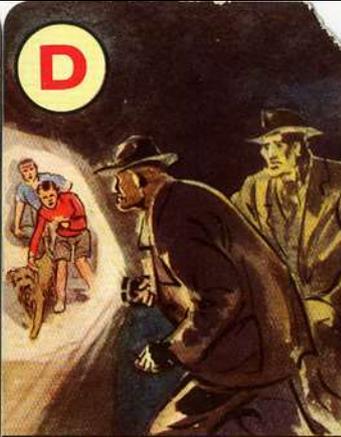
Everyone all right!



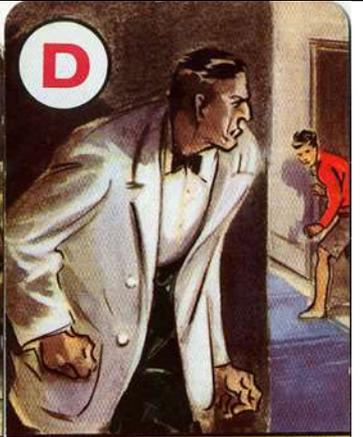
D
The Big Gates closing to prevent Children escaping



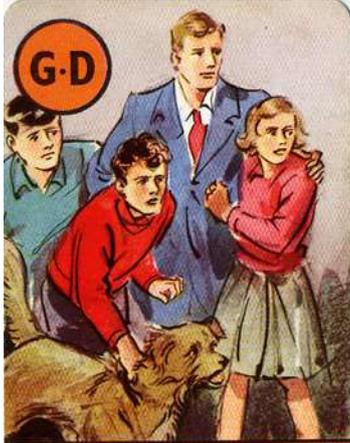
D
Poisoned Meat for Timmy!



D
Men are after the Gold, too!



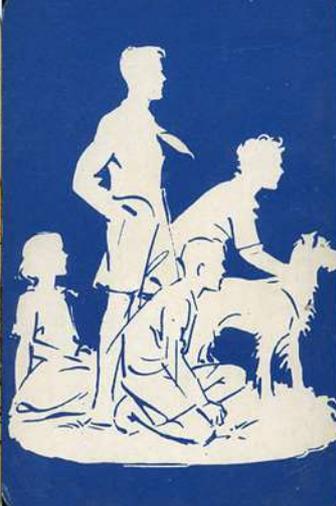
D
The Enemy Watches



G-D
DANGER



ALL SAFE
ALL SAFE



RULES
for the
"FAMOUS FIVE"
CARD GAME
By
ENID BLYTON

Pepys GAMES

CASTELL BROTHERS LTD.
14-17 ST. CROSS STREET,
HATTON GARDEN,
LONDON, E.C.1.

The
FAMOUS FIVE
CARD GAME
by Enid Blyton

The
FAMOUS FIVE
Adventures
OF JULIAN,
DICK, GEORGE,
ANNE & TIMMY

A
Pepys
GAME

by Enid Blyton

RULES
for the
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CARD GAME
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Pepys GAMES

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include:

RIDERS OF THE RANGE
Packed with the thrills of the old "Wild West", a game of excitement and adventure with Jeff Arnold and his "Riders of the Range" of radio fame. Illustrated by the artists of the "Eagle" magazine for boys.

SPEED
An ever popular game for up to six players illustrated with pictures of planes, racing cars, speedway riders and trains. Interesting and easy to play, a quick-moving game which offers opportunity to the skilful player.

PEPYS STATIONERY
for Boys and Girls
Pepys have produced special boxes of notepaper and envelopes, and invitations for your parties, decorated with pictures of Enid Blyton characters. You can buy them from any good stationer.

MADE IN GREAT BRITAIN

3800 - Castell Brothers - Riders of the range

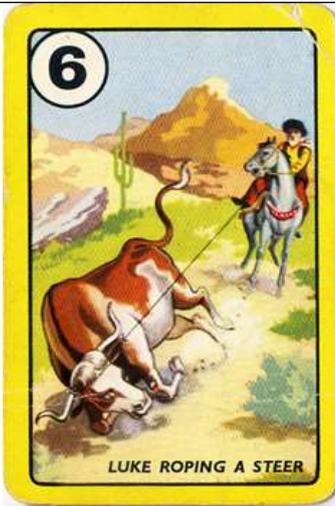
Nome	Riders of the Range
Fabbricante	Castell Brothers Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44
Anno	1953
Tipo mazzo	
Dimensioni	mm. 88x58

È un gioco a tema selvaggio West basato sul fumetto "Eagle" che aveva come protagonista il cowboy Jeff Arnold sul suo cavallo Dunn. Il mazzo pubblicato nel 1953 ha i disegni di Frank Humphries.

Nelle sue avventure Jeff Arnold è accompagnato dal suo aiutante Luke, da Mary con il suo cane Rustler e dalla sua pistola Six-shooter. I bordi delle carte sono in 4 diversi colori (blu, rosso, verde e giallo) e i pericoli da affrontare sono i fuorilegge, il serpente a sonagli, gli indiani e i razziatori di mandrie.

Un libretto allegato spiega le regole del gioco. Il film western americano diretto da Lesley Selander dello stesso titolo era uscito nelle sale pochi anni prima.

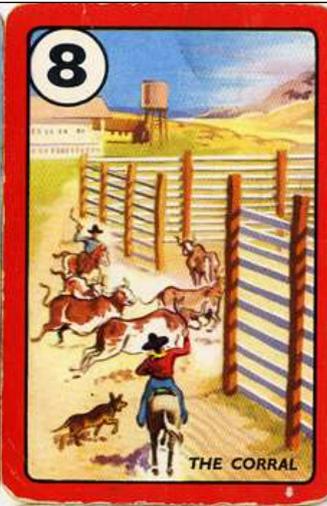




LUKE ROPING A STEER



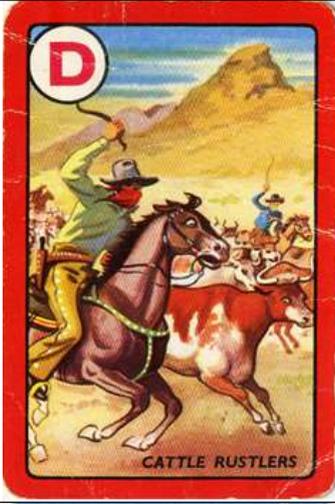
THE GUN FIGHT



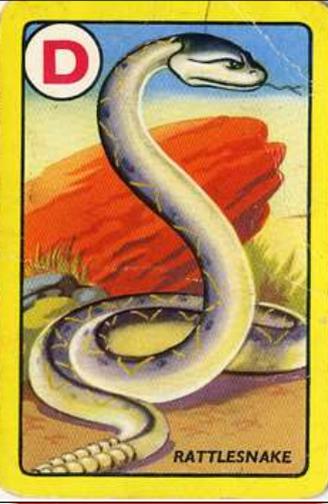
THE CORRAL



AROUND THE CAMP FIRE



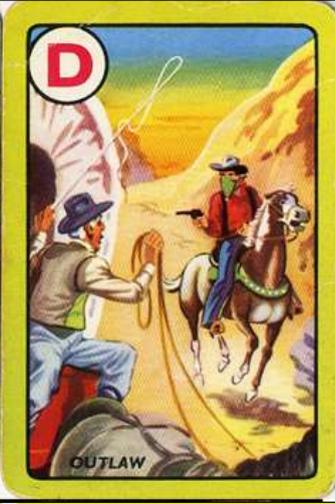
CATTLE RUSTLERS



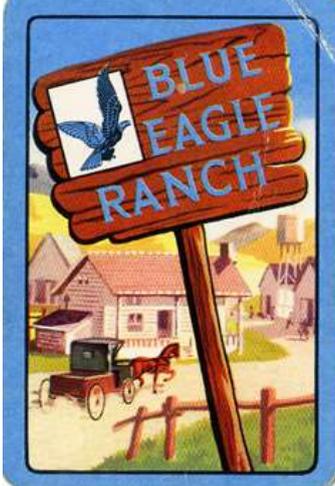
RATTLESNAKE



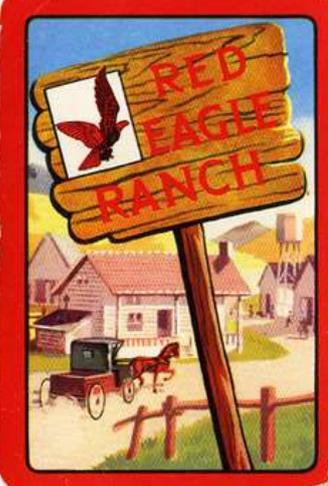
INDIANS



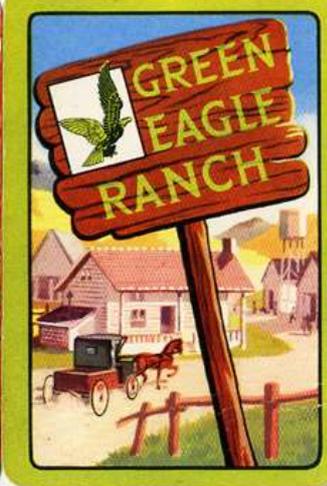
OUTLAW



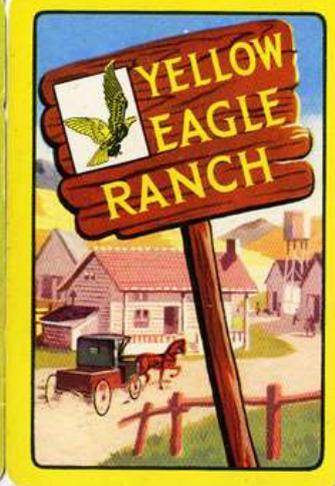
BLUE EAGLE RANCH



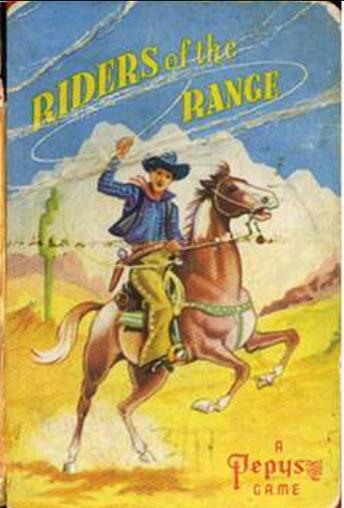
RED EAGLE RANCH



GREEN EAGLE RANCH



YELLOW EAGLE RANCH



**RULES for
RIDERS OF
THE RANGE**

A game for 3 to 6 players



Pepus GAMES

CASTELL BROTHERS LTD.
14-17 ST. CROSS STREET,
HATTON GARDEN,
LONDON, E.C.1.

1947 - Castell Larby - British birds

Nome	British birds
Fabbricante	Castell Larby Ltd. - Pepy's series
Paese	Gran Bretagna
Numero carte	44 + 1 presentazione
Anno	1968
Tipo mazzo	Sevens
Dimensioni	mm. 87x57

Il mazzo, stampato per le Pepy's Series, mostra gli uccelli che si possono trovare in natura nelle campagne della Gran Bretagna. È possibile perciò sia giocare con le carte del mazzo che usarle per il riconoscimento degli uccelli.

Ci sono 8 gruppi, identificati dalle lettere A÷H, di 5 carte ognuno più 4 carte con un gufo.

I gruppi da A a D mostrano uccelli terrestri, quelli da E a H uccelli acquatici.

Scopo del gioco è conquistare più gruppi completi possibile. Le carte con il gufo possono servire per rifiutare di consegnare la carta richiesta all'avversario; in questo caso vengono poste sul tavolo e non possono essere riutilizzate da nessun giocatore.

Il mazzo può essere utilizzato anche per giocare a *Sevens*, un gioco in cui il giocatore deve scartare una carta simile, per lettera o numero, a quella giocata dal precedente.

Vince chi rimane senza carte.



C 1



CUCKOO

C 2



SWALLOW

C 3



GREEN WOODPECKER

C 4



MISTLE THRUSH

C 5



JAY

D 1



CAPERCAILLIE

D 2



PEREGRINE

D 3



MAGPIE

D 4



WOOD PIGEON

D 5



KITE

E 1



KINGFISHER

E 2



YELLOW WAGTAIL

E 3



MARSH WARBLER

E 4



SNOW BUNTING

E 5



RINGED PLOVER

F 1



DIPPER

F 2



CURLEW SANDPIPER

F 3



TURNSTONE

F 4



DUNLIN

F 5



LITTLE CRAKE



LITTLE BITTERN

SPOTTED REDSHANK

WOODCOCK

WATER RAIL

COMMON TERN



OYSTER CATCHER

PINK-FOOTED GOOSE

CURLEW

AVOCET

HERON



**RULES FOR THE GAME OF
BRITISH BIRDS**

A game for 2 to 4 players

DESCRIPTION

This is a simple collecting game with an original twist to it.

There are 44 cards in the pack and they are made up of 8 sets of 5 and 4 Owl cards. Each of the 8 sets bears a different letter in the top left-hand corner of the card. The 5 cards making up each set are numbered 1 to 5. Each card in the sets picture a different British bird in full colour. Sets A-D are basically land birds; sets E-H basically water birds.

2

OBJECT OF THE GAME

The object of the game is for players to collect as many sets as possible of 5 cards having the same letter.

HOW TO PLAY

1. Choose a dealer who deals 7 cards face downwards to each player. The dealer places 7 extra cards in the centre of the table face upwards in a row. He places the remainder of the pack face downwards in a pile beside the 7 turned-up cards.

2. Players look at their cards and the player on the left of the dealer begins the game. He may either:

3

Some companion games to British Birds from the PEPYS range of card games.

WILD FLOWER "Sevens"

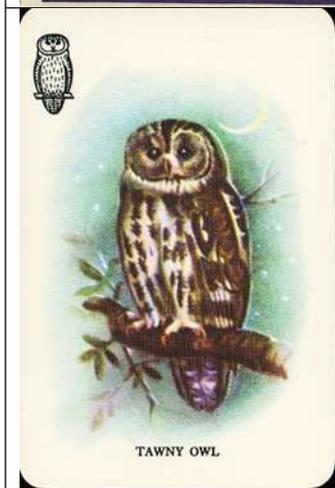
Each card pictures a different wild flower in full colour, in the same style as "British Birds". The game is fun to play being based on "Sevens".

WILD LIFE

The cards picture animals and birds from the Norfolk Wildlife Park. Two different games can be played with the pack.

There are many other equally attractive and original games in the large range of PEPYS games, available at most Stores, Stationers and Toy Shops.

CASTELL LARBY LTD.,
15/17 St. Cross Street,
London, EC1N 8UT.
Made in Great Britain



TAWNY OWL



**BRITISH BIRDS
CARD GAME**



BULLFINCH

Pepys Series

A Pepys Quality Game

**BRITISH
Birds
CARD GAME**

Each card pictures in full colour a different British bird.

- For 2-4 players
- The cards can be used to identify birds
- A collecting game with an original twist

Pepys Series

4487 - Castell (?) - Sylabex

Nome	Sylabex
Fabbricante	Castell (?) per Pepy's series
Paese	Gran Bretagna
Numero carte	72
Anno	1948
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 88x58

Il mazzo, ideato da Em Shaw, permette di giocare componendo parole compiute con le sillabe che il giocatore ha sulle sue carte. C'è anche la carta con una sola lettera, la S per i plurali dei vocaboli.

L'edizione del 1948 ha 72 carte, le successive (1972-1975-1980) solo 45.

Il mazzo diventa "Wordmaker" (45 carte) dal 1984, quando la Castell cessò l'attività acquisita da Gibson.



MAN 3

SAL 2

MIS 2

SEN 2

MAN

SAL

MIS

SEN

3 MAN

2 SAL

2 MIS

2 SEN

LAD 2

POS 3

HAL 2

LAD

POS

HAL

2 LAD

3 POS

2 HAL



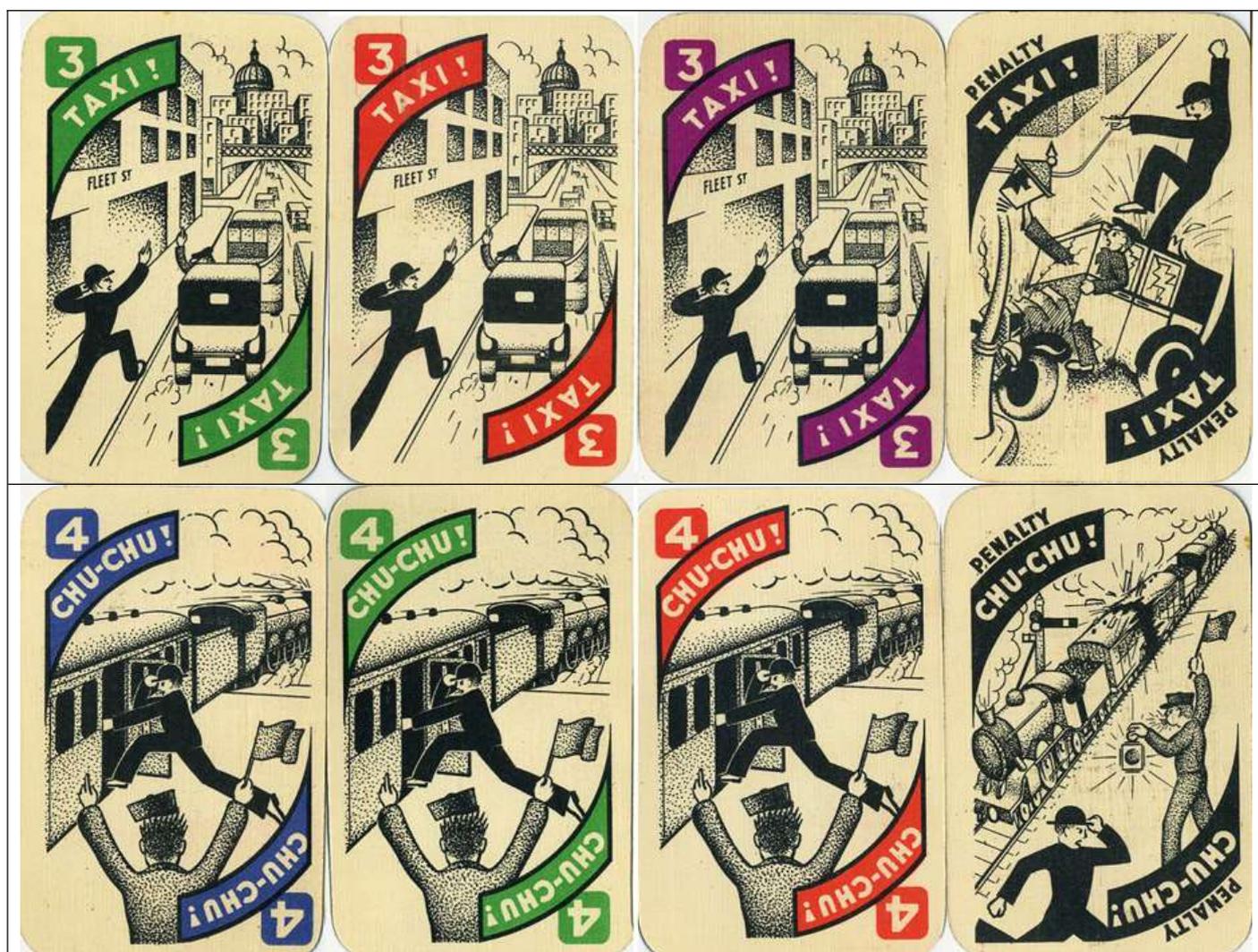
3862 - Cond - Scoop

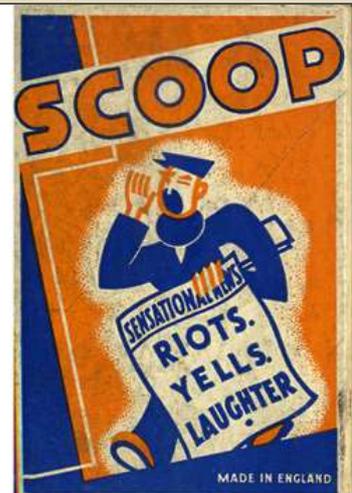
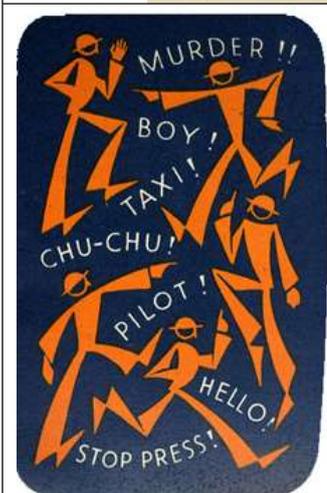
Nome	Scoop
Fabbricante	James Cond Ltd
Paese	Gran Bretagna
Numero carte	45
Anno	192x
Tipo mazzo	
Dimensioni	mm. 89x58

Il gioco è basato sulla spietata concorrenza che si fanno i giornalisti per ottenere uno scoop, ovvero una notizia pubblicata prima degli altri giornali.

Il mazzo è composto da 6 serie di 7 carte, ognuna con un diverso colore, e da 3 carte penalità (*taxi, chu-chu e hello*). Il gioco consiste nel raccogliere le 7 carte dello stesso colore (*murder, boy, taxi, chu-chu, pilot, hello, stop press*) e urlare Scoop, cosa non possibile se si ha in mano una carta con la scritta *Penalty*.

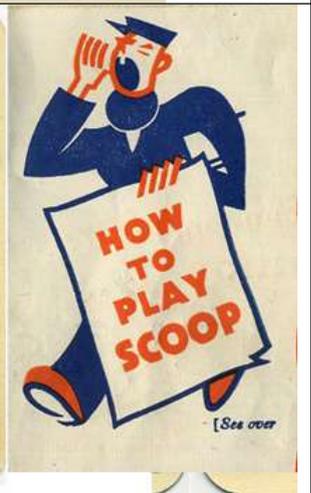
Il retro porta il nome delle carte che compongono la serie e la scatola ha disegnato lo strillone che gira per le strade a vendere i giornali urlando le notizie per attirare i clienti.





SCREAMS & LAUGHTER

FOR THE NEW PLAYER
 COLLECT THE FOLLOWING CARDS:
 1. MURDER
 2. BOY
 3. TAXI
 4. CHU CHU
 5. PILOT
 6. HELLO
 7. STOP PRESS
 ALL IN ONE COLOUR, THEN SHOUT "SCOOP!"
 YOU CANNOT CLAIM "SCOOP" IF YOU HOLD PENALTY CARDS



3365 - D G M - Punta

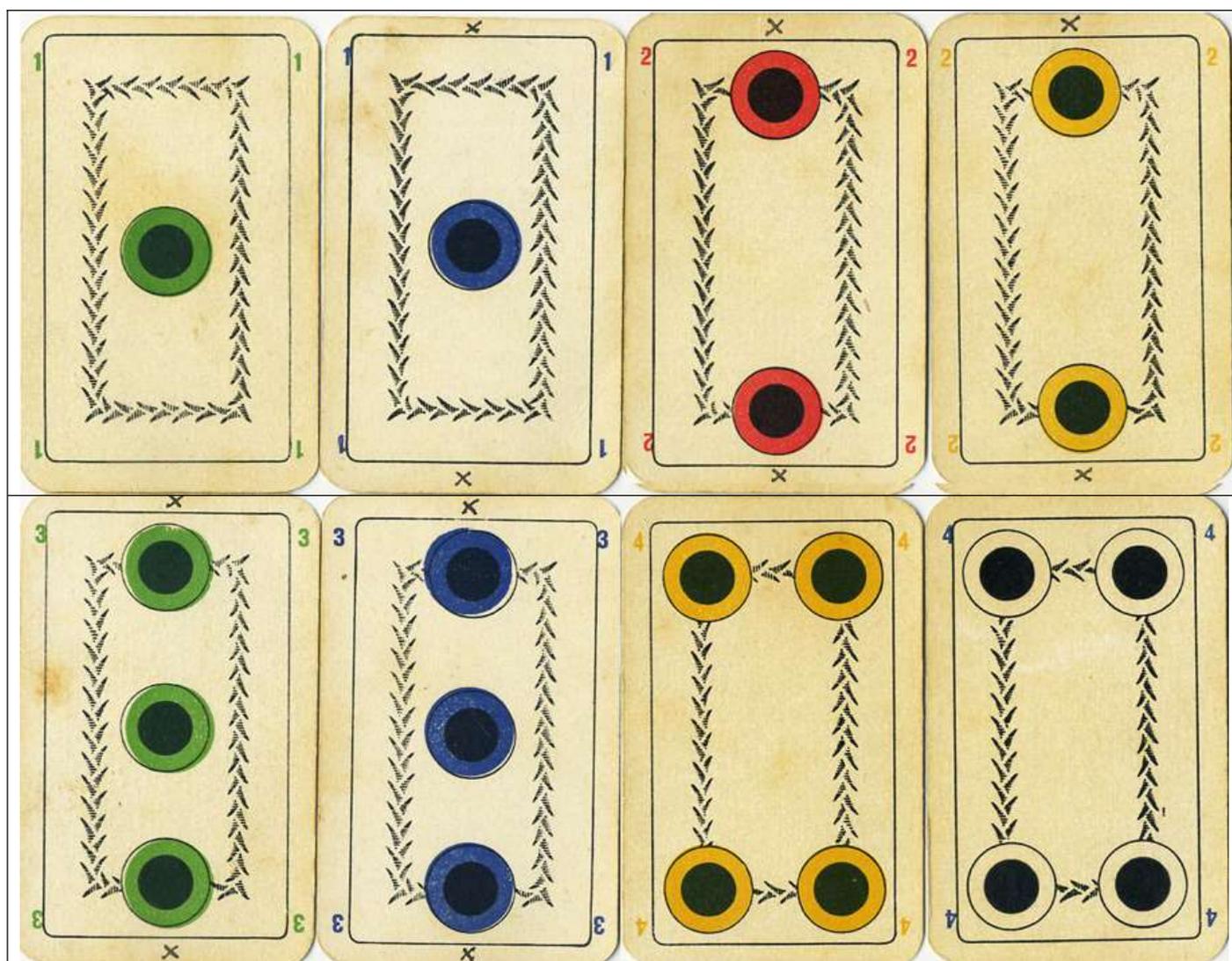
Nome	Punta
Fabbricante	D G M
Paese	Svizzera
Numero carte	60
Anno	1961?
Tipo mazzo	
Dimensioni	mm. 83x52

Il mazzo, attualmente stampato da Carlit, ha nella confezione dadi sulle cui facce troviamo i colori che hanno le carte (verde, rosso, blu, giallo e bianco) oltre il nero e un dado con i numeri. Il mazzo è composto da due serie di 30 carte, una serie con in alto una X.

In ogni serie troviamo 5 carte con il numero 6 scritto al centro e 25 carte che hanno da 1 a 5 bolli nei diversi colori. Il mazzo si presta a numerosi giochi le cui istruzioni, in tedesco e in danese, sono sul foglietto allegato al mazzo.

Istruzioni in italiano, francese e tedesco si trovano in

<https://www.carlit.ch/de/spiele?task=download&file=spielenleitung&id=71>



3518 - Dal Negro - Il gioco del Cucù

Nome	Il gioco del Cucù
Fabbricante	Teodomiro Dal Negro s.r.l.
Paese	Italia
Numero carte	40 + 60 carte moneta + 20 carte riassuntive
Anno	2020
Tipo mazzo	Cuccu
Dimensioni	mm. 88x58

Il mazzo, disegnato da Denis Bettio con la collaborazione per il regolamento di Nicolino Farina, vuole far rivivere questo antico passatempo italiano, ancora giocato in alcune zone in provincia di Bergamo tra Sarnico e la val Cavallina, in provincia di Brescia nella zona del lago d'Idro, nelle Marche, in Abruzzo a Campli e Montorio al Vomano, e in pochi altri paesi in Molise e Basilicata. Il gioco nasce probabilmente a Bologna verso il 1700 e divenne popolare nel nord Europa, portatovi dai reduci del Grand tour in Italia: un suo discendente, il Kille, viene ancora giocato in Svezia, mentre altri mazzi di questo tipo in Danimarca, Norvegia, Austria e Germania sono ormai scomparsi. In altre nazioni il gioco si fa con mazzi di carte standard. Il gioco ha coloratissimi disegni infantili.







CARTE SPECIALI

Fermati un po'!
Ferma il passo, ma se blocca la Nulla paga una carta moneta al suo posto.

Paghi per me, se Nulla?

Prendi una gnaffata!
Fa perdere una carta moneta e attiva lo scambio al contrario.

Salta!
Salta al giocatore successivo la richiesta di passo.

Bum!
Fa perdere una carta moneta e ferma il passo.

Cucù!
Ferma il passo e vince sempre!

Il Matto
Perde una carta moneta se esce da solo. Ne guadagna una se escono entrambi.

I VALORI DELLE CARTE



IL GIOCO DEL CUCÙ

Con il Gioco Del Cucù, più si è e più ci si diverte!

Tieni stretta la tua carta o sfida la fortuna scambiandola con gli avversari, ma attento, tra Gnaffate e Bummate riuscirai a restare in gioco fino alla fine per aggiudicarti la vittoria?

La storia di questo gioco è antichissima, ma il divertimento è sempre tutto nuovo. Le imprevedibili situazioni di gioco che si vengono a creare coinvolgono da sempre grandi e piccoli, unendo amici e famiglie in un'atmosfera di allegria e bonarie prese in giro!

DAL NEGRO

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3013 - Dal Negro - Prendi e porta a casa

Nome	Prendi e porta a casa
Fabbricante	T. Dal Negro S.p.A.
Paese	Italia
Numero carte	110
Anno	2004
Tipo mazzo	
Dimensioni	mm. 88x63

Il gioco, ideato da Beniamino Sidoti e disegnato da Alberto Bontempi, mostra su ognuna delle 107 carte un insulto in inglese e in italiano. Inoltre ci sono 3 carte riassuntive delle 5 tipologie delle carte Sberleffo, carte che modificano il normale svolgimento del gioco. Su un foglietto allegato troviamo le istruzioni per il gioco. Sul retro una variazione delle figure del mazzo inglese standard.



PRENDI E PORTA A CASA!

Aggiungi a un insulto o ad uno Specchio riflesso. L'avversario mette tutte le carte blu giocate in fondo al proprio mazzetto.



SPECCHIO RIFLESSO!

Gioca in risposta a un insulto o ad un altro Specchio riflesso. Restituisce al mittente un insulto e gli effetti di un eventuale Prendi e porta a casa.



CHI LO DICE LO È CENTO VOLTE PIÙ DI ME!

Gioca questa carta in risposta ad un insulto o ad uno Specchio riflesso. Metti le carte blu giocate in fondo al tuo mazzetto e scambialo con l'avversario. Conclude il turno.



SPECCHIO... ALL'INFINITO!

Può essere giocato come uno Specchio riflesso. Conclude il turno.



NON È VERO NIENTE FACCIA DI SERPENTE!

Gioca in risposta a un insulto o ad uno Specchio riflesso. Tutte le carte giocate in tavola vengono scartate. Conclude il turno.



Specchio riflesso!

Vale anche come "leccapiedi"



Use also as "bootlicker"

The same goes for you!

Prendi e porta a casa!

Vale anche come "buzurro"



Use also as "country bumpkin"

put it in your pipe and smoke it!

Specchio... all'infinito!



The same goes for you... non stop!

Non è vero niente faccia di serpente!



That's not true!

Specchio riflesso!

Vale anche come "bugiardo"



Use also as "liar"

The same goes for you!

Prendi e porta a casa!

Vale anche come "ciccione"



Use also as "porky"

put it in your pipe and smoke it!

Non è vero niente faccia di serpente!



That's not true!

Non è vero niente faccia di serpente!



That's not true!

PRENDI E PORTA A CASA

Un gioco Rose & Polson
Autore Beniamino Sidoti
Illustrazioni Alberto Bontempi
© 2003 Rose & Polson

Sei un moccioso facciaraso, oozco di muntosa piagnone... e tu non lo sai? No? Allora difenditi e rispondi a tono! Con uno "Specchio riflesso!" ad esempio, o il sempre valido "Chi lo dice lo è cento volte più di me!"

In questo gioco di carte semplice e veloce puoi replicare ad ogni offesa in men che non si dica, dimostrarti più fantasioso e pungente dei tuoi avversari. Hai capito, tazza di... zuccone?

© 2004 Teodimiro Dal Negro Treviso Tutti i diritti riservati

Questa scatola contiene:

- 110 carte
- regole del gioco in italiano ed inglese

Prodotto e distribuito da T. Dal Negro spa
P.zza Cavarzani, 9 Z. I.
31030 Carbonera (TV)

Web site: www.dalnegro.com
Email: info@dalnegro.com

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DAL NEGRO

PRENDI E PORTA A CASA

2925 - De La Rue - Lobo

Nome	Lobo
Fabbricante	Thomas De la Rue & Co Ltd.
Paese	Gran Bretagna
Numero carte	72
Anno	193x
Tipo mazzo	
Dimensioni	mm. 89x63

Il mazzo è composto da tre differenti gruppi di carte:

- 50 con le stazioni della metropolitana di Londra, con l'immagine fotografica di un monumento o di un panorama scattata nelle vicinanze di questa,
- 16 carte con i percorsi, che portano in alto una stazione di partenza, al centro la stazione di collegamento dove si incrociano diverse linee e in basso una stazione di arrivo
- 6 carte con abbonamenti alla metropolitana. Queste carte fungono da jolly; possono sostituire una carta con le stazioni, ma non quelle con i percorsi.

Scopo del gioco è completare più percorsi possibili.

Un percorso corretto comprende la stazione di partenza, la carta con indicata la stazione dove cambiare linea, e la carta con una delle stazioni di arrivo.

Questa è la prima edizione del gioco.

Molte stazioni della metropolitana hanno cambiato nome dopo il 1932.



ALDWYCH



ALDWYCH

KEW GARDENS



KEW GARDENS

RUSSELL SQUARE



RUSSELL SQUARE

MORDEN



MORDEN

GREEN PARK



GREEN PARK

TOOTING BROADWAY



TOOTING BROADWAY

ARNOS GROVE



ARNOS GROVE

ALDGATE EAST



ALDGATE EAST

PRAED STREET



PRAED STREET

WATERLOO



WATERLOO

HYDE PARK CORNER



HYDE PARK CORNER

EUSTON



EUSTON

WESTMINSTER



WESTMINSTER

MORNINGTON CRESCENT



MORNINGTON CRESCENT

MANSION HOUSE



MANSION HOUSE

ARSENAL



ARSENAL

MARYLEBONE



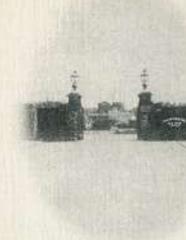
MARYLEBONE

COVENT GARDEN



COVENT GARDEN

BARON'S COURT



BARON'S COURT

LAMBETH NORTH



LAMBETH NORTH

ADDISON ROAD



ADDISON ROAD

HOLLAND PARK



HOLLAND PARK

MARBLE ARCH



MARBLE ARCH

HAMMERSMITH



HAMMERSMITH

From ANGEL
RUSSELL SQUARE



To PRAED STREET
UXBRIDGE ROAD

ST. JOHN'S WOOD



ST. JOHN'S WOOD

OLD STREET



OLD STREET

VICTORIA



VICTORIA

LIVERPOOL STREET



LIVERPOOL STREET

From ADDISON ROAD
KEW GARDENS



To GREEN PARK
HOLLOWAY RD.

HIGHGATE



HIGHGATE

EDGWARE



EDGWARE

TRAFALGAR SQUARE



TRAFALGAR SQUARE

From KENSAL GREEN
LAMBETH NORTH



To GT. PORTLAND ST.
ST. JOHN'S WOOD

From CLAPHAM COMMON
EUSTON



To BOND STREET
HOLLAND PARK

BOND STREET



BOND STREET

GT. PORTLAND
STREET



GT. PORTLAND
STREET

KENSAL GREEN



KENSAL GREEN

From EDGWARE
MORNINGTON
CRESCENT



To HAMMERSMITH
KNIGHTSBRIDGE

From ELEPHANT
REGENT'S PARK
TRAFALGAR SQUARE



To BARON'S COURT
COVENT GARDEN
HYDE PARK CORNER

ANGEL



ANGEL

KENSINGTON HIGH
STREET



KENSINGTON HIGH
STREET

COCKFOSTERS



COCKFOSTERS

From ALDGATE EAST
MARK LANE



To BROADWAY
OLD STREET
TOOTING

From KENSINGTON
HIGH STREET
MANSION HOUSE
PUTNEY BRIDGE
VICTORIA
WESTMINSTER



To BRENT
HIGHGATE
MORDEN
OVAL
WATERLOO

CLAPHAM COMMON



CLAPHAM COMMON

BRENT



BRENT

KNIGHTSBRIDGE



KNIGHTSBRIDGE

From CHANCERY LANE
LIVERPOOL STREET

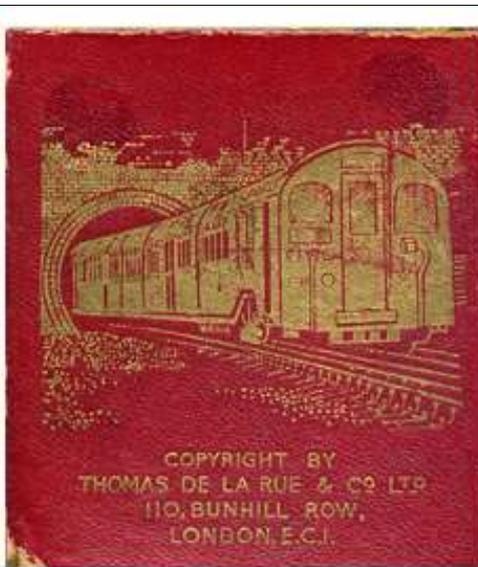


To MAIDA VALE
MARYLEBONE

From ALDWYCH
MARBLE ARCH
POST OFFICE



To ARNOS GROVE
ARSENAL
COCKFOSTERS



SEASON TICKET

**NOT TRANSFERABLE
AVAILABLE BETWEEN
HERE
AND
THERE
via ANYWHERE
UNTIL**

**The End
of the Game**

Mr. ERNEST GAMBLER.

THREE MONTHS

3RD CLASS SEASON TICKET.

SEASON TICKET

The Rules of 'LOBO.'

LOBO can be played by any number of players.
To decide the dealer, the pack is dealt round to the players and the person on the right of the player who first receives a Season Ticket deals.
The dealer then deals five cards to each player.
The remainder of the pack is placed face-downwards in the centre of the table and forms the "Stock," and the dealer turns up the top card and places it face upwards on one side of the "Stock." The player on the left of the dealer then takes either the top card from the "Stock," or the exposed card from the side of the "Stock," and discards any one card and places it face upwards on the discard pile. Each player then discards any one card and places it face upwards in a similar manner by first drawing and then discarding.

OBJECT OF THE GAME.
The object of the game is to go LOBO by making up a hand of two or more completed journeys, either exposed or unexposed.
A completed journey consists of a junction card, together with two station names of stations which may be either the starting or finishing stations of journeys.
A player can go LOBO when the card he draws fills his hand, so that it contains nothing but completed journeys.

When a player completes one journey he may:
(1) Place the journey face upwards on the table.
(2) Keep the journey unexposed in his hand.
(3) Take from the "Stock" three additional cards.
(If a player elects to take these three extra cards, he must do so after drawing but before discarding.)
In the last alternative he can elect to expose the completed journey or to keep it in his hand. As soon as a player calls LOBO, the hand ceases.
SCORING.
Unexposed LOBO For each completed journey 6 points.
Bonus for calling LOBO the value of the number of points scored for journeys.
For exposed LOBO For each completed journey 3 points.
Bonus for exposed LOBO the value of the number of points scored for journeys.
Other players score 3 points for each exposed journey.

Penalties.

For each station other than junction left in hand	Minus 1 point.
For each junction left in hand 2 points.
For each season ticket left in hand 6 ..
For exposing or calling a journey incorrect 10 ..

SEASON TICKETS.

A season ticket may take the place of any station other than a junction. There are six season tickets in the pack.

THE PLAY.

The game is 50 points up, but any other number of points may be fixed by the consent of all the players.
Each player must take his card when it comes to his turn before declaring an exposed journey, and he must expose the journey before discarding.
If no player has called LOBO when the "Stock" is exhausted, the "Stock" is re-shuffled and the top card turned up and play continues.

HINTS ON PLAY

- (1) At the start of the game keep your junctions until you know by the discards that they are useless, or unless you have more than two in your hand.
- (2) Watch the discards. There is only one card representing each station.
- (3) Keep all seasons. Remember they may be used for any station other than a junction.
- (4) Do not expose a journey for the first round or two. When you think there is a danger that someone else may go LOBO then is the time to expose. Remember that, if LOBO is called, and you hold a completed journey in your hand unexposed, it counts against and not for you.
- (5) Do not elect to take the three extra cards on completing a journey except early in the game, and only then when you hold one or two seasons or two other junctions.

3422 - Editrice giochi - Lexicon

Nome	Lexicon
Fabbricante	Editrice Giochi S.A.
Paese	Italia
Numero carte	106 + 2 "Serve per tutte le carte"
Anno	1943
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 89x58

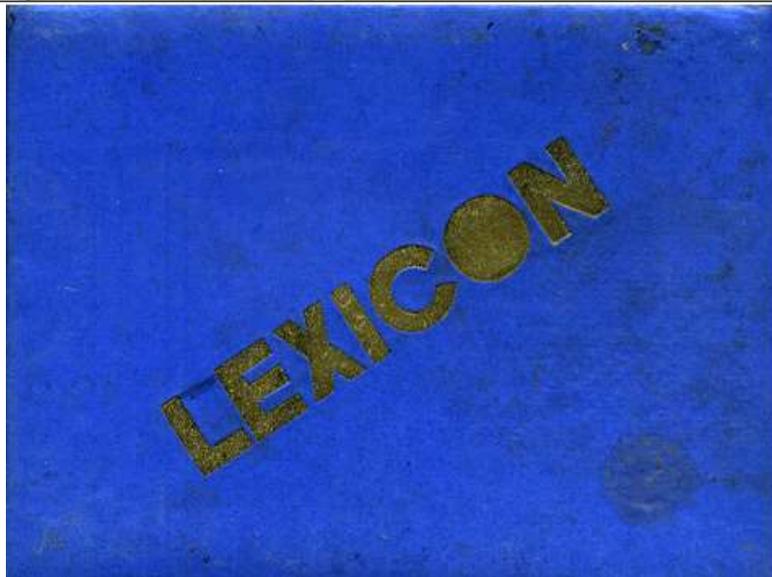
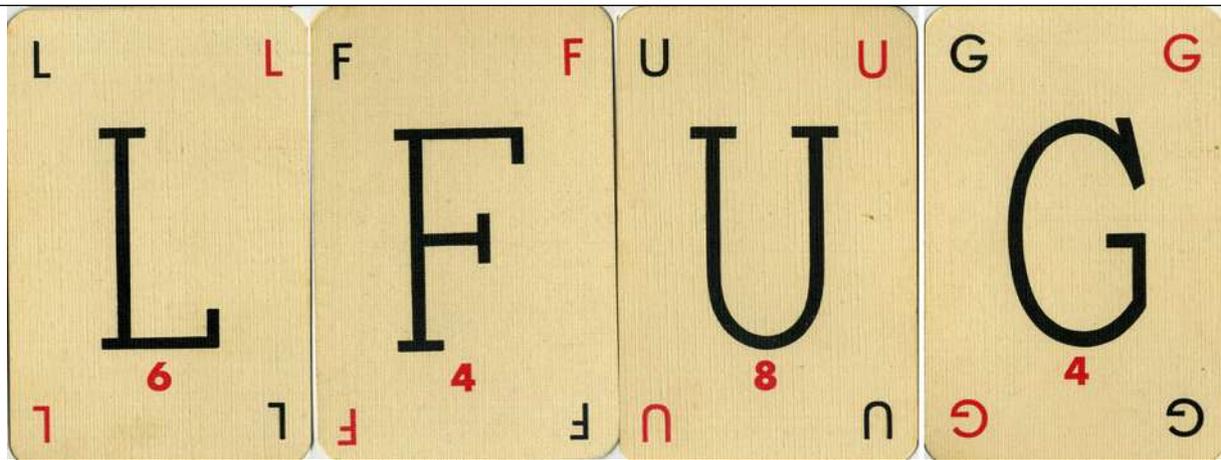
È la versione italiana del gioco brevettato da Waddington (*vedi 3812*) stampato nel nostro paese anche da Masenghini e da SAGDOS (*vedi 1797*).

Il mazzo è composto da 106 carte con le lettere e il relativo punteggio e 2 carte con il nome del mazzo e la scritta "Serve per tutte le carte". Come si può vedere, vista la diversa lingua in cui si gioca, il valore delle singole lettere cambia rispetto al mazzo inglese.

Allegato al mazzo un manuale con 14 giochi con cui ci si può divertire usando queste carte, stampato da Oggiani - Istituto grafico moderno - Milano viale Umbria 43 il 31 maggio 1940.

Il detentore del copyright è l'editrice Giochi mentre sulla lettera O appare il nome di Francesco Reposo - Milano viale Espinasse 36, forse lo stampatore.



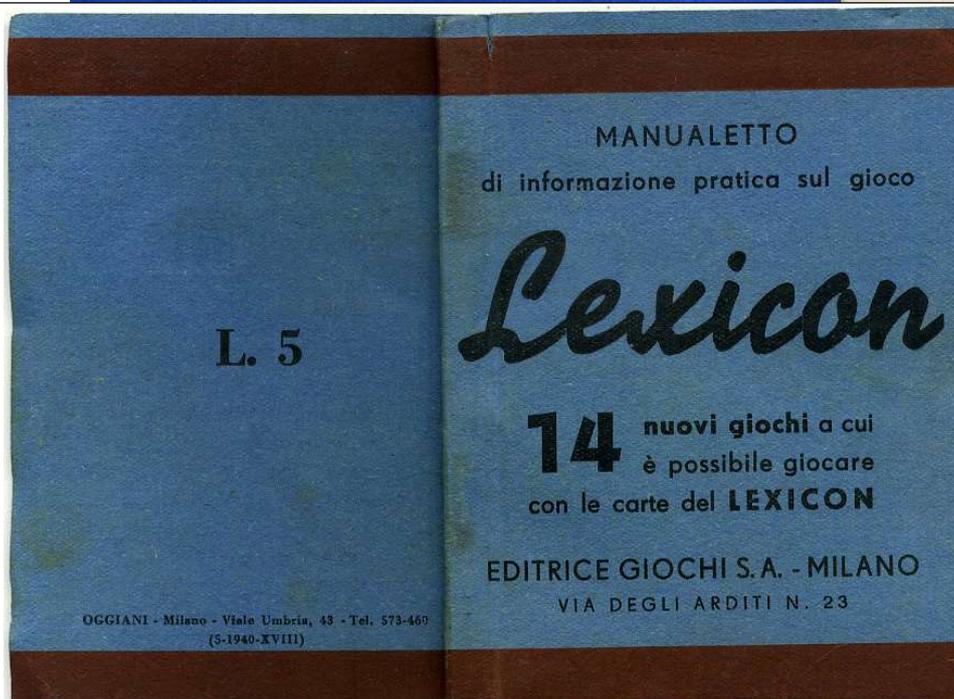


COME SI GIOCA IL "LEXICON,"

(Si gioca da 2 fino a 8 giocatori)

CHI INIZIA IL GIOCO e distribuisce le carte è il giocatore che tira la carta più alta (A è la carta più bassa e Z la più alta, secondo la progressione normale dell'alfabeto).

Per cominciare, si distribuiscono 10 carte a ogni giocatore e il rimanente del mazzo viene lasciato in mezzo alla tavola, scoprendo la prima carta, che viene posata di fianco. Le successive carte scartate dai giocatori verranno accumulate scoperte su questa carta, formando un nuovo mazzetto scoperto di fianco al mazzo delle



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Istituto Grafico Moderno, Milano
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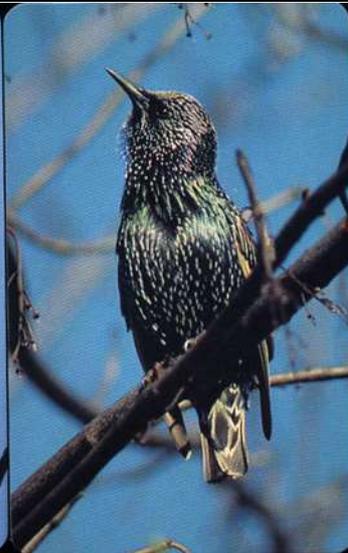
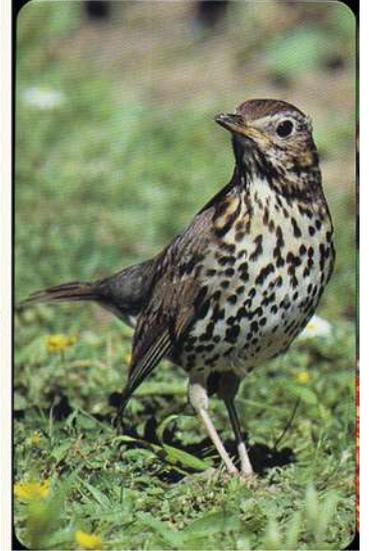
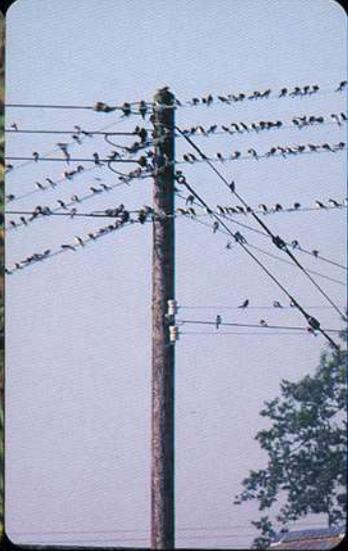
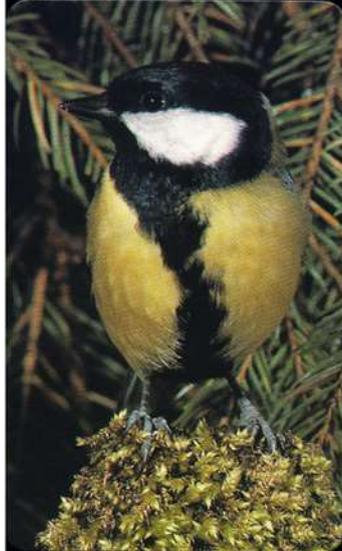
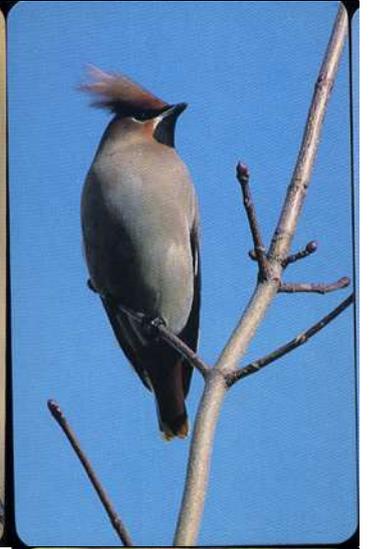
1879 - Fax Pax - Birds of the British isles

Nome	Birds of the British isles
Fabbricante	Fax Pax
Paese	Gran Bretagna
Numero carte	40
Anno	
Tipo mazzo	
Dimensioni	mm. 120x64

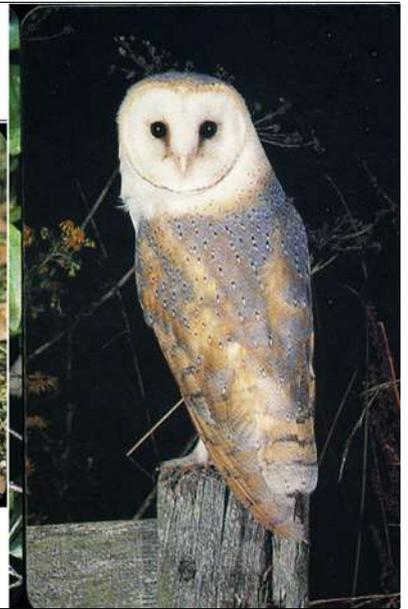
Il mazzo mostra gli uccelli che popolano le isole britanniche.

Sul retro di ogni carta la descrizione dell'uccello riprodotto con il nome in inglese, quello scientifico, la distribuzione, come identificarlo, il suo habitat e cosa mangia, oltre alle caratteristiche del suo nido.

		
<p>COLLARED DOVE <i>Columbidae streptopelia decaocto</i></p> <p><i>Distribution:</i> has spread across Europe from Asia during the 20th century. First seen in the British Isles (at Manton in Lincolnshire) in 1952. Has since spread rapidly and is now a familiar sight in all parts.</p> <p><i>Identification:</i> greyish-brown back with paler pinkish-grey breast. Distinctive black and white collar around back of neck. Black tail has prominent white tip on underside. Male and female are similar. Length: 32cm.</p> <p><i>Habitat & Diet:</i> generally found in areas inhabited by man which feature tall trees and where its main food (grain) is available; therefore often seen in the vicinity of poultry. Also eats seeds and berries.</p> <p><i>Nesting:</i> a flatish nest of twigs is built by both parents, usually high in a tree. Two, sometimes more, broods of two white eggs laid between March and September. Hatch after fourteen days and fly about eighteen days later.</p> <p>FAX PAX BIRDS</p>	<p>PIED WAGTAIL <i>Motacillidae motacilla alba</i></p> <p><i>Distribution:</i> all parts of the British Isles throughout the year, although there is a general migration south for the winter, with summer residents leaving for southern Europe replaced by northern birds migrating south.</p> <p><i>Identification:</i> white with bold black bars on wings, and a black crown, nape and throat. Long tail which it "wags" up and down. The female has a greyish back. Length: 18cm.</p> <p><i>Habitat & Diet:</i> feeds on a variety of small insects taken mainly on the wing. Will dart suddenly into the air to intercept its prey. Roosts gregariously in large buildings. Once seen mainly on farmland, the pied wagtail has become increasingly urban.</p> <p><i>Nesting:</i> nest of feathers, wool, etc. built by the female in a hole, often in a building. Up to six pale grey eggs with darker markings hatch after about two weeks. Chicks fly about two weeks later. Two, sometimes three, broods between April and June.</p> <p>FAX PAX BIRDS</p>	<p>CORN BUNTING <i>Emberizidae miliaria calandra</i></p> <p><i>Distribution:</i> can occur in most parts of Britain throughout the year, but is much less common in the west than in the east. In Ireland, there are only localised populations in some coastal regions.</p> <p><i>Identification:</i> streaky yellowish-brown and quite dull to look at. Pale beak. Dumpy; flies with dangling legs. Males and females are similar. Length: 18cm.</p> <p><i>Habitat & Diet:</i> frequents agricultural land, especially the eastern lowlands. Eats grass, seeds etc., and also insects. The male's song, heard in July and August, is often likened to the jangling of a bunch of keys.</p> <p><i>Nesting:</i> an irregular nest of grass is built close to the ground, well protected by thick vegetation. Up to five light grey or brown eggs with dark streaks laid between May and July. Chicks hatch after twelve days and can fly after about another twelve days. Two broods are normal in the south, but only one in the north. The male sometimes has only one mate, but is often polygamous; will watch over the nest(s) from a vantage point, often a nearby tree.</p> <p>FAX PAX BIRDS</p>
		
<p>SWIFT <i>Apodidae apus apus</i></p> <p><i>Distribution:</i> summer visitor (April to August) from Africa to most parts of the British Isles, except northern Scotland, the Orkneys and the Shetlands.</p> <p><i>Identification:</i> dark brown all over except whitish patch under chin. Long, scimitar-shaped wings. Small, weak legs. Short, forked tail. Male and female are similar. Length: 16cm.</p> <p><i>Habitat & Diet:</i> except when nesting, spends most of its life, day and night, high in the air. Feeds (mainly on insects), mates, and even sleeps on the wing. Shriill call can become a nuisance during the breeding season when screaming groups of swifts often fly around and around at high speed close to the roof-tops.</p> <p><i>Nesting:</i> both parents build a nest of grass and feathers, usually under the eaves of a building, but sometimes in a hole in a tree or a rocky crevice. Up to three white eggs laid in May or June. Hatch after about three weeks and fly about five weeks later.</p> <p>FAX PAX BIRDS</p>	<p>YELLOWHAMMER <i>Emberizidae emberiza citrinella</i></p> <p><i>Distribution:</i> widespread in all parts of the British Isles throughout the year except the Shetlands and the Hebrides. Winter migrants from colder European climates supplement the local population.</p> <p><i>Identification:</i> the male has a bright yellow head and front, a streaked chestnut back, and prominent white feathers on the dark brown tail. These colours are duller in winter; the female's colours are much more muted throughout the year. Short triangular bill. Length: 18cm.</p> <p><i>Habitat & Diet:</i> heaths, scrubland, plantations and farmland. Distinctive song: "a little bit of bread and no cheese" often heard in hedgerows. Although the Yellowhammer often lives in man-made environments, it remains timid. Feeds mainly on seeds, fruit and insects.</p> <p><i>Nesting:</i> hen builds nest of grass and hair on the ground or low in a hedge or wall. Up to five eggs, usually white with dark markings, hatch after two weeks. Chicks fly within two weeks. Normally two broods between April and August.</p> <p>FAX PAX BIRDS</p>	<p>ROCK DOVE / FERAL PIGEON <i>Columbidae columbia livia</i></p> <p><i>Distribution:</i> the true rock dove is now found mainly in coastal areas of western Scotland and Ireland. All domestic pigeons, however, descend from the rock dove; the large numbers which escaped and now flourish in all urban areas have become known as the feral pigeon.</p> <p><i>Identification:</i> generally grey with black bars on wings, and a white rump. There are many variations in the colours of feral examples including brown, black or white. Length: 33cm.</p> <p><i>Habitat & Diet:</i> in contrast to the rock dove, which is now found only on wild coasts with caves, the pigeon is the most common of all urban birds. Human surplus has become a main source of food, with large numbers living on scraps.</p> <p><i>Nesting:</i> the pigeon uses a hollow in a building to build a nest of grass and twigs. Up to two white eggs and up to four broods between March and September. Hatch after about nineteen days and fly after about five weeks.</p> <p>FAX PAX BIRDS</p>







BIRDS OF THE BRITISH ISLES
FARMLAND, PARKS, GARDENS & CITIES

BIRDS OF THE BRITISH ISLES



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3804 - Feldman - Feldman's music cards

Nome	Feldman's music playing cards
Fabbricante	B. Feldman & Co.
Paese	Gran Bretagna
Numero carte	52
Anno	
Tipo mazzo	Didattico
Dimensioni	mm. 85x61

Come scritto sulla confezione, il mazzo nasce per insegnare in modo semplice i nomi e i valori dei vari simboli che troviamo sugli spartiti musicali.

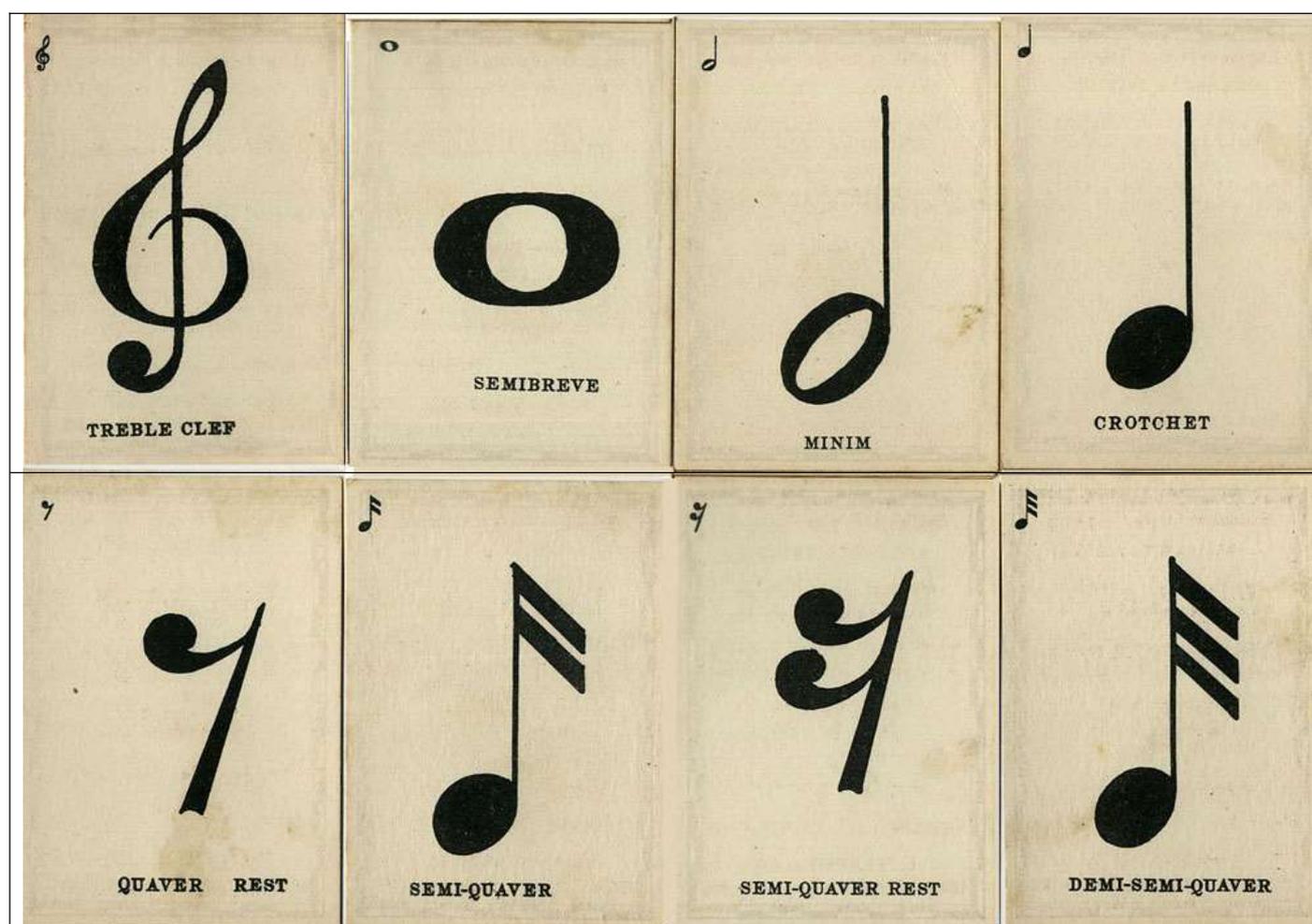
Nel foglietto allegato si spiega un gioco utile per imparare questi simboli.

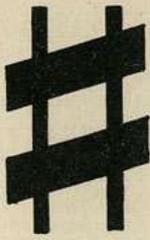
I giocatori devono porre le loro carte sul tavolo nella sequenza illustrata in fondo alle riproduzioni sottostanti. Il primo che resta senza carte ha vinto.

A detta del fabbricante i ragazzi possono usare questo mazzo anche per i giochi come *Snap*, *Old maid* ecc., ma penso che i mazzi disegnati appositamente siano stati più apprezzati.

Una carta extra porta l'immagine di un suonatore di organetto con la sua scimmia.

Sul retro delle carte la pubblicità di un metodo per il pianoforte stampato dalla stessa ditta.



<p>#</p>  <p>SHARP</p>	<p>♮</p>  <p>NATURAL</p>	<p>♩</p>  <p>CROTCHET REST</p>	<p>♪</p>  <p>QUAVER</p>
<p>♭</p>  <p>FLAT</p>	<p>♫</p>  <p>DEMI-SEMI-QUAVER REST</p>	<p>♭</p>  <p>BASS CLEF</p>	

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DIRECTIONS.

"SNAP" Any number from 2 upwards can play. Deal the cards face downwards. Each player in turn turns over the top card and if it corresponds with one already turned up, the player to first call "Snap" takes both lots of cards. If you cannot tell who called first, the cards are placed on the table and are called the "Pool", and the first player to call "Snap-pool" takes them. The game is won by the player getting all the cards.

"WHO'S THE MONKEY" This is played with the Monkey card added and is similar to "Old Maid". Each player pairs as many cards as possible, placing them on the table. He then in turn holds out his cards face downwards for the next player to choose one and if possible pair. The Monkey is left in the hand of the last player.

A Game to teach the relative value of the Signs is played as follows: The cards to remain face downward. Each player turns a card until one turns the ♯. This is placed on the table as in diagram, and the player continues playing so long as he turns a card that can be placed next to it, or begin another line. When a player has turned up all his cards he turns them over and begins again. A player in his turn may play a card he has

3583 - Flinch - Flinch

Nome	Flinch
Fabbricante	Flinch Card co.
Paese	U S A
Numero carte	150
Anno	
Tipo mazzo	1945
Dimensioni	mm. 88x57

Il gioco, definito dal fabbricante “il massimo dei giochi da salotto”, usa un mazzo di 150 carte, ovvero 10 serie uguali numerate da 1 a 15.

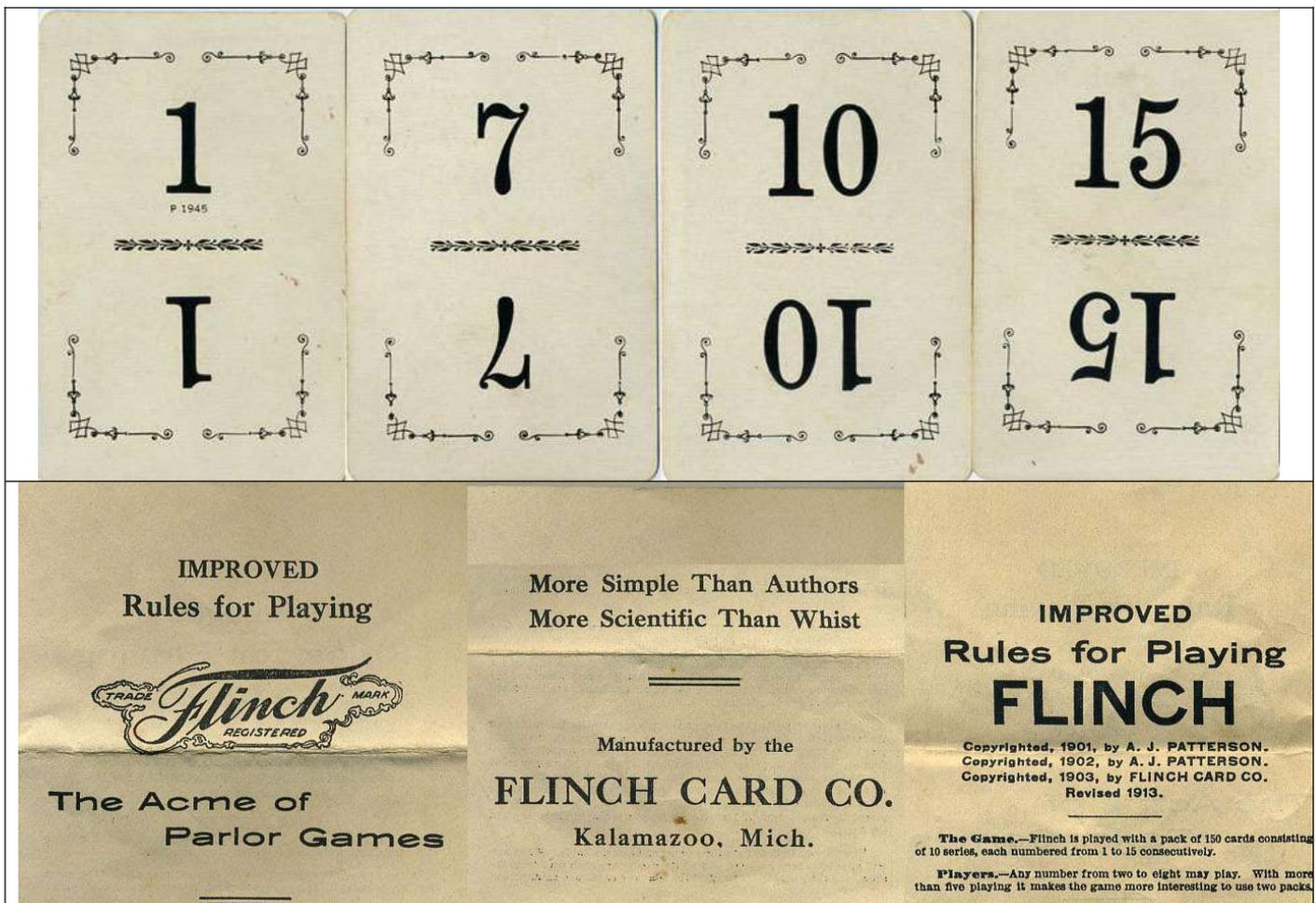
Il mazzo viene distribuito in modo che ogni giocatore abbia lo stesso numero di carte.

Il primo a giocare che ha una carta con il numero 1 la pone sul tavolo scoperta per iniziare la serie. È possibile aggiungere altre carte solo se sono in sequenza.

Il primo giocatore che rimane senza carte in mano vince.

È allegato un foglietto con le regole per il gioco e un altro con la pubblicità di mazzi della Parker brothers.

Il mazzo è simile a quello dell'olandese *Pang* (vedi 3842).



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REG. U. S. PATENT OFFICE



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YOUR DEALER WILL SUPPLY YOU

0235 - H. Fournier - Animales vertebrados

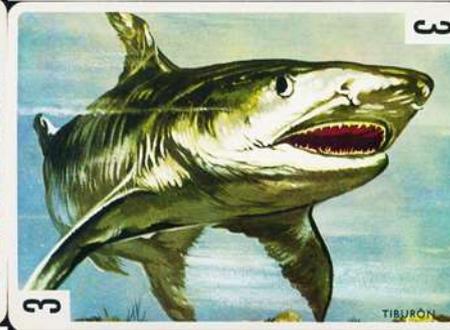
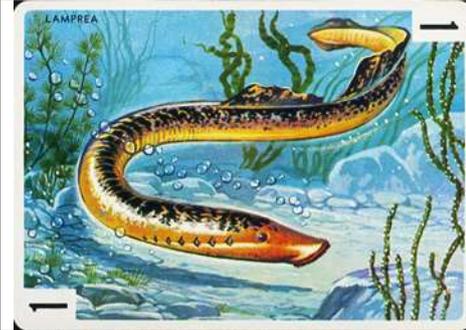
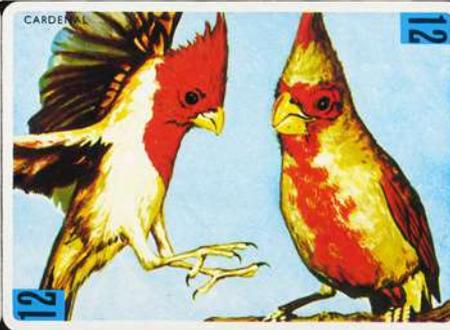
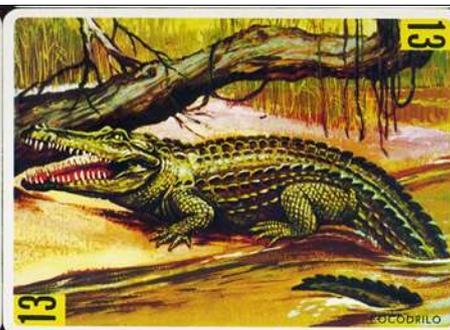
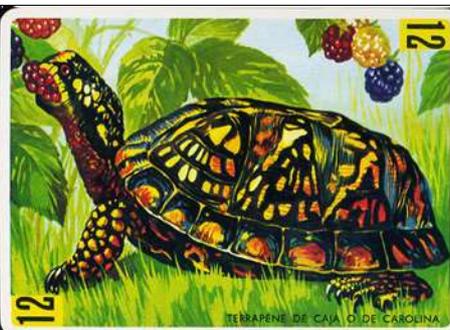
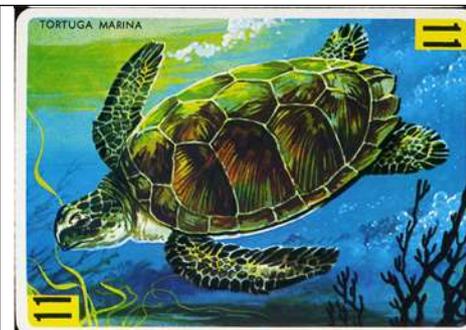
Nome	Animales vertebrados
Fabbricante	Heraclio Fournier
Paese	Spagna
Numero carte	52 + 3 extra
Anno	1968
Tipo mazzo	
Dimensioni	mm. 88x63

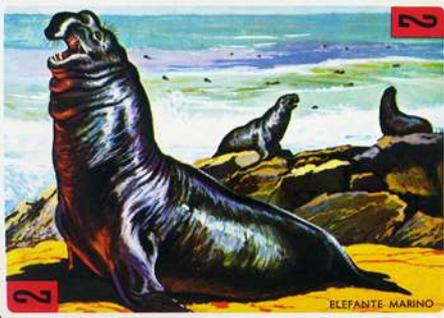
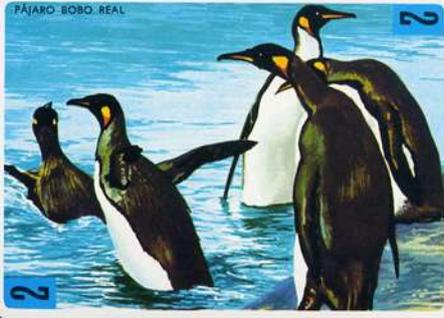
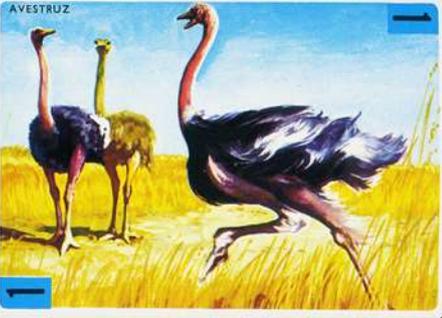
Il mazzo porta i disegni di animali vertebrati, divisi in 4 gruppi di 13 carte: pesci, anfibi e rettili, uccelli e mammiferi.

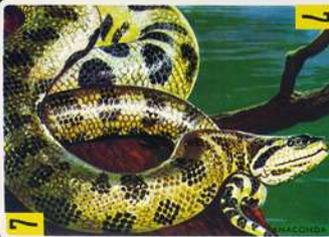
Le carte extra portano la descrizione delle carte di ogni gruppo, con le varie caratteristiche che distinguono gli animali raffigurati.

Da queste carte extra per esempio si apprende che il bisonte è un mammifero, con i piccoli racchiusi nella placenta, ungulato, digitigrado (che usa come punto di appoggio le falangi, non come gli umani che appoggiano tutto il piede) e artiodattilo (con un numero pari di dita).









I - PECES

Ciclostomos (boca circular)	LAMPREA	
Esqueleto cartilaginoso	Escualidos	PEZ MARTILLO
		TIBURÓN
	Rayidos	PEZ SIERRA
		ESCALARIAS
Teleosteos (esqueleto óseo cola heterocerca, opérculo)	CARALLITO DE MAR	
	LUCIO NORTERO	
	PEZ DE COLORES	
	SALMÓN	
Gasaídos (placas óseas en la piel, cola heterocerca)	MERO	
	PEZ SOL OREJÓN	
Dipneos (respiración branquial y pulmonar)	ESTURIÓN	
	BARRAMUNDA	

II - ANFIBIOS

Anuros (sin cola)	RANA COMÚN
	RANA CORRUDA
Urodelos (con cola)	AILOTE TIGRADO
	TRITÓN DE CRESTA

III - REPTILES

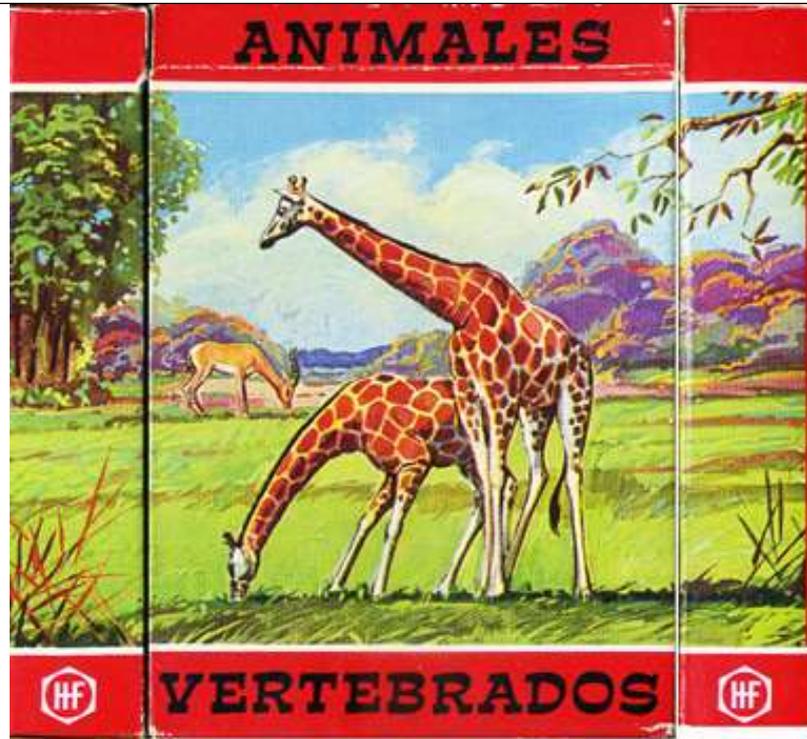
Saurios	ANOLIS VERDE
	LAGARTO CORNUDO
Escamosos	No venenosos
	ANACONDA
	BOA
	Venenosos
	COBRA
	SERPIENTE JABRETERA
Quelonios o Tortugas	TORTUGA MARINA
	TERRAPENE DE CAJA O DE CANOLINA
Cocodrilanos (circulación doble y completa)	COCODRILO

IV - AVES

Cerroteras (no vuelan)	AVESTRUZ
Palmípedas (adaptadas a la vida acuática)	PÁJARO BOBO REAL
Zancudas	MARABO
Gallináceas	FAISANES
Palomas	PALOMA CORONADA
Rapaces	Falconiformes
	ELANIO BLANCO
	ÁGUILA REAL
	BUHO
Prensoras	LORO
Trepadoras	PÁJARO CARPINTERO
Pájaros	Canoras
	JILGUERO
	CARDENAL
	Clamadoras
	MARTÍN PESCADOR

V - MAMÍFEROS

Carívoros	Terrestres
	LEÓN
	ANÁLIDOS
	ELFANTE MARINO
Herbívoros (solos o gregarios)	Terrestres
	ERIZO
	Veladores
	VAMPIRO
	Desdentados
	OSO NOROCCIDENTAL
Basuros	ARDILLA
Onívoros	PRIMATES
	CHIMPANCÉ
Euterios, o placentarios	Artiodáctilos (dedos pares)
	BISONTE
	Perisodáctilos (dedos impares)
	CERVA
Ungulados (hoofes)	Destripados, o proboscídeos
	ELFANTE AFRICANO
Pinnados (plataformas acuáticas)	Cetáceos
	DELFIN
Metaterios, (sin placenta)	Marsupiales
	CANGURO
Placentalios (vivíparos)	Mamíferos, o placentarios
	ORBITORINCO



HERACL

PECES

ANFIBIOS Y REPTILES

AVES

MAMÍFEROS

4000 - Gibson - History of England

Nome	History of England - Series 2
Fabbricante	H. P. Gibson & Sons Ltd
Paese	Gran Bretagna
Numero carte	64
Anno	191x
Tipo mazzo	Didattico
Dimensioni	mm. 88x60

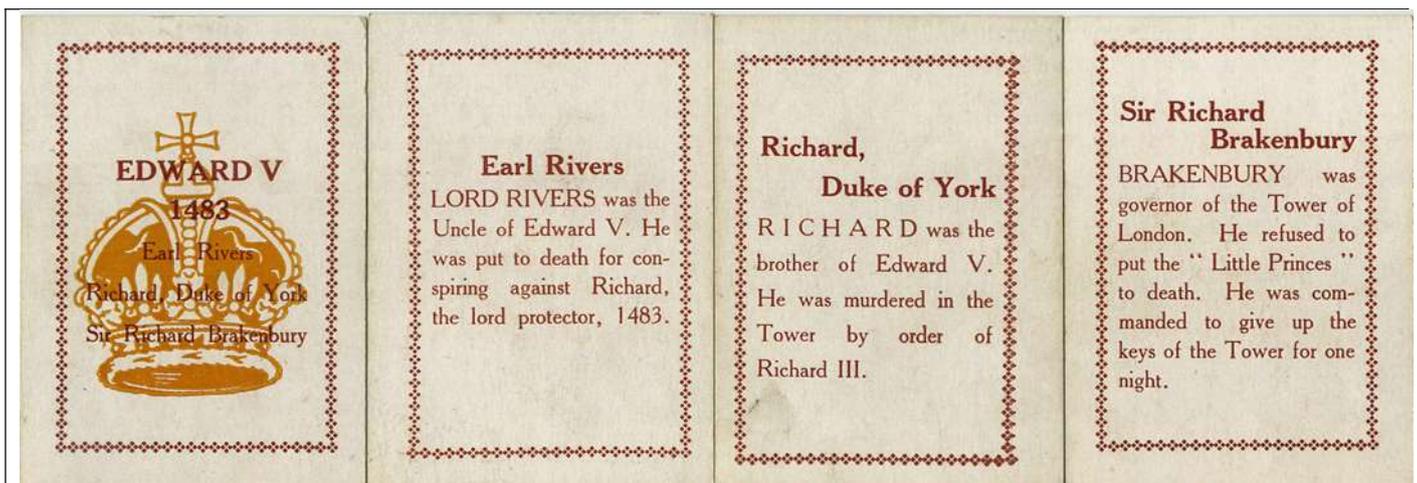
Gibson ha stampato una serie di 3 mazzi con i personaggi che hanno regnato sulla Gran Bretagna da William I (1066) a George V (1914).

Nella prima serie si va da William I (1066) a Edward IV (1493) e nella terza da William III (1688) a George V (1914).

In questa seconda serie troviamo 12 monarchi inglesi: Edward V (1483), Richard III (1483-1485), Henri VII (1485-1509), Henry VIII (1509-1547), Edward VI (1547-1553), Mary (1553-1558), Elisabeth (1558-1603), James I (1603-1625), Charles I (1625-1649), the Commonwealth (1649-1660), Charles II (1660-1685) e James II (1685-1688).

Da notare che le regine non hanno il numero progressivo.

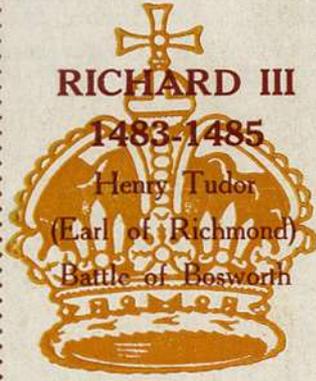
Queste carte hanno la corona inglese stampata sullo sfondo e il titolo delle altre carte del gruppo, ovvero gli avvenimenti più importanti successi durante quel regno o i più illustri personaggi di quel periodo, stampati sotto il nome del sovrano. Non tutti i gruppi hanno lo stesso numero di carte. Il gioco consiste nel riunire le carte dello stesso gruppo. Vince chi alla fine ha riunito più gruppi completi.



RICHARD III

1483-1485

Henry Tudor
(Earl of Richmond)
Battle of Bosworth



Henry Tudor (Earl of Richmond)

HENRY was a descendant of John of Gaunt. He fought against Richard III at Bosworth.

Battle of Bosworth 1485

THIS was the last battle of the Wars of the Roses. Richard III was defeated and slain, and Henry Tudor was crowned King.

HENRY VII 1485-1509



Lambert Simnel

SIMNEL tried to impersonate the son of the Duke of Clarence, brother of Edward IV, when all the time the real man was in the Tower.

Perkin Warbeck

WARBECK pretended to be Richard, Duke of York, who, with his brother, was murdered in the Tower. Warbeck was taken and executed, 1499.

Christopher Columbus

COLUMBUS discovered America (Bahamas and Cuba) in 1492. San Salvador, one of the Bahamas, was the first point of the New World discovered.

Sebastian Cabot

CABOT sailed from Bristol, and discovered Newfoundland, 1497.

Vasco de Gama

VASCO DE GAMA, a Portuguese nobleman, doubled the Cape of Good Hope — reached India and landed at Calicut, 1497.

HENRY VIII 1509-1547



HENRY'S WIVES

Catharine Arragon
Anne Boleyn
Jane Seymour
Anne of Cleves
Catherine Howard
Catherine Parr

Battle of Spurs 1513

HENRY VIII defeated the French at the Battle of Spurs.

Flodden Field

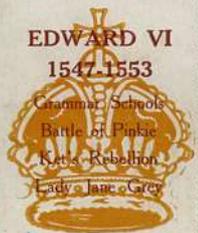
THE Scotch were defeated, and James IV of Scotland and many nobles were slain.

Cardinal Wolsey

WOLSEY was Henry VIII's chief minister for many years. He offended Henry, and was dismissed from court.

He was ordered to the Tower, but on his way he fell ill, and died at Leicester Abbey. 1530.

EDWARD VI 1547-1553



Grammar Schools

MANY schools were founded in Edward's reign, the chief being: Birmingham, Leeds, Marlborough, and also Christ's Hospital.

Battle of Pinkie 1547

HENRY VIII wished his son Edward to marry Mary Queen of Scots, and so form a union between the two countries. The Scots would not agree to this arrangement.

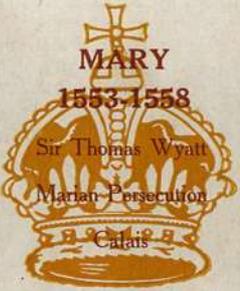
Ket's Rebellion

THIS rebellion was caused by the Religious changes, and the enclosures of free pasture lands.

Lady Jane Grey

LADY JANE GREY was the grand-daughter of Henry VII.

Edward VI named her as his successor.



MARY
1553-1558
Sir Thomas Wyatt
Marian Persecution
Calais

Sir Thomas Wyatt
WYATT headed an insurrection to prevent Mary's marriage with Philip of Spain. Wyatt was captured and executed, 1554.

The Marian Persecution
THIS commenced in 1555. Mary wanted to make England a Roman Catholic country again. Nearly 300 men, women and children were burnt for heresy.

Calais 1558
CALAIS was taken by the French. This was the last English possession in France.



ELIZABETH
1558-1603
Mary Queen of Scots
Sir Thomas Wyatt
Marian Persecution
Calais

Mary Queen of Scots
AFTER 19 years of captivity, Mary Queen of Scots was executed at Fotheringay Castle in Northamptonshire, 1587.

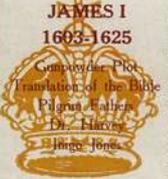
Spanish Armada - 1588
PHILIP II of Spain sent the Spanish Armada (130 ships) to invade England. It was defeated by Lord Howard, assisted by Drake, Frobisher and Hawkins. Venit, Videt, Fugit.

William Shakespeare
A GREAT poet. Born at Stratford-on-Avon, April 23rd, 1564, died April 23rd, 1616. He wrote: The Merchant of Venice, A Midsummer Night's Dream, Julius Caesar, Twelfth Night, etc.

Sir Francis Drake
DRAKE was the first Englishman who sailed round the world.

Charles Howard
LORD High Admiral of England. He defeated the Spanish Armada, and was the first to use "fire ships."

Sir John Hawkins
BORN at Plymouth in Devonshire. A great navigator. He introduced slave trade, fitted out a vessel to seize African Negroes, and sell them to Spanish Americans.



JAMES I
1603-1625
Gunpowder Plot
Translation of the Bible
Pilgrim Fathers
Dr. Harvey
Jingle 1605

The Gunpowder Plot
NOVEMBER 5th, 1605. This was a plot for blowing up the King and Parliament with gunpowder. Guy Fawkes and the chief conspirators were executed.

Translation of the Bible
THE present authorised version of the Bible first published, 1611. Forty-eight divines were engaged for 3 years in the translation.

The Pilgrim Fathers
THE Pilgrim Fathers emigrated to New England (America) 1620. They suffered many hardships, but eventually laid the foundation of the United States Republic.

Dr. Harvey
DR. HARVEY discovered the circulation of the Blood.

Inigo Jones
INIGO JONES, a celebrated architect. He built the banquet-hall at Whitehall, by the desire of James I. Died, 1652.



CHARLES I
1625-1649
Petition of Right
Great Charter
Whitehall
Lord Fairfax

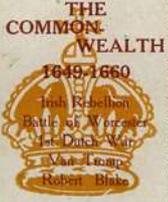
Petition of Right 1628
THIS was the 2nd Great Charter of the liberties of England. King Charles I regretted that he had signed it, and shortly afterwards dissolved Parliament. He then ruled without a parliament for 11 years, 1629-1640.

The Civil War
THIS War between King and Parliament commenced in 1642. The most noted battles fought were:
Edgehill
Chalgrove Fields
1st Battle of Newbury
Marston Moor
2nd Battle of Newbury
Battle of Naseby.

Oliver Cromwell
OLIVER CROMWELL was the son of a private gentleman. He became the leading general and statesman of the time. After arranging the death of Charles I, and quelling the Irish and the Scotch, he was made Lord Protector, 1653.

Whitehall
WHITEHALL Palace was built by Cardinal Wolsey for his own private residence. Charles I stepped from this Palace to his execution in 1649.

Lord Fairfax
LORD FAIRFAX distinguished himself at the Battle of Marston Moor, and he defeated the Royalists at the Battle of Naseby, 1645.



THE COMMON WEALTH
1649-1660
Irish Rebellion
Battle of Worcester
1st Dutch War
Van Tromp
Robert Blake

Irish Rebellion
CROMWELL suppressed this rebellion because the Irish had proclaimed Prince Charles King, 1649.

Battle of Worcester
CROMWELL defeated Prince Charles at the Battle of Worcester, 1651. After many adventures, Charles escaped to France.

1st Dutch War
THIS was caused by the passing of the Navigation Act in 1651. This Act required all goods to be imported in English ships. War broke out in 1652.

Van Tromp
DURING the 1st Dutch War, Van Tromp, a Dutch Admiral, defeated Blake off Dover, 1652. But shortly after, the Dutch were defeated in the Downs, off Portland, and North Forelands. In the Battle off Texel, 1653, Van Tromp was killed.

Robert Blake
ROBERT BLAKE was a celebrated English Admiral in the time of the Commonwealth. He distinguished himself in the Dutch and Spanish Wars.



CHARLES II
1660-1685
Great Plague
Great Fire
Habeas Corpus Act
Rye House Plot

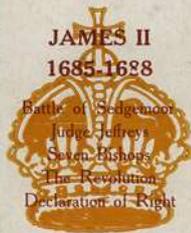
Great Plague
THIS terrible disease broke out in the reign of Charles II. It raged from the end of May until December. Thousands of people are said to have perished. 1665.

Great Fire 1666
THIS fire broke out in Pudding Lane, 1666. It raged for 3 nights and 3 days. 13,200 houses, 400 streets and 89 churches, including St. Paul's, were reduced to ruins.

2nd Dutch War
THE Dutch were defeated off Lowestoft, 1665. The Treaty of Breda, between England, Holland and France, concluded the War. 1667.

Habeas Corpus Act
THIS Act provided that all prisoners should be tried at once, and that their trial should not be delayed as long as the King liked. 1679.

Rye House Plot
THE leaders of this plot, the Duke of Monmouth, Lord Russel and Algernon Sydney, had met and talked about compelling the King to rule according to law. Others more violent had plotted to shoot the King as he passed Rye House in Hertfordshire. Russel and Sydney were executed, Monmouth was pardoned.



Battle of Sedgemoor

THE Duke of Monmouth headed a rebellion and was defeated at Sedgemoor in Somersetshire. This was the last Battle fought on English soil, 1685.

Judge Jeffreys

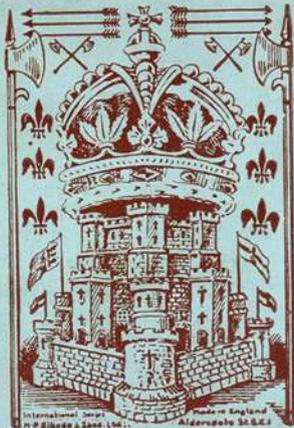
LORD Chancellor in the reign of James II. He was noted for his cruelty. He was sent to try the followers of Monmouth and condemned more than 300 to death, and inflicted the severest punishments on many others. He died in the Tower, 1689.

Seven Bishops

THESE Bishops refused to read the "Declaration of Indulgence," which granted freedom of worship to both Catholics and Dissenters. They were acquitted, 1688.

The Revolution

THIS took place in 1688, when William of Orange was offered a regency, which was refused. A Parliament met in 1689 and offered the crown to the Prince and Princess of Orange, which was accepted.



Declaration of Right

IN February, 1689, a Parliament met at Whitehall. It offered the Crown to William and Mary.

The Commons then drew up the famous "Declaration of Right," which may be called the Magna Charta of the Revolution.

HISTORY OF ENGLAND.

THE game is for any number from 3 to 8 players, and the pack consists of 64 cards divided into sets. The object of the game is to complete as many sets as possible. Play is as follows: The cards are dealt in the usual way, each player receiving seven cards. The remainder of the pack is placed in the pool, face downwards. The player on the dealer's left then commences play by asking any one player for a card of any set of which they hold the "crown" card, or they may, if they desire, ask for the "crown" card of any set of which they hold at least two cards. If they have neither, they may ask for any card they like, excepting a Crown Card. A player with two cards of the same set, asking for the Crown Card, must show the Player they ask, the two cards belonging to this set, provided that the Player in question has the Crown Card. If they cannot produce these two cards, they forfeit the card that does belong to the set in question, or if neither belong, they forfeit both (to the Player whom they have asked). A Crown Card that has been successfully won, cannot be re-claimed. If unsuccessful, they take the top card from the pool, and the player on their left proceeds. If successful, they continue to ask (any player) until refused, when they take the top card from the

pool. The turn then passes to the next player on their left, and so on until all the cards have been drawn from the pool. If a round should be uncompleted when this occurs, the remaining players ask in turn until the round is completed. Complete rounds are then played to coincide with the number playing, 3 players, 3 rounds; 4 players, 4 rounds, etc., without the pool, and all hands are exposed. The player holding completed sets with the greatest number of cards, wins the game. Should a longer game be desired, points can be scored, one for each card in a completed set. The first player to score 50 points is declared the winner. "THE HISTORY OF ENGLAND" Game consists of three separate Series of cards illustrating the various Reigns and the chief features of that Reign, made up as follows:—
 SERIES 1. William I, 1066, to Edward IV, 1483.
 SERIES 2. Edward V, 1483, to James II, 1688.
 SERIES 3. William III, 1688, to George V, 1914.
 Each Series a complete game in itself.
 Copyright by
 H. P. GIBSON & SONS, LTD., LONDON, E.C.1.

1788 - Giochi Preziosi - Canta tu quiz

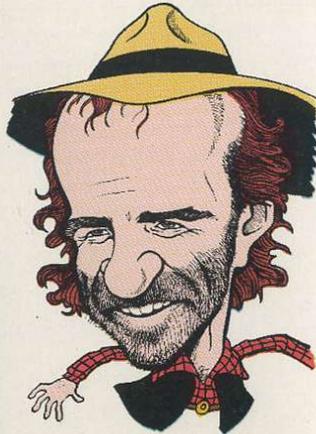
Nome	Canta tu quiz
Fabbricante	Giochi Preziosi
Paese	Italia
Numero carte	36
Anno	1994
Tipo mazzo	
Dimensioni	mm. 85x59

Le carte portano le caricature di cantanti e personaggi del mondo dello spettacolo. Fra di loro spicca un accigliato Beethoven, probabilmente arrabbiato per essere stato abusivamente incluso nella compagnia.





ANTONELLO VENDITTI



FRANCESCO DE GREGORI



ADRIANO CELENTANO



RENZO ARBORE



ZUCCHERO



GIANNI MORANDI



RICCARDO COCCIANTE



CLAUDIO BAGLIONI



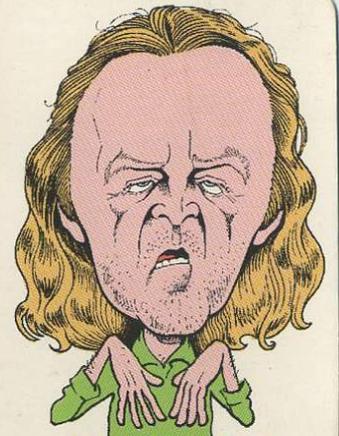
ORNELLA VANONI



EROS RAMAZZOTTI



MICK JAGGER



UMBERTO TOZZI



PHIL COLLINS



CRISTINA D'AVENA



GIANNA NANNINI



TOTO COTUGNO



LUCIO DALLA



JOVANOTTI



BEETHOVEN



RICCHI E POVERI



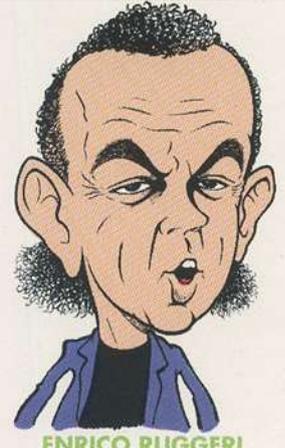
RAFFAELLA CARRÀ



ANNA OXA



IVA ZANICCHI



ENRICO RUGGERI



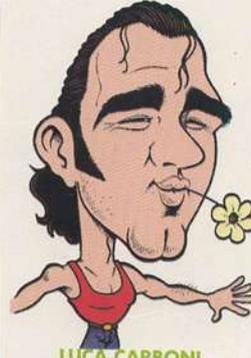
VASCO ROSSI



FABIO CONCATO



ALBANO E ROMINA



LUCA CARBONI



3374 - Handa - TIPS Kabalen for Tippere

Nome	TIPS Kabalen for Tippere
Fabbricante	a/s Handa
Paese	Danimarca
Numero carte	52 + 1 regole gioco + 1 bianca
Anno	195x ?
Tipo mazzo	
Dimensioni	mm. 91x62

Il mazzo danese ha 52 carte: 40 sono carte da 1 a 10 ripetute 4 volte ognuna, mentre le altre 12 hanno scenette umoristiche prese da partite di calcio.

Al mazzo sono allegate due carte extra, una con le istruzioni per il gioco e l'altra bianca.

Il retro delle carte permette di scegliere a caso un risultato da mettere sulla schedina.

In basso ad ogni carta con disegni si trovano frasi come "La scarpa l'ha afferrata facilmente, ma il pallone è stato messo in rete" o "Se non può tenere strette le sue gambe la palla spesso lo prende in giro".

L'abbigliamento dei calciatori e il tipo di pallone fanno risalire il mazzo agli anni '50 del secolo scorso.





Den Mand er Holdets Lykkesmed,
han klarer - selv med Ho' det ned.



De to, de synes sikkert begge
- en Nød kan være heard at knække.



Da Dom'ren fløjted til Finalen,
præcis et Skud, han fik i Målen.



Det var et Spark med Tju og Bang,
og Bolden sang sin Svanesang.



Et Pløtskud paa sin egen Tud,
det moa da vær' et Mesterskud.



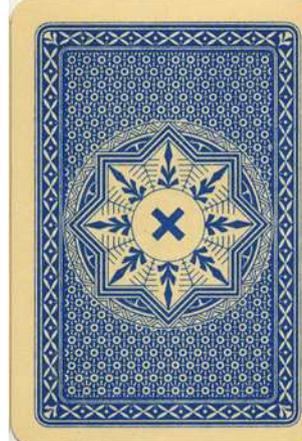
Han kiksede en lækker Bold,
det var et Held, at „Sværen“ holdt.



En Fordel tit det være kan
at være Holdets længste Mand.



Et Pløtskud midt i Nettet sad -
da Møllermanden blev klemt flad.



TIPSKABALEN

Kortene blandes og hele Spillet toges op i den ene Haand

12 Kort fra Haandbunken lægges i en lodret Række (evt. 2 Rækker à 6 Kort) med Forsiden opad. Kommer et Billede frem, lægges dette underst i Haandbunken.

De 12 oplagte Kort efterses, og paa 2 Kort der tilsammen udgør Summen 11 (f. Eks. en Tre'er og Otte'er eller en Et'er og Tjue) lægges de to næste Kort fra Haandbunken.

Saaledes fortsætter man, saalænge der stadig paa Bordet findes 2 Kort, som tilsammen udgør Summen 11.

Naar man paa denne Maade alle Kortene lagt op paa Bordet (Billederne undtaget), er Tipskabelen gaaet op, man vender herefter det øverste Kort i hver af de paa Bordet liggende 12 Bunker (som ja svorer til de 12 Kampe paa Tipskuponen) og aflæser Resultatet paa Bagsiden af Kortet (1, X eller 2), som herefter danner Udgangsrekken.

i Haanden har man stadig de 12 Billedkort, som passende kan anvendes til Gardering og Kontrol (1 Kort til hver Kamp).

Tipskabelen er udregnet af 2 Tipsexpenter og bygget op paa Basis af Statistik, saaledes at De med Held og forstandig Udnyttelse af Holvgarderingerne skulde have Chance for en „Tolvet“.



2639 - Hasbro - Top Trumpf - I predatori

Nome	Top Trumpf - I predatori
Fabbricante	Hasbro
Paese	Italia
Numero carte	30
Anno	
Tipo mazzo	
Dimensioni	mm. 100x62

Come dice il titolo sulle carte sono raffigurati i più terribili predatori del mondo animale. Di ognuno sono mostrati: altezza, peso, lunghezza, velocità e pericolosità, oltre a una breve descrizione dell'animale.

<p>Ragno Vedova Nera</p>  <p><i>Latrodectus hesperus</i></p> <p>SCHEDA</p> <table border="1"> <tr><td>Altezza (cm):</td><td>n/a</td></tr> <tr><td>Peso (kg):</td><td>0.01</td></tr> <tr><td>Lunghezza (cm):</td><td>3</td></tr> <tr><td>Velocità (kmh):</td><td>0.4</td></tr> <tr><td>Pericolosità (1-10):</td><td>7</td></tr> </table> <p>La vedova nera è la responsabile della maggior parte dei morsi letali per l'uomo negli ultimi 250 anni. Il suo veleno è 15 volte più potente di quello del serpente a sonagli. È comune in USA, Messico e parte delle Isole occidentali. Come molti aracnidi, la vedova nera si nutre di insetti. Le prede catturate nella ragnatela includono una varietà di insetti (come cavallette e scarafaggi) ed altri arthropodi. Dopo aver catturato la propria preda nella ragnatela, la vedova nera provoca piccole punture nel corpo nella vittima a succhiare i suoi liquidi.</p>	Altezza (cm):	n/a	Peso (kg):	0.01	Lunghezza (cm):	3	Velocità (kmh):	0.4	Pericolosità (1-10):	7	<p>Scorpione</p>  <p><i>Scorpionidae</i></p> <p>SCHEDA</p> <table border="1"> <tr><td>Altezza (cm):</td><td>n/a</td></tr> <tr><td>Peso (kg):</td><td>0.02</td></tr> <tr><td>Lunghezza (cm):</td><td>12</td></tr> <tr><td>Velocità (kmh):</td><td>1.7</td></tr> <tr><td>Pericolosità (1-10):</td><td>3</td></tr> </table> <p>Gli scorpioni sono parenti dei ragoli. Durante il giorno vivono sotto le pietre o nelle sarghe. Sono carnivori e si cibano di insetti e ragoli. Le prede più grandi sono paralizzate con una puntura dell'aculeo presente nella coda. La puntura di uno scorpione è dolorosa ma solitamente non pericolosa per l'uomo. Solo poche esemplari possono in realtà uccidere.</p>	Altezza (cm):	n/a	Peso (kg):	0.02	Lunghezza (cm):	12	Velocità (kmh):	1.7	Pericolosità (1-10):	3	<p>Tarantola</p>  <p><i>Brachypelma smithi</i></p> <p>SCHEDA</p> <table border="1"> <tr><td>Altezza (cm):</td><td>2</td></tr> <tr><td>Peso (kg):</td><td>0.2</td></tr> <tr><td>Lunghezza (cm):</td><td>6</td></tr> <tr><td>Velocità (kmh):</td><td>0.4</td></tr> <tr><td>Pericolosità (1-10):</td><td>5</td></tr> </table> <p>Le tarantole sono considerate carnivore. La loro dieta è costituita da insetti, piccole rane, lucertole e pesci. Ciononostante la notte quando la scarsa visibilità consente l'assenza della preda, tendono le loro anfibiate zedonoidi ed attendono le loro vittime caturandole con un tubo, bloccandole così i loro due pedipalpi ed intrappolandole tra le zanne. Alla vittima viene iniettato un veleno, che contiene un agente paralizzante e succhi digeribili che ne liquefanno l'interno. I grassi e le proteine sono succhiate lasciando il corpo come un involucre vuoto.</p>	Altezza (cm):	2	Peso (kg):	0.2	Lunghezza (cm):	6	Velocità (kmh):	0.4	Pericolosità (1-10):	5	<p>Mantide Religiosa</p>  <p><i>Orthodera novaezealandine</i></p> <p>SCHEDA</p> <table border="1"> <tr><td>Altezza (cm):</td><td>3</td></tr> <tr><td>Peso (kg):</td><td>n/a</td></tr> <tr><td>Lunghezza (cm):</td><td>12</td></tr> <tr><td>Velocità (kmh):</td><td>0.35</td></tr> <tr><td>Pericolosità (1-10):</td><td>7</td></tr> </table> <p>La Mantide Religiosa è detritata ed essere un predatore, ha le gambe lunghe che sono protette da spine molto affilate. È un carnivoro perché cattura soprattutto arthropodi, cavallette, scarafaggi, mosche, api, farfalle, lepidotteri e ragoli. Caccia le prede più comuni nel suo territorio. Può anche considerarsi come preda animale grandi quanto se stessa.</p>	Altezza (cm):	3	Peso (kg):	n/a	Lunghezza (cm):	12	Velocità (kmh):	0.35	Pericolosità (1-10):	7
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<p>Squalo Bianco</p>  <p><i>Carcharodon carcharias</i></p> <p>SCHEDA</p> <table border="1"> <tr><td>Altezza (cm):</td><td>n/a</td></tr> <tr><td>Peso (kg):</td><td>3000</td></tr> <tr><td>Lunghezza (cm):</td><td>600</td></tr> <tr><td>Velocità (kmh):</td><td>40</td></tr> <tr><td>Pericolosità (1-10):</td><td>9</td></tr> </table> <p>Lo squalo bianco, predatore formidabile, caccia pesci, razze, leoni marini, foche, uccelli marini, piccole balene, tartarughe, focene, carogne ed altri animali. Attraverso la preda dal basso raggiungendo la velocità di 25 miglia orarie e nel inseguimento può saltare fuori dall'acqua. In cima alla lista dei "mangiatori di uomini", è responsabile di circa 5-10 attacchi all'anno. Nessun predatore è tenuto in più alta considerazione dello squalo bianco.</p>	Altezza (cm):	n/a	Peso (kg):	3000	Lunghezza (cm):	600	Velocità (kmh):	40	Pericolosità (1-10):	9	<p>Piranha</p>  <p><i>Pygocentrus nattereri</i></p> <p>SCHEDA</p> <table border="1"> <tr><td>Altezza (cm):</td><td>10</td></tr> <tr><td>Peso (kg):</td><td>0.4</td></tr> <tr><td>Lunghezza (cm):</td><td>24</td></tr> <tr><td>Velocità (kmh):</td><td>32</td></tr> <tr><td>Pericolosità (1-10):</td><td>7</td></tr> </table> <p>I piranha cacciano in gruppi che sono tipicamente costituiti da 30-40 pesci. Durante il giorno si possono vedere tendere un agguato alle prede. Inseguire e frugare sono altri due metodi usati dai piranha per ottenere il cibo. "Pygocentrus nattereri" come sono anche conosciuti, hanno un'altissima varietà di cibo nella loro dieta come pesce, pesci, le prede e insetti, uccelli, tartaruga e piante.</p>	Altezza (cm):	10	Peso (kg):	0.4	Lunghezza (cm):	24	Velocità (kmh):	32	Pericolosità (1-10):	7	<p>Orca Assassina</p>  <p><i>Orcinus Orca</i></p> <p>SCHEDA</p> <table border="1"> <tr><td>Altezza (cm):</td><td>200</td></tr> <tr><td>Peso (kg):</td><td>7000</td></tr> <tr><td>Lunghezza (cm):</td><td>800</td></tr> <tr><td>Velocità (kmh):</td><td>40</td></tr> <tr><td>Pericolosità (1-10):</td><td>9</td></tr> </table> <p>L'orca assassina è il predatore più accanito degli oceani. Il suo cibo preferito dipende dalla località. Le prede includono mammiferi marini, pesci, caratteri e, occasionalmente, uccelli marini, tortore e piranha. Le orche vivono in gruppi chiamati "scuole" il cui numero varia da 5 a 50 individui. Costituiti da maschi, femmine e piccoli, hanno una gerarchia e capo della quale c'è la femmina.</p>	Altezza (cm):	200	Peso (kg):	7000	Lunghezza (cm):	800	Velocità (kmh):	40	Pericolosità (1-10):	9	<p>Squalo Tigre</p>  <p><i>Galeocerdo cuvier</i></p> <p>SCHEDA</p> <table border="1"> <tr><td>Altezza (cm):</td><td>n/a</td></tr> <tr><td>Peso (kg):</td><td>1750</td></tr> <tr><td>Lunghezza (cm):</td><td>600</td></tr> <tr><td>Velocità (kmh):</td><td>32</td></tr> <tr><td>Pericolosità (1-10):</td><td>8</td></tr> </table> <p>Lo squalo tigre possiede una buona vista ma si affida allo sviluppo acuto dell'olfatto per individuare la preda. Sono predatori voraci e mangiano quasi tutto, incluso foche, tartarughe, meduse, uccelli marini, pesci, anguille, crostacei, altri squali e rifiuti. Sono secondi solo allo squalo bianco negli attacchi agli esseri umani.</p>	Altezza (cm):	n/a	Peso (kg):	1750	Lunghezza (cm):	600	Velocità (kmh):	32	Pericolosità (1-10):	8
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Orso Bruno



Ursus arctos

SCHEDA

Altezza (cm):	210
Peso (kg):	390
Lunghezza (cm):	n/a
Velocità (kmh):	24
Pericolosità (1-10):	2

L'orso bruno si alimenta in maniera differente in base al periodo dell'anno attraverso erbe, semi, tuberi, funghi, insetti, roditori, uccelli, renne, cervi, bisonti, mucca di montagna e caribou. L'orso bruno dell'Alaska mangia le abbondanti salmoni. Ha la tendenza a cacciare il cibo e mangiarlo in un secondo momento.

Orso Polare



Ursus maritimus

SCHEDA

Altezza (cm):	260
Peso (kg):	800
Lunghezza (cm):	n/a
Velocità (kmh):	15
Pericolosità (1-10):	2

Gli orsi polari cacciano le foche con una tecnica conosciuta come "cacciare da fumo". Corso aspetta vicino ad un buco fresco non esce la preda. L'orso poi rompe la neve e afferra la foca tra le mascelle. Successo meno del 2% delle volte ha successo. L'orso polare deve dedicare almeno il 20% del suo tempo alla caccia. Anche nelle zone migliori per la caccia un orso polare prenderebbe una foca ogni 4/5 giorni.

Iena Maculata



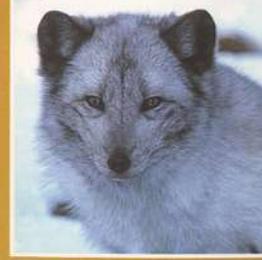
Crocuta crocuta

SCHEDA

Altezza (cm):	120
Peso (kg):	55
Lunghezza (cm):	100
Velocità (kmh):	24
Pericolosità (1-10):	6

Le iene cacciano da sole o in branchi guidati da un leader ed uccidono invertendo le loro prede. Sono predisposte alla caccia di gnu, gazzelle, zebre, rinoceronti ad un gran numero di differenti specie di ungulati. La caccia ha luogo principalmente durante la notte. Le iene mangiano carcasse, uccelli o carcasse tra i rifiuti, ed utilizzano ogni loro risorsa. I loro denti sono particolarmente lunghi e forti e servono per frantumare le ossa. Sono caratterizzate anche dall'eccessiva mascolinità.

Volpe Artica



Alopex lagopus

SCHEDA

Altezza (cm):	40
Peso (kg):	10
Lunghezza (cm):	70
Velocità (kmh):	24
Pericolosità (1-10):	4

La volpe artica o volpe bianca, come viene spesso chiamata, è un membro della famiglia dei Canidi ed è parente di altre volpi, lupi e cani. Vive soprattutto nel Circolo Polare Artico. La lunga pelliccia di questa volpe nel rigido ambiente artico è dovuta al suo eccellente adattamento al freddo e ad una grande varietà di cibo. In inverno le prede tipiche sono soprattutto il lemming ed altri roditori come scoiattoli di terra e arvicole. Durante l'estate invece si ciba di uccelli adulti, uova e piccoli uccelli.

Alligatore Americano



Alligator mississippiensis

SCHEDA

Altezza (cm):	30
Peso (kg):	500
Lunghezza (cm):	350
Velocità (kmh):	27
Pericolosità (1-10):	6

Gli alligatori sono carnivori, consumano soprattutto pesce, tartaruga, serpenti e piccoli mammiferi. Quando sono piccoli (meno di 2 metri) si alimentano con insetti, lumache e piccoli pesci. Da grandi cominciano a mangiare prima di tutto l'acqua afferrando piccole prede e inghiottendole tutte intere. La preda più grande è maciata sotto l'acqua, affogata e poi divorata a pezzi.

Cobra Reale



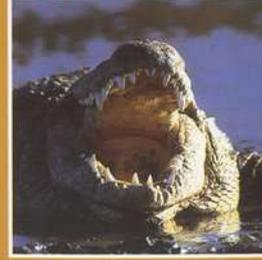
Ophiophagus hannah

SCHEDA

Altezza (cm):	n/a
Peso (kg):	2
Lunghezza (cm):	550
Velocità (kmh):	27
Pericolosità (1-10):	8

Il cobra è il nome comune per i membri della famiglia dei serpenti velenosi. Sono, conosciuti per il loro aspetto intimidatorio e letale. Il cobra è riconoscibile dal collo che dilata quando sono irritabili o disturbati. Il cospicuo il cranio dell'estremità delle code è detto la testa del cobra. Questi veleni si possono trovare nelle Filippine, nell'Asia del Sud ed in Africa. Il cobra reale è il serpente velenoso più lungo del mondo.

Coccodrillo



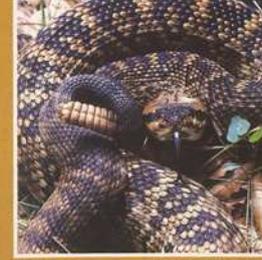
Crocodilus porosus

SCHEDA

Altezza (cm):	35
Peso (kg):	1200
Lunghezza (cm):	700
Velocità (kmh):	24
Pericolosità (1-10):	8

Il coccodrillo è il rettile più grande e temuto. Può viaggiare in mare attraverso lunghe distanze. Si alimenta di grandi serpenti, uccelli, bufali, cinghiali salvatici e surnani. Quando caccia il cibo si muove nell'acqua lasciando scoperti solo gli occhi e una parte della schiena. Quando si avvicina la preda, il coccodrillo salta fuori dall'acqua, la afferra e si srotola, la uccide. La preda viene consumata più facilmente.

Serpente a sonagli



Crotalus molossus

SCHEDA

Altezza (cm):	n/a
Peso (kg):	0.5
Lunghezza (cm):	144
Velocità (kmh):	17
Pericolosità (1-10):	6

I serpenti a sonagli fanno parte della famiglia delle viperi, con una testa a forma di diamante e la coda con un caratteristico sonaglio. Si differenziano per la loro coda che ha un caratteristico sonaglio per allontanare i nemici. I serpenti a sonagli si trovano nell'America del Nord e cacciano piccoli roditori e animali. Il loro veleno non è così potente come in altri serpenti ma è prodotto in quantità maggiori. Sono particolarmente pericolosi per l'uomo.

Ghepardo



Acinonyx jubatus

SCHEDA

Altezza (cm):	80
Peso (kg):	45
Lunghezza (cm):	150
Velocità (kmh):	104
Pericolosità (1-10):	5

Il ghepardo, diversamente da molti altri felini, caccia soprattutto di giorno. Ciò probabilmente per evitare la concorrenza di predatori notturni più grandi come il leone e la leonessa. La preda è inseguita fino ad avvicinarsi a circa tre metri prima che il ghepardo usi la sua incredibile velocità per rincorrerla. Il ghepardo fa il suo sguardo alla vittima e muove la testa come pendolo direzione dell'attacco con la preda. La rincorsa dura solo 30 secondi e la maggior parte degli attacchi sono senza successo.

Leopardo



Panthera pardus

SCHEDA

Altezza (cm):	75
Peso (kg):	80
Lunghezza (cm):	170
Velocità (kmh):	64
Pericolosità (1-10):	5

Il leopardo ha come prede gazzelle, antilopi, scimmie, aciacchi, daini, capre e gnu. I leopardi possono vivere a lungo senza acqua, ottenendo i liquidi necessari dalle proprie prede. I leopardi sono abituati soprattutto tra il tramonto e l'alba. Spesso nascondono le prede uccise tra i rami, per evitare le attenzioni di altre leoni. Sono incredibilmente forti e capaci di trasportare carcasse pesanti tre volte il proprio peso.

Pantera (Giaguaro)



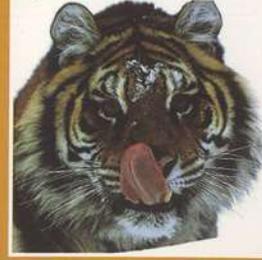
Panthera onca

SCHEDA

Altezza (cm):	76
Peso (kg):	85
Lunghezza (cm):	180
Velocità (kmh):	43
Pericolosità (1-10):	4

La pantera mangia una vasta gamma di prede come animali da allevamento, cervi, pecore, tacchini, uccelli e scimmie. I giaguari hanno la tendenza a cacciare all'alba o al tramonto. Uccidono le prede azzeccando la testa con i loro artigli.

Tigre Siberiana



Panthera tigris altaica

SCHEDA

Altezza (cm):	110
Peso (kg):	280
Lunghezza (cm):	280
Velocità (kmh):	48
Pericolosità (1-10):	7

Le tigri inseguono e tendono a imboccare le loro prede. Utilizzano folte coperture per nascondersi ed avvicinarsi alle prede. Quando la preda è abbastanza vicina, salta con un balzo improvviso sulla preda e la uccide azzeccandola la gola o spezzandole il collo. Più di altri grandi felini, la tigre ha la reputazione di attaccare l'uomo. In realtà ciò è molto raro tra le tigri e solitamente sono responsabili degli attacchi e ferite, dato che sono meno abili nel cacciare le loro prede abituali.

Leone



Panthera leo

Altezza (cm):	110
Peso (kg):	225
Lunghezza (cm):	190
Velocità (kmh):	56
Pericolosità (1-10):	7

Il leone caccia tendendo imboscata. Le loro prede principali sono mammiferi come antilopi, bufali, zebra, giraffe, facciani e cervi, ma cercano cibo anche tra i rifiuti. I maschi vivono in branco, le femmine tendono a cacciare per tutto il branco. Cacciano collettivamente, di solito di notte, avendo ognuno un ruolo differente. Le femmine più grandi tendono a cacciare le prede maggiori nella loro direzione delle altre femmine. I leoni maschi difendono il branco dalle intrusioni.

Gatto Selvatico



Felis silvestris

Altezza (cm):	35
Peso (kg):	15
Lunghezza (cm):	75
Velocità (kmh):	32
Pericolosità (1-10):	3

I gatti selvatici si nutrono soprattutto di roditori ma cacciano anche altri mammiferi fino alle dimensioni di lepri e daini, così come uccelli, licotteri, rane e pesci. A volte frequentano i rifiuti alla ricerca di cibo e catturano prede per tornare in seguito. I gatti selvatici dipendono da piccole prede pertanto hanno bisogno di cacciare continuamente durante il giorno per procurarsi il cibo sufficiente.

Lince



Lynx lynx

Altezza (cm):	75
Peso (kg):	25
Lunghezza (cm):	100
Velocità (kmh):	40
Pericolosità (1-10):	3

Le linci hanno come prede principali piccoli ungulati come cervi ma quando la preda preferita manca si accostano a lepri, mammosi e volti. Le linci sono attive al crepuscolo. Rimangono attivi in inverno e le loro pellicce diventano più spesse e anche più chiare. Le linci si nutrono quasi esclusivamente di carne e carogne. Quando cacciano vedono le prede da un ramo o da una grande altezza nel cielo, scendono in picchiata e catturano con i loro artigli.

Lupo Grigio



Canis lupus

Altezza (cm):	100
Peso (kg):	60
Lunghezza (cm):	150
Velocità (kmh):	48
Pericolosità (1-10):	4

Il lupo grigio è il più grande tra gli animali della razza canina. La maggior parte della sua dieta è composta da grandi ungulati (alci, caribù, cervi). Il lupo grigio mangia anche prede più piccole (foca bruciata, carogna e rifiuti). Il lupo è un animale che vive in branco con un'organizzazione complessa. Il branco può comprendere fino a 20 individui, ma sono più comuni branci di 8/10 individui.

Allocco



Strix aluco

Altezza (cm):	46
Peso (kg):	0.6
Lunghezza (cm):	105
Velocità (kmh):	129
Pericolosità (1-10):	5

L'allocco caccia una grande varietà di prede, inclusi piccoli mammiferi, rane, scoiatti, lepri, uccelli ed anche pesci. Sono animali territoriali e sfruttano, per tutta la vita, la stessa zona, nella quale cacciano fondendosi rapidamente sulla preda.

Falco



Falco sparverius

Altezza (cm):	21
Peso (kg):	0.12
Lunghezza (cm):	60
Velocità (kmh):	161
Pericolosità (1-10):	5

I falchi americani, in estate, cacciano di prima mattina e di sera, mangiando grandi insetti (soprattutto cavallette). In inverno cacciano durante le ore del giorno e mangiano piccoli mammiferi (gatti ed uccelli delle dimensioni del passero), volatili, licotteri, scorpioni ed anelli.

Aquila Calva



Haliaeetus leucocephalus

Altezza (cm):	40
Peso (kg):	5
Lunghezza (cm):	230
Velocità (kmh):	241
Pericolosità (1-10):	7

Laquila calva sono delle mangiatrici di pesce, preferiscono il salmone, ma si cibano anche di volatili. La femmina acquista il suo importante forza di cibo secondaria e le aquile mangiano anche piccoli mammiferi come conigli, uccelli di mare e carogna. Quando cacciano vedono le prede da un ramo o da una grande altezza nel cielo, scendono in picchiata e catturano con i loro artigli.

Anaconda



Eunectes murinus

Altezza (cm):	n/a
Peso (kg):	150
Lunghezza (cm):	900
Velocità (kmh):	11
Pericolosità (1-10):	6

L'anaconda è la più grande della famiglia dei Boi, il suo nome sembra derivare dalle parole "water" ed "assasin" degli Indiani del Sud America. Di solito i Boi mordono la preda per tenerla ferma e poi avvolgono il proprio corpo intorno al preda fino a soffocarla con la loro incredibile forza. La vittima è poi inghiottita per intero invariata dalla testa.

Come si gioca a "Top Trumps"

Ogni mazzo di carte "Top Trumps" contiene 30 carte gioco diverse. Non c'è limite al numero dei giocatori. Giocare è semplice! Basta mischiare e distribuire ai partecipanti tutte le carte, in senso orario, a faccia in giù. Ogni giocatore ha in mano le proprie carte e può vedere solo la prima. Il giocatore alla sinistra di chi distribuisce le carte inizia leggendo una delle caratteristiche della sua carta (per esempio, "peso 390 Kg"). Quindi gli altri giocatori, a turno, leggono la caratteristica richiesta solo dalla prima carta del loro mazzo e la scartano, mettendola al centro del tavolo. Il giocatore con il valore più alto vince e recupera tutte le carte scartate, aggiungendole, compresa la sua, alla fine del proprio mazzo. Ora tocca al vincitore scegliere, dalla prima carta del proprio mazzo, la caratteristica della mancia successiva. Se 2 o più giocatori si ritrovano con lo stesso valore della caratteristica, o nessuna carta riporta la caratteristica richiesta, tutte le carte vengono scartate e messe al centro del tavolo. Spetta ancora al vincitore della partita precedente scegliere dalla carta successiva, la nuova caratteristica per la prossima mancia. Il vincitore di questo giro recupera e aggiunge al proprio mazzo tutte le carte scartate che sono al centro del tavolo. Vince il giocatore che riesce a recuperare tutte le carte.

Collezione Intel!

TOP TRUMPS
www.intel.com/collezionabili

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- LEGGENDE DEL CALCIO
- MOTO GP
- NARNIA
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- STAR DEL CALCIO MONDIALE
- SUPERCARS
- SUPEREROI MARVEL
- SUPEREROI MARVEL 2
- SUPEREROI MARVEL 3
- WINNIE THE POOR

Unisciti al Club Top Trumps, visita il sito TOPTRUMPS.COM/IT

TOP TRUMPS

Collezione tutte!

- SUPERCARS** - Oltre 200 tra le più potenti auto e le più famose pilot del mondo animate per il Council 2005. 5 giorni di gara, un percorso di 3.000 miglia, feste di notte e guida di giorno. Il rally più clamoroso inventato da Maximilian Cooper e mette toe mani!
- SUPEREROI DI MARVEL 1-2-3** - Tutti i fantastici eroi dei tuoi filmati preferiti. Coraggiosi, invincibili e potenti sono pronti a difendere le tue mosse. Ora tocca a te: scarto la tua carta!
- PREDATORI** - Dal regno degli animali, le specie più corpose e temute in un paesaggio desolato. Entra nel loro habitat e scarto la prima carta: sarà un'esperienza davvero bestiale!
- DINOSAURI** - Fai un viaggio nel tempo più scoperta dei dinosauri, mastodontici predatori estinti 65 milioni di anni fa. Coraggio! Sei la prima mosca. E c'è un... agli perigli!
- LEGGENDE DEL CALCIO** - Scendi in campo con i giocatori più forti di tutti i tempi e dribbla i tuoi avversari. Attenzione... scarto di inizio!

TOP TRUMPS

TOPTRUMPS.COM/IT

Hasbro

4218 - Héron ? - Quelle Histoire - Les Aventuriers

Nome	Quelle Histoire - Les Aventuriers
Fabbricante	Héron (marchio sul retro) per McDonald's
Paese	Francia
Numero carte	33
Anno	2020
Tipo mazzo	
Dimensioni	Diametro mm. 75

Il mazzo di carte dal formato rotondo è stato distribuito come pubblicità dalla catena di fast food McDonald's.

Ogni coppia di carte mostra un personaggio e una sua opera, un'impresa a lui collegata, una sua invenzione. Troviamo nell'ordine: Claude Monet e la nascita dell'impressionismo, i fratelli Montgolfier e la loro mongolfiera, Francesco I e la battaglia di Marignan. Madame La Fayette e il suo romanzo La principessa di Clèves, i fratelli Lumière e la nascita del cinema, Giovanna d'Arco e la liberazione di Orléans, Colette divenuta presidente dell'accademia Goncourt, Victor Hugo e il suo romanzo I miserabili, il cardinale Richelieu e la fondazione dell'academie française, Gustave Eiffel e l'inaugurazione della sua torre per l'esposizione universale del 1889, Aliénor d'Aquitania regina di Francia, Marguerite Yourcenar e la sua elezione all' academie française, Jean de La Fontaine e le sue fiabe, Luigi XIV e la reggia di Versailles, Rosa Bonheur e il suo quadro la marche aux chevaux, Marie Curie e la scoperta del radio.

Il gioco che si fa con queste carte è un Uomo nero al contrario; alla fine vince chi resta con la carta Les Aventuriers, l'unica non accoppiabile.





François I^{er}
1494-1547



Bataille de Marignan
1515



Mme de La Fayette
1634-1693



**Publication de
La Princesse de Clèves**
1678



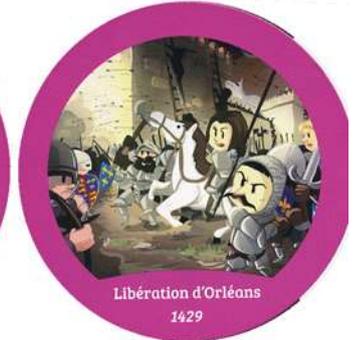
Naissance du cinéma
1895



Les frères Lumière
1862-1954
et 1864-1948



Jeanne d'Arc
1412-1431



Libération d'Orléans
1429



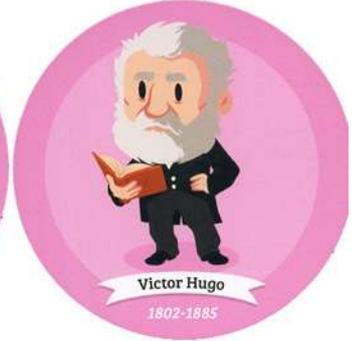
Colette
1873-1954



**Présidente de
l'Académie Goncourt**
1949-1954



**Publication
des Misérables**
1862



Victor Hugo
1802-1885



**Fondation de
l'Académie française**
1635



Richelieu
1585-1642



Gustave Eiffel
1832-1923



**Inauguration
de la tour Eiffel pour
L'Exposition universelle**
1889



Aliénor d'Aquitaine
Vers 1122-1204



Reine de France
1137-1152



Marguerite Yourcenar
1903-1987



**Élection à
l'Académie française**
1980



3586 - IKA - Nom IKA

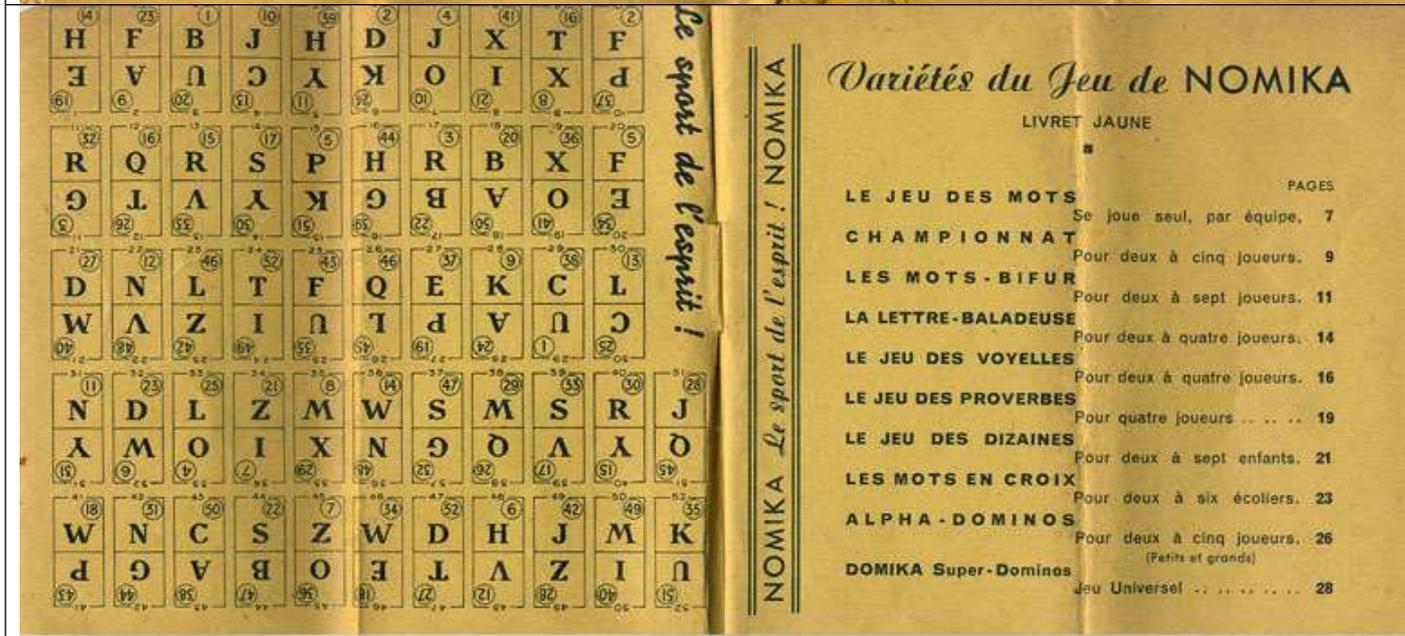
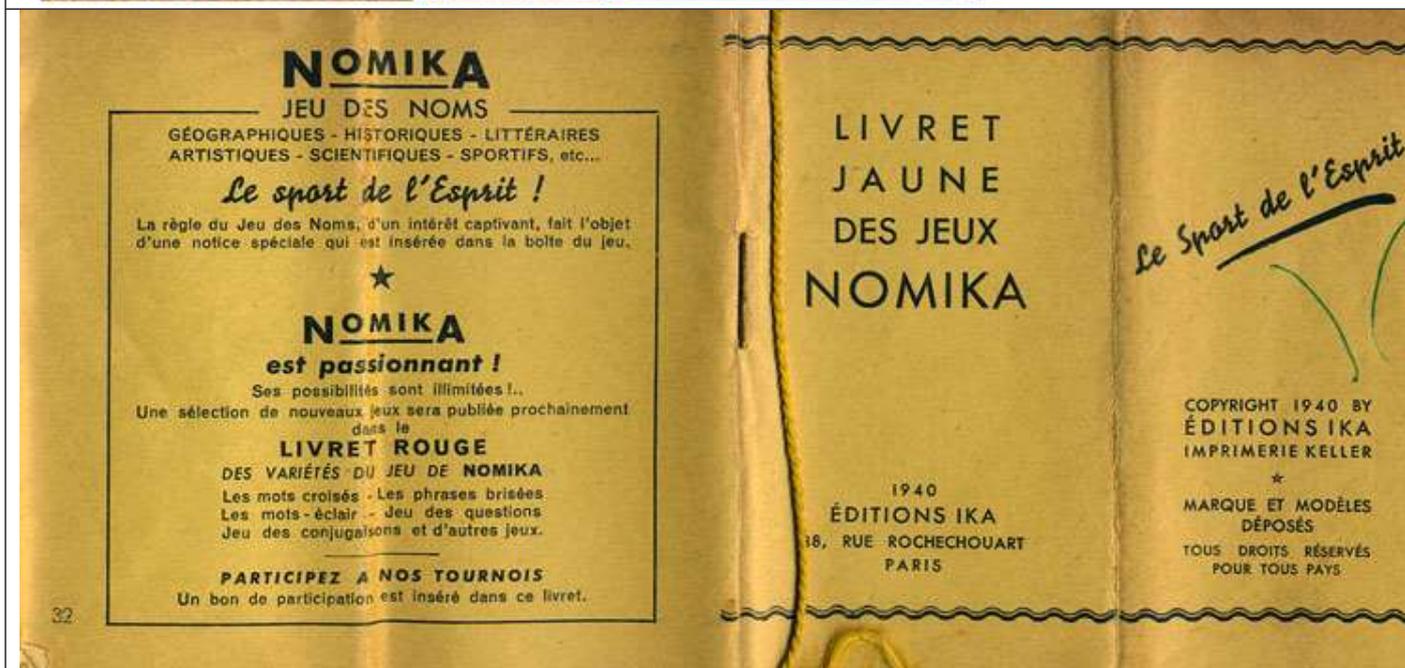
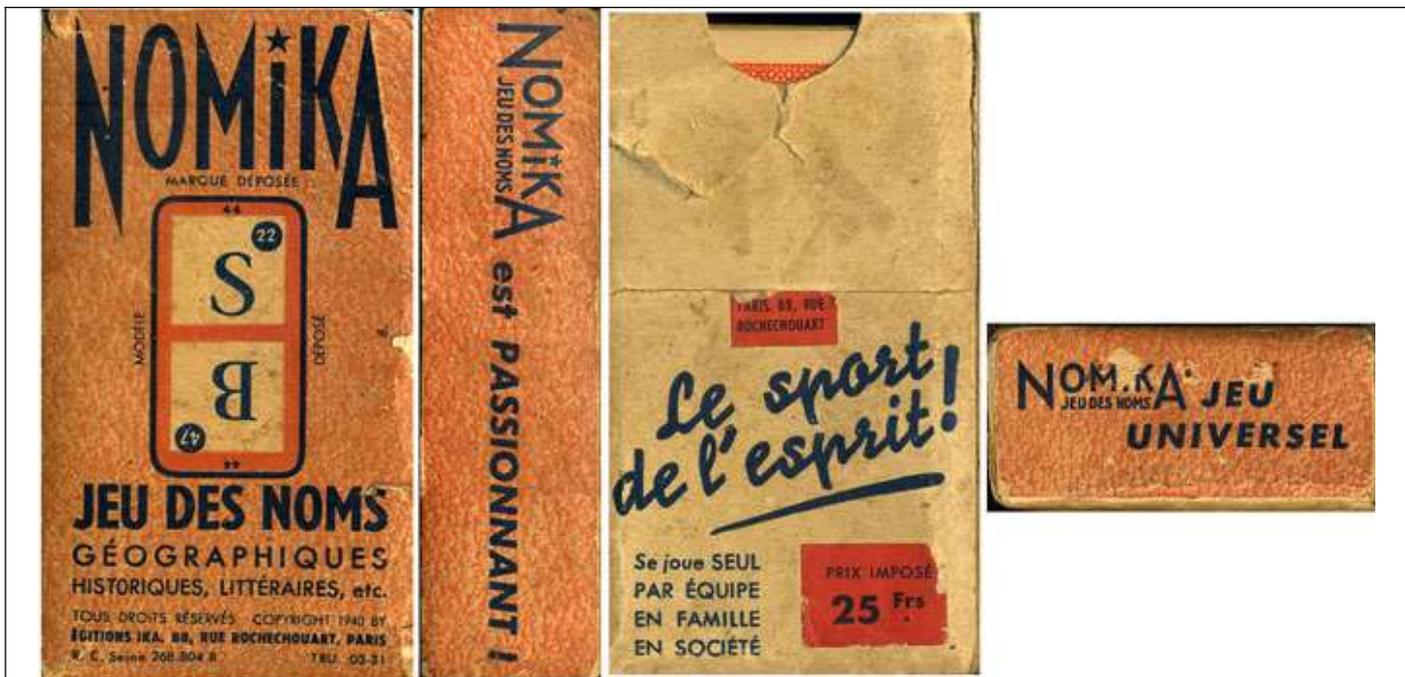
Nome	Nom IKA
Fabbricante	Editions IKA
Paese	Francia
Numero carte	52
Anno	1940
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 95x49

Il mazzo è composto da 52 carte che hanno 2 lettere su un lato, con un numero per ogni lettera, e altre due differenti lettere sull'altro lato, con colori diversi e senza numero. Questo permette sia di fare giochi con le lettere dell'alfabeto che di usare il mazzo per il domino.

Le lettere sul retro, non presenti nelle prime edizioni del gioco, servono per comporre parole molto lunghe, che non avrebbero lettere sufficienti usando solo quelle del verso delle carte.

Nel libretto allegato sono citati tutti i vari giochi che si possono fare con questo mazzo.





3724 - International card - Cavalry

Nome	Cavalry
Fabbricante	The international card co.
Paese	Gran Bretagna
Numero carte	41 + 2 pubblicità
Anno	1914 prima edizione
Tipo mazzo	
Dimensioni	mm. 89x62

Il mazzo permetteva ai ragazzi inglesi di identificare i vari reggimenti di cavalleria.

Il primo giocatore che riesce a entrare in possesso di quattro brigate, che costituivano una divisione di cavalleria, è il vincitore. I militari mostrati erano: *hussars*, *dragoons*, *dragoon guards*, *royal horse guards*, *life guards* e *lancers* divisi in 10 brigate.

Delle 41 carte del mazzo 10 mostrano la composizione della brigata e le altre hanno i disegni dei soldati a cavallo con le loro uniformi.

Negli anni '30 i cavalli di questi reggimenti lasciarono il posto ai carri armati.

Due carte extra portano la pubblicità di altri mazzi del fabbricante.

Il gioco fu stampato per diversi anni, le ultime versioni portano, come indicazione del fabbricante, H.P. Gibson & Sons Ltd., che aveva ceduto la International Card nel 1919.



3rd BRIGADE

4th DRAGOON GUARDS
(Royal Irish)

5th DRAGOON GUARDS
(Princess Charlotte of Wales')

6th DRAGOON GUARDS
(Carabiniers)

7th DRAGOON GUARDS
(Princess Royal's)

4th DRAGOON GUARDS
OFFICER.



5th DRAGOON GUARDS
TROOPER.



6th DRAGOON GUARDS
OFFICER.



7th DRAGOON GUARDS
TROOPER.



4th BRIGADE

1st DRAGOONS
(Royal)

2nd DRAGOONS
(Royal Scots Greys)

3rd HUSSARS
(King's Own)

1st DRAGOONS
OFFICER.



2nd DRAGOONS
OFFICER.



3rd HUSSARS
OFFICER.



5th BRIGADE

4th HUSSARS
(Queen's Own)

5th LANCERS
(Royal Irish)

6th DRAGOONS
(Inniskilling)

4th HUSSARS
OFFICER.



5th LANCERS
TROOPER.



6th DRAGOONS
OFFICER.



6th BRIGADE

7th HUSSARS
(Queen's Own)

8th HUSSARS
(King's Royal Irish)

9th LANCERS
(Queen's Royal)

7th HUSSARS
OFFICER.



8th HUSSARS
TROOPER.



9th LANCERS
TROOPER.



7th BRIGADE

10th HUSSARS
(Prince of Wales' Own Royal)

11th HUSSARS
(Prince Albert's Own)

12th LANCERS
(Prince of Wales' Royal)

10th HUSSARS.
OFFICER.



11th HUSSARS.
OFFICER.



12th LANCERS.
TROOPER.



8th BRIGADE

13th HUSSARS

14th HUSSARS
(King's)

15th HUSSARS
(The King's)

13th HUSSARS.
OFFICER.



14th HUSSARS.
TROOPER.



15th HUSSARS.
OFFICER.



9th BRIGADE

16th LANCERS
(The Queen's)

17th LANCERS
(Duke of Cambridge's Own)

18th HUSSARS

16th LANCERS.
TROOPER.



17th LANCERS.
OFFICER.



18th HUSSARS.
OFFICER.



10th BRIGADE

19th HUSSARS
(Queen Alexandra's Own Royal)

20th HUSSARS

21st LANCERS
(Empress of India's)

19th HUSSARS.
OFFICER.

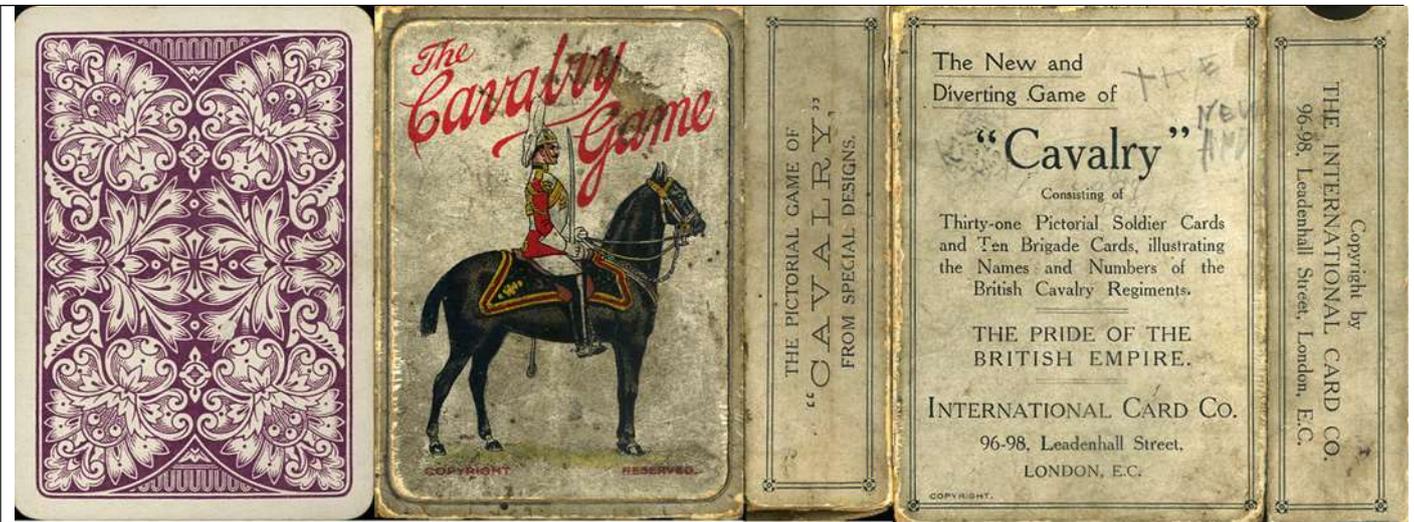


20th HUSSARS.
OFFICER.



21st LANCERS.
TROOPER.





THE
CAVALRY GAME



The Cavalry Game.

THIS game was invented in the hope that it might teach some of our boys and girls the names and numbers of the British Cavalry Regiments.

The pack consists of 41 cards, 10 being Brigade Cards and the rest being the Soldier Cards. The Brigades have been formed in order of the numbers, *not* by the names. It will be seen that in the 5th Brigade, for instance, there are the 4th Hussars, 5th Lancers and 6th Dragoons. By this means it is hoped that the players will remember which number belongs to each Regiment. In the game the 3rd Brigade is composed of four Regiments instead of three. This is done simply to keep the numbers in order.

It is taken for granted that the players know that there are seven D.G. Regiments.

The New and . . .
Diverting Game of

'CAVALRY'

Consisting of

Thirty-One Pictorial Soldier Cards
and Ten Brigade Cards, illustrating
the Names and Numbers of the
British Cavalry Regiments.

Price 2/- per Pack.

THE INTERNATIONAL CARD CO.
96 & 98, LEADENHALL STREET,
LONDON, E.C.

DE LA RUE'S

New and . . .
Diverting Game of

'Jungle Jinks'

Consisting of

Forty-Eight Pictorial Cards,
illustrative of the Adventures
and Games of the Boys of
Dr. LION'S Jungle School,

From
CONSTANCE STANNARD CHAPMAN'S
Original Designs.

Price 2/- per Pack.

THE INTERNATIONAL CARD CO.
96 & 98, LEADENHALL STREET,
LONDON, E.C.

Jaques - The counties of England

La contea è la tradizionale suddivisione amministrativa inglese, paragonabile alla provincia italiana, la cui origine risale al XII secolo.

Si dividono in *Shire counties* (contee extraurbane), le contee più classiche a più alta presenza agricola; sono dotate di un County Council, il consiglio di contea, e sono un ente amministrativo dotato di piena effettività giuridica.

Inoltre ci sono le *Metropolitan counties* (contee metropolitane) che comprendono le grandi città inglesi; queste ultime sono state sciolte come enti giuridici.

Il gioco delle Contee d'Inghilterra di Jaques è nato nel 1866 e pubblicato in 4 diverse serie. Ne sono note numerose edizioni, con diverse confezioni e contenuto.

Il mazzo si compone di una *key card* con l'elenco delle contee, di un certo numero di carte con il numero e il nome della contea e delle città che la compongono.

Infine ci sono le carte con il numero della contea, il nome della città con un disegno che la identifica e alcune notizie sul territorio (fatti storici, popolazione, principali industrie ecc.).

Il numero di carte varia, dipende dal numero delle contee nell'area presa in esame.

Scopo del gioco è riuscire a entrare in possesso di tutte le carte della contea.

Alla fine chi ha più contee complete vince.

Di seguito sono elencati alcuni mazzi di questo tipo nella mia collezione.

Di ogni mazzo vengono specificate le contee e le città menzionate.

Quelli più vecchi hanno gli angoli delle carte squadrati, quelli più recenti li hanno arrotondati.

Molti mazzi sono corredati delle regole del gioco e della pubblicità di altri mazzi del fabbricante.

Ho menzionato il numero degli abitanti di alcune città, Londra e Bristol per l'esattezza, dato che questo ci può dare l'idea dell'anno di stampa del mazzo.

Anche il nome delle città menzionate per la contea ci viene d'aiuto a datare l'edizione.

3719 - Jaques - The counties of England III

Nome	The counties of England - 3rd series - Eastern countries
Fabbricante	John Jaques & Son Ltd
Paese	Gran Bretagna
Numero carte	62
Anno	191x
Tipo mazzo	Didattico
Dimensioni	mm. 88x64

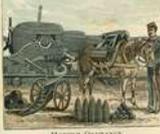
Le contee in questo mazzo sono: 1 **Lincoln** (Lincoln - Boston) - 2 **Cambridge** (Cambridge - Ely) - 3 **Norfolk** (Norwich - Gt. Yarmouth - King's Linn - Sandringham) - 4 **Suffolk** (Ipswich - Bury st. Edmunds) - 5 **Essex** (Chelmsford - Colchester - Harwich) - 6 **Kent** (Maidstone - Canterbury - Charham - Dover - Greenwich - Woolwich - Rochester) - 7 **Sussex** (Brighton - Chichester - Hastings) - 8 **Surrey** (Guildford - Croydon - Sydenham - Richmond - Epsom) - 9 **Hampshire** (Winchester - Portsmouth - Southampton - Isle of Wight) - 10 **Berkshire** (Reading - Windsor) - 11 **Wiltshire** (Salisbury - Stonehenge) - 12 **Dorset** (Dorchester - Weymouth) - 13 **Somerset** (Bristol *ab.* 328.842 - Bath - Wells - Clifton) - 14 **Devon** (Exeter - Plymouth) - 15 **Cornwall** (Truro - Penzance - Falmouth)



<p>3.</p> <p>NORFOLK.</p> <hr/> <p>NORWICH. GT. YARMOUTH. KING'S LYNN. SANDRINGHAM.</p>	<p>3.</p> <p>NORWICH.</p>  <p>THE CASTLE, now Shire Hall and County Gaol. Famous for Crapes and Shawls. POPULATION, 111,728.</p>	<p>3.</p> <p>GT. YARMOUTH.</p>  <p>NEW FISH MARKET. Great Herring Fishery, also a Bathing-place. POPULATION, 51,253.</p>	<p>3.</p> <p>KING'S LYNN.</p>  <p>THE SOUTH GATE. Great trade in Coal, Timber, and Wine. POPULATION, 20,289.</p>	<p>3.</p> <p>SANDRINGHAM.</p>  <p>SANDRINGHAM HALL. The property and frequent residence of H.R.H. THE PRINCE OF WALES.</p>
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<p>4.</p> <p>SUFFOLK.</p> <hr/> <p>IPSWICH. BURY ST. EDMUNDS.</p>	<p>4.</p> <p>IPSWICH.</p>  <p>ANCIENT HOUSE—Date, 1567. Charles II. took refuge here, it is said, after the Battle of Worcester. Birthplace of Cardinal Wolsey. POPULATION, 66,622.</p>	<p>4.</p> <p>BURY ST. EDMUNDS.</p>  <p>THE ABBEY GATEWAY, etc. The remains of King Edmund are buried here. POPULATION, 16,255.</p>
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<p>5.</p> <p>ESSEX.</p> <hr/> <p>CHELMSFORD. COLCHESTER. HARWICH.</p>	<p>5.</p> <p>CHELMSFORD.</p>  <p>The County Town of Essex. POPULATION, 12,580.</p>	<p>5.</p> <p>COLCHESTER.</p>  <p>THE CASTLE. A town famous for Oysters from the river Colne. POPULATION, 38,351.</p>	<p>5.</p> <p>HARWICH.</p>  <p>A Sea-port and Borough at the mouth of the river Orwell. Good Harbour. Ship-building. POPULATION, 10,019.</p>
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<p>6.</p> <p>KENT.</p> <hr/> <p>MAIDSTONE. CANTERBURY. CHATHAM. DOVER. GREENWICH. WOOLWICH. ROCHESTER.</p>	<p>6.</p> <p>MAIDSTONE.</p>  <p>One of the centres of the Hop-growing districts. POPULATION, 22,516.</p>	<p>6.</p> <p>CANTERBURY.</p>  <p>THE CATHEDRAL. Mary Queen Assizes. Scene of the Murder of Thomas à Becket. POPULATION, 22,968.</p>	<p>6.</p> <p>CHATHAM.</p>  <p>LANDING OF A WARRIOR. Dockyard and Naval Station. POPULATION, 46,712.</p>	<p>6.</p> <p>DOVER.</p>  <p>DOVER CASTLE AND SOUTH FORELAND CLIFFS. Famous can be seen from these Cliffs in fine weather. POPULATION, 44,772.</p>	<p>6.</p> <p>GREENWICH.</p>  <p>THE OBSERVATORY, where English Geographers give their Longitude. Famous Hospital for Seamen. POPULATION, 61,302.</p>	<p>6.</p> <p>WOOLWICH.</p>  <p>ROYAL ARSENAL & TOWER, etc. Great Artillery Barracks. POPULATION, 41,807.</p>	<p>6.</p> <p>ROCHESTER.</p>  <p>THE CASTLE. A Cathedral City, one of great importance. POPULATION, 36,822.</p>
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7.
SUSSEX.

BRIGHTON.
CHICHESTER.
HASTINGS.

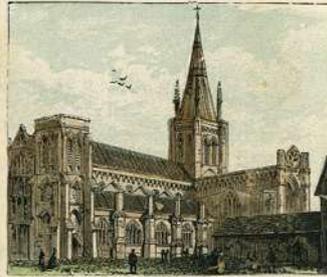
7.
BRIGHTON.



A century ago this was only a village; now it is a large and fashionable Watering-place.

POPULATION, 123,478.

7.
CHICHESTER.



THE CATHEDRAL.
The Chief Town of Sussex.

POPULATION, 12,241.

7.
HASTINGS.



THE CASTLE.
Fashionable Watering-place.

POPULATION, 65,528.

8.
SURREY.

GUILDFORD.
CROYDON.
SYDENHAM.
RICHMOND.
EPSOM.

8.
GUILDFORD.



THE CORN EXCHANGE.
Great trade in Corn and Timber.

POPULATION, 11,937.

8.
CROYDON.



THE CHURCH.
London's healthiest suburb.

POPULATION, 123,885.

8.
SYDENHAM.



THE PARK AND ARCHERY GROUNDS.
The Crystal Palace of 1851 was erected here in 1853, and is now a place of universal amusement.

POPULATION, 43,630.

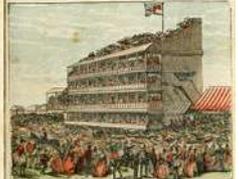
8.
RICHMOND.



VIEW FROM RICHMOND BRIDGE.
Beautiful scenery in this neighbourhood.

POPULATION, 31,677.

8.
EPSOM.



THE DERBY DAY.
Horse Races. Mineral Waters.

POPULATION, 10,915.

9.
HAMPSHIRE.

WINCHESTER.
PORTSMOUTH.
SOUTHAMPTON.
ISLE OF WIGHT.

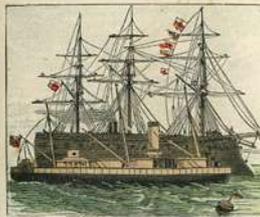
9.
WINCHESTER.



THE CATHEDRAL.
One of the most ancient towns in the kingdom. Egbert was crowned here.

POPULATION, 20,919.

9.
PORTSMOUTH.



Chief Naval Station of Great Britain.

POPULATION, 189,166.

9.
SOUTHAMPTON.



Port of call for American and Cape Liners.

Great yachting centre.
POPULATION, 104,911.

9.
ISLE OF WIGHT.



OSBORNE.
One of the residences of H.M. the KING.
Exports of pipeclay and fine sand from this island.

POPULATION, 82,387.

10.
BERKSHIRE.

READING.
WINDSOR.

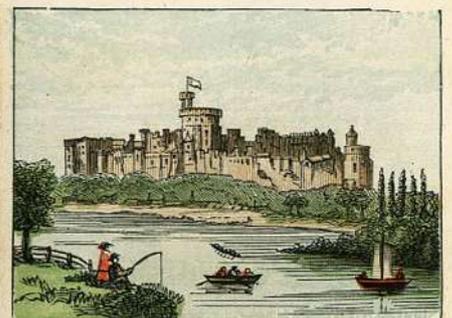
10.
READING.



The principal manufactures are Canvas Blankets, Ribbons and Biscuits.

POPULATION, 72,214.

10.
WINDSOR.



THE CASTLE.
Principal residence of His Majesty the KING.

POPULATION, 13,958.

11.
WILTSHIRE.

SALISBURY.
STONEHENGE.

11.
SALISBURY.



The Cathedral spire the loftiest in Great Britain.

POPULATION, 17,117.

11.
STONEHENGE.



DRUIDICAL REMAINS,
Situated on Salisbury Plain.

12.
DORSET.

DORCHESTER.
WEYMOUTH.

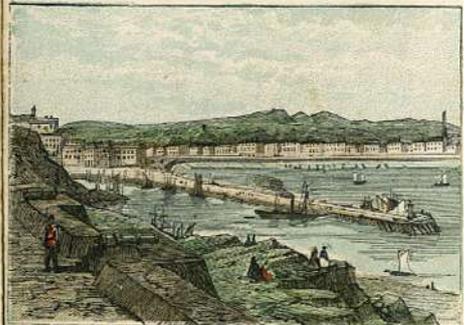
12.
DORCHESTER.



A Town famous for Ale.
Here is a Roman amphitheatre, the most perfect
in the kingdom.

POPULATION, 9,458.

12
WEYMOUTH.



A Sea-port and Bathing-place.

POPULATION, 19,831.

13.
SOMERSET.

BRISTOL.
BATH.
WELLS.
CLIFTON.

13.
BRISTOL.



REDCLIFFE CHURCH,
Much frequented by the Poet Chatterton.
Bristol is a great commercial Port and City.
POPULATION, 328,842.

13.
BATH.



THE ABBEY CHURCH AND GUILDHALL.
Bath is famous for its Hot Springs.
Roman Baths have lately been excavated.
POPULATION, 49,807.

13.
CLIFTON.



NIGHTINGALE VALLEY.
Clifton is celebrated for its Medicinal Springs,
and is a place of fashionable resort.
POPULATION, 44,419.

13.
WELLS.

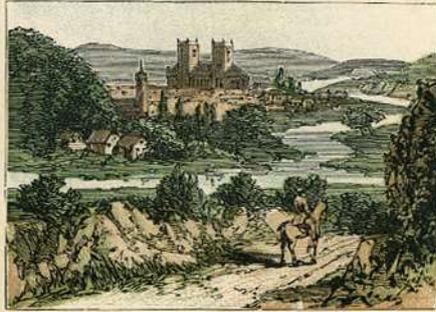


WEST FRONT OF THE CATHEDRAL.
The Bishop's Palace is surrounded by walls and a
moat.
POPULATION, 4,849.

14.
DEVON.

—
EXETER.
PLYMOUTH.

14.
EXETER.



The ancient seat of the West Saxon Kings.
A Cathedral City.
POPULATION, 46,940.

14.
PLYMOUTH.

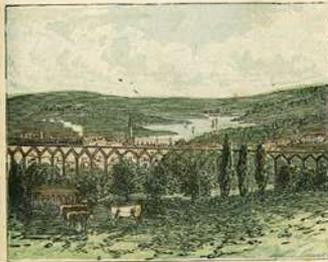


THE OLD EDDYSTONE LIGHTHOUSE,
Now removed to The Hoo.
Plymouth is the second English Port for Men-of-War.
POPULATION, 107,509.

15.
CORNWALL.

—
TRURO.
PENZANCE.
FALMOUTH.

15.
TRURO.



A Cathedral City.
Numerous Tin and Copper Mines in this neighbourhood.
POPULATION, 11,562.

15.
PENZANCE.



VIEW FROM THE SEA.
Mines and Pilchard Fisheries.
POPULATION, 13,123.

15.
FALMOUTH.



PENDENNIS CASTLE.
Falmouth is the principal port of call for sailing ships, and has a noble harbour.
POPULATION, 11,773.

3718 - Jaques - The counties of England I

Nome	The counties of England - 1st series - Northern countries
Fabbricante	John Jaques & Son Ltd
Paese	Gran Bretagna
Numero carte	61
Anno	191x
Tipo mazzo	Didattico
Dimensioni	mm. 88x64

Le contee in questo mazzo sono: 1 *Middlesex* (London ab. 4.536.063 - Brentford - Uxbridge - Twickenham) - 2 *Hertfordshire* (Hertford - St. Alban's - Ware) - 3 *Bedfordshire* (Bedford - Leighton Buzzard - Luton - Dunstable) - 4 *Huntingdonshire* (Huntingdon - St. Ives) - 5 *Northamptonshire* (Northampton - Peterborough - Daventry) - 6 *Rutlandshire* (Oakham - Uppingham) - 7 *Leicestershire* (Leicester - Loughborough) - 8 *Warwickshire* (Warwick - Birmingham - Coventry - Stratford upon Avon - Kenilworth) - 9 *Nottinghamshire* (Nottingham - Newark - Mansfield) - 10 *Derbyshire* (Derby - Chesterfield - Bakewell - Belper - Buxton - Matlock) - 11 *Staffordshire* (Stafford - Wolverhampton - Lichfield - Newcastle under Lyme - Wednesbury - Burton on Trent) - 12 *Worcestershire* (Worcester - Kidderminster - Dudley) - 13 *Oxfordshire* (Oxford - Woodstock) - 14 *Buckinghamshire* (Buckingham - Chalfont)



3.
BEDFORDSHIRE.
 —
 BEDFORD.
 LEIGHTON BUZZARD.
 LUTON.
 DUNSTABLE.

3.
 BEDFORD.



Thread. Lace.
 POPULATION, 35,144.

3.
 LEIGHTON BUZZARD.



Lace-making. Cattle.
 POPULATION, 6,331.

3.
 LUTON.



Straw Hats.
 POPULATION, 36,404.

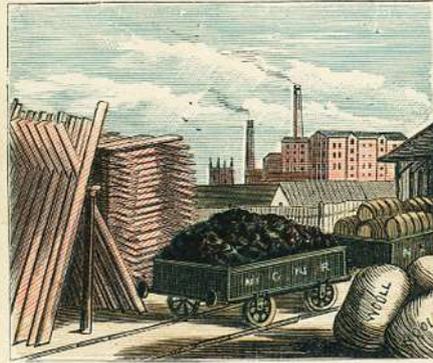
3.
 DUNSTABLE.



Straw Plait.
 POPULATION, 5,147.

4.
HUNTINGDONSHIRE
 —
 HUNTINGDON.
 ST. IVES.

4.
 HUNTINGDON.



Great trade in Beer, Coals, Timber, Corn, and Wool.
 Oliver Cromwell baptized here, 1599.
 POPULATION, 4,261.

4.
 ST. IVES.



Sheep and Cattle Markets, nearly the largest in England.
 POPULATION, 6,697.

5.
NORTHAMPTONSHIRE
 —
 NORTHAMPTON.
 PETERBOROUGH.
 DAVENTRY.

5.
 NORTHAMPTON.



THE QUEEN'S CROSS, Erected by Edward I. | The principal Manufactory of Boots.
 POPULATION, 87,021.

5.
 PETERBOROUGH.



THE CATHEDRAL.
 Norman and Early English periods.
 POPULATION, 30,870.

5.
 DAVENTRY



Shoe-making. Manufactory of Whips.
 POPULATION, 3,780.

6.

RUTLANDSHIRE.

OAKHAM.
UPPINGHAM.



The chief Town of Rutlandshire.

POPULATION, 10,064.

6.

UPPINGHAM.



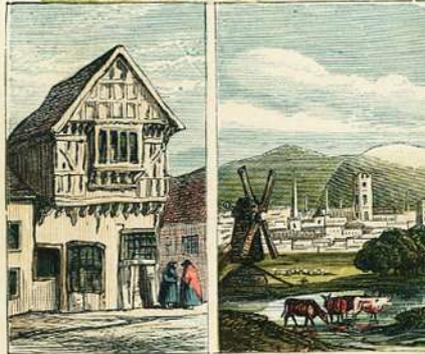
Rutlandshire is the smallest County of England.

POPULATION OF UPPINGHAM, 6,809.

7.

LEICESTERSHIRE.

LEICESTER.
LOUGHBOROUGH.



Old House in which Richard III. slept the night before the Battle of Bosworth.

Boots and Shoes.
Elastic Webbing.

POPULATION, 211,574.

7.

LOUGHBOROUGH.



Leicestershire is the great Hunting County of England.

Manufactory of Woollen Hosiery.

POPULATION, 21,508.

8.

WARWICKSHIRE.

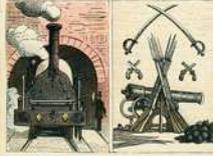
WARWICK.
BIRMINGHAM.
COVENTRY.
STRATFORD-UPON-AVON.
KENILWORTH.



THE CASTLE, from the Island. | GUY'S TOWER, WARWICK CASTLE.
POPULATION, 11,889.

8.

BIRMINGHAM.



Largest Steam-engine Manufactory in the World.
The Centre of the Hardware Markets.
Supposed Manufactory of Arms by ancient Britons.
POPULATION, 522,182.

8.

COVENTRY.



Old Timber Houses. | Manufactory of Bicycles.
POPULATION, 69,877.

8.

STRATFORD-UPON-AVON.



SHAKESPEARE'S HOUSE.
Shakespeare was born, 1564; died, 1616.
POPULATION, 8,310.

8.

KENILWORTH.



RUINS OF KENILWORTH CASTLE.
Famous in the time of Queen Elizabeth.
POPULATION, 4,544.

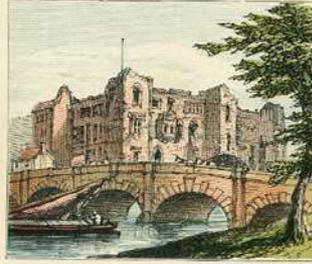
9.
NOTTINGHAMSHIRE.

NOTTINGHAM.
NEWARK.
MANSFIELD.



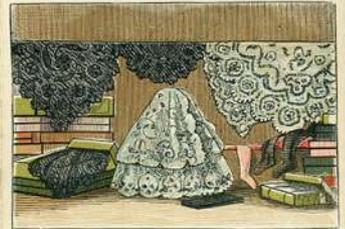
Robin Hood in the Forest of Sherwood.
He was famous from 1189 to 1247.
Manufactory of Hosiery and Lace.
POPULATION, 239,753.

9.
NEWARK.



THE CASTLE.
Manufactories of Linen Sheeting, Corn, and Tiles.
POPULATION, 14,985.

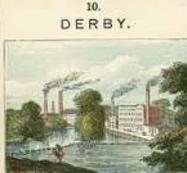
9.
MANSFIELD.



Lace and Hosiery.
Large Trade in Malt
POPULATION, 21,441.

10.
DERBYSHIRE.

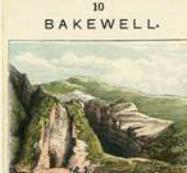
DERBY.
CHESTERFIELD.
BAKEWELL.
BELPER.
BUXTON.
MATLOCK.



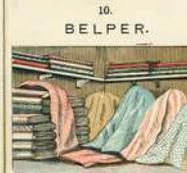
See THOMAS LORIMER'S Silk Mills;
Silks, Lace and Porcelain.
POPULATION, 105,753.



George Stephenson, the great Engineer, settled here.
Born, 1781; died, 1848.
POPULATION, 27,835.



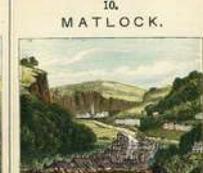
Many Mines and Quarries in this neighbourhood.
POPULATION, 2,530.



Cutlery and Silks;
Also Nails and Earthenware.
POPULATION, 10,934.



Hot Mineral Springs.
POPULATION, 10,184.



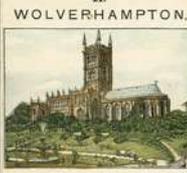
Hot Springs. Romantic Scenery.
POPULATION, 5,680.

11.
STAFFORDSHIRE.

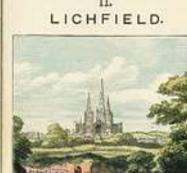
STAFFORD.
WOLVERHAMPTON.
LICHFIELD.
NEWCASTLE-UNDER-LYME.
WEDNESBURY.
BURTON-ON-TRENT.



Old High House.
Frank Weston was born at Stafford, 1721; died at Walsingham, 1802.
POPULATION, 20,794.



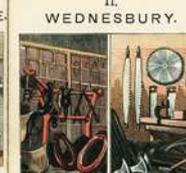
Manufactures of Lichs,
Jewellery and Fancy Metal Goods.
POPULATION, 94,176.



THE CATHEDRAL.
Free Grammar-school, where Addison, Wallcutts, Garrick, and Johnson were educated.
POPULATION, 1,022.



Centre of the Potteries.
Porcelain, Earthenware, and Stoneware.
POPULATION, 79,344.



Harness. | Saw, Edge-tools, Iron
Articles.
POPULATION, 36,544.



Alc and Beer.
POPULATION, 50,316.

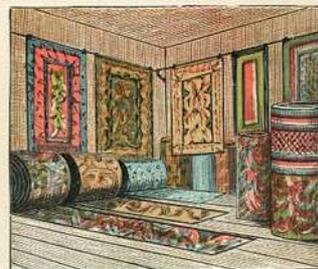
12.
WORCESTERSHIRE.

WORCESTER.
KIDDERMINSTER.
DUDLEY.



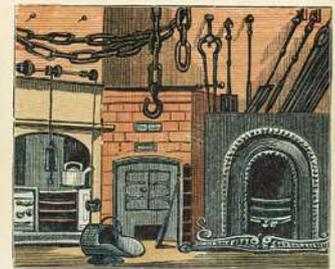
Porcelain.
One of the chief Cities of the ancient Britons.
POPULATION, 46,623.

12.
KIDDERMINSTER.



Carpets.
POPULATION, 24,692.

12.
DUDLEY.



Grates, Fire-irons, Chain Cables.
POPULATION, 48,809.

13.
OXFORDSHIRE.

OXFORD.
WOODSTOCK.

13.
OXFORD.



One of the great English Universities.
POPULATION, 49,413.

13.
WOODSTOCK.

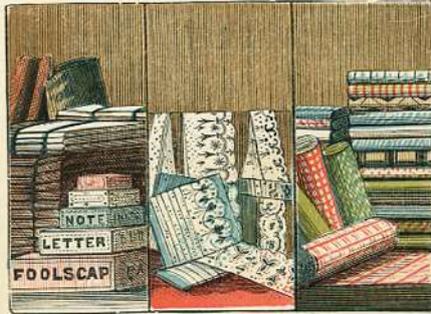


BLENHEIM PALACE.
The Seat of the Duke of Marlborough.
POPULATION, 1,684.

14.
BUCKINGHAMSHIRE.

BUCKINGHAM.
CHALFONT.

14.
BUCKINGHAM.

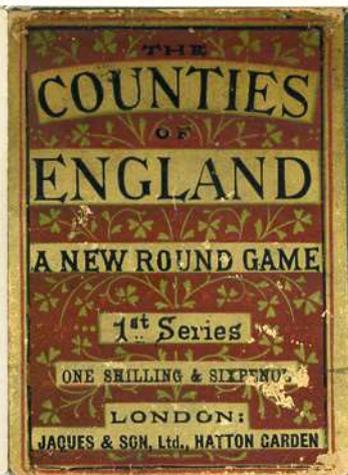


Paper, Lace, and Silks.
POPULATION, 3,151.

14.
CHALFONT.



The House in which Milton finished
"Paradise Lost."
POPULATION, 2,795.



RULES FOR THE GAME
OF THE
COUNTIES OF ENGLAND.

This pack consists of sixty-one cards, containing fourteen County cards, numbering from one to fourteen, and forty-seven Picture cards, illustrating their towns. Each Picture card bears the number of the County to which it belongs.

Any number above three can play. The cards to be shuffled and dealt round. The player next the dealer (or the winner of a previous round) begins the game by asking for a card of any County of which he holds either a town or the County card. If he gets it, he continues asking for what he wants till he is refused. Then the privilege of asking devolves upon the player who refused him: he in his turn asks for any card he requires to complete his set, until he is refused; and so the game goes on.

When a player has the County card in his hand, he knows how many towns he requires to make up a set. Every set made up is proclaimed and laid down on the table.

The player who has made up most sets is winner when the cards are all played out, and has the privilege of the first question at the next round.

Any player withholding a card asked for forfeits a set. Disputes to be settled by reference to the Key.

Or the game may be played thus:

1. One player to be chosen as President.
2. The President to retain the County cards, and deal the Picture cards round.
3. Six counters to be given to each player, and some put in the pool.
4. The President to ask each player in turn for a card of the town belonging to the County which he mentions.
5. If a card of another County be offered, the person forfeits one to the pool; but if the right one be offered, he takes one from the pool.
6. Any person refusing a card, or deserting company, manufacturer, &c., connected with his card, receives an additional counter from the pool.
7. The sets being all made up, he who has most counters wins.

THE KEY.

- | | |
|-------------------------------|----------|
| 1. MIDDLESEX | 5 Cards. |
| 2. HERTFORDSHIRE | 4 " |
| 3. BEDFORDSHIRE | 5 " |
| 4. HUNTINGDONSHIRE | 3 " |
| 5. NORTHAMPTONSHIRE | 4 " |
| 6. RUTLANDSHIRE | 3 " |
| 7. LEICESTERSHIRE | 3 " |
| 8. WARWICKSHIRE | 6 " |
| 9. NOTTINGHAMSHIRE | 4 " |
| 10. DERBYSHIRE | 7 " |
| 11. STAFFORDSHIRE | 7 " |
| 12. WORCESTERSHIRE | 4 " |
| 13. OXFORDSHIRE | 3 " |
| 14. BUCKINGHAMSHIRE | 3 " |

LIST OF NEW GAMES
RECENTLY PUBLISHED BY
J. JACQUES & SON, Ltd.

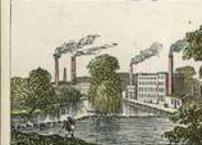
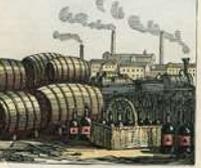
- WATERLOO CUP.** Adapted from the Rules of Coursing. A race between the hare and the dogs. 1s., 2s. 6d., 3s. 6d. Very attractive.
- CROCKINOLE.** Flipping discs with the finger over a large wooden board. Very popular. 7s., 14s., and 20s.
- HOOK IT.** A wall Quoit game. 3s. 9d. 5s., 9s.
- ZOOLOGICAL LOTO.** A capital game for teaching children Natural History. 4s., 7s. 6d., 10s. 6d.
- NATIONAL GALLERY.** Sixty reproductions of best National Pictures. English School, 1s. Ditto, Dutch School, 1s.
- SKITS.** Caricature Cards on the outlines of each County; most amusing and instructive. 1s.
- BIRDS OF A FEATHER.** A game of buying and selling, and causing immense fun. 1s.

3531 - Jaques - The counties of England

Nome	The counties of England - A geographical game
Fabbricante	John Jaques & Son Ltd
Paese	Gran Bretagna
Numero carte	48
Anno	193x
Tipo mazzo	Didattico
Dimensioni	mm. 86x66

Le contee in questo mazzo sono: 1 *Shropshire* (Shrewbury - Ludlow) - 2 *Hereford* (Hereford - Ledbury) - 3 *Gloucestershire* (Gloucester - Bristol *ab.* 396.920 - Cheltenham - Tewkesbury - Stroud) - 4 *Monmouthshire* (Monmouth - Newport - Raglan) - 5 *Derbyshire* (Derby - Chesterfield - Bakewell - Belper - Buxton) - 6 *Warwickshire* (Warwick - Birmingham - Coventry - Stratford upon Avon) - 7 *Staffordshire* (Stafford - Wolverhampton - Lichfield - Newcastle under Lyme - Burton on trent) - 8 *Leicestershire* (Leicester - Loughborough) - 9 *Worcestershire* (Worcester - Kidderminster - Dudley) - 10 *Oxfordshire* (Oxford - Woodstock) - 11 *Wiltshire* (Salisbury - Stonehenge)

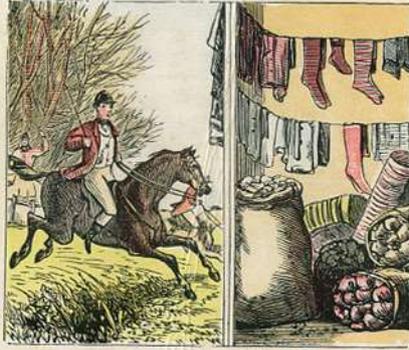


<p>3 GLOUCESTER-SHIRE</p> <p>Gloucester Bristol Cheltenham Tewkesbury Stroud</p>	<p>3 BRISTOL</p>  <p>BRISTOL CATHEDRAL Much frequented by the Post Chatterton Bristol is a great commercial Port and City Tobacco, Glass, Large Coasting Trade POPULATION: 306,930</p>	<p>3 CHELTHENHAM</p>  <p>FITZVILLE SPA Saline springs and wells, and hot and cold baths Educational Centre. POPULATION: 49,350</p>	<p>3 TEWKESBURY</p>  <p>One of the noblest Parish Churches in the Kingdom. Linen Collars, Stockings. POPULATION: 4,300</p>	<p>3 STROUD</p>  <p>In the neighbourhood is a brook whose waters are peculiarly adapted to the dyeing of scarlet. Cloth Factories, Breweries. POPULATION: 8,300</p>	<p>3 GLOUCESTER</p>  <p>THE CATHEDRAL Iron Foundries, Cutlery. POPULATION: 102,940</p>
<p>4 MONMOUTHSHIRE</p> <p>Monmouth Newport Raglan</p>	<p>4 NEWPORT</p>  <p>IRON FOUNDRY. Trade in Iron and Tin. Shipbuilding, Chemicals. POPULATION: 89,200</p>	<p>4 MONMOUTH</p>  <p>OLD GATEWAY ON THE BRIDGE. Henry V. was born in this Town. Chemicals, Tin Plate. POPULATION: 4,730.</p>	<p>4 RAGLAN</p>  <p>THE CASTLE, In which Charles I. passed much of his life. It was the last, in Cromwell's time, to surrender to General Fairfax. POPULATION: 680.</p>		
<p>5 DERBYSHIRE</p> <p>Derby Chesterfield Bakewell Belper Buxton</p>	<p>5 BELPER</p>  <p>Cottons and Silks; Also Nails and Earthenware. POPULATION: 18,000.</p>	<p>5 DERBY</p>  <p>SIR THOMAS LOMBE'S SILK MILL. Silks, Lace and Porcelain. Midland Railway Locomotive Works. POPULATION: 142,410.</p>	<p>5 BUXTON</p>  <p>Hot Mineral Springs. POPULATION: 15,350.</p>	<p>5 BAKEWELL</p>  <p>Many Mines and Quarries in the neighbourhood POPULATION: 3,010.</p>	<p>5 CHESTERFIELD</p>  <p>George Stephenson, the great Engineer, settled here. Born, 1781; died, 1848. POPULATION: 64,150.</p>
<p>6 WARWICKSHIRE</p> <p>Warwick Birmingham Coventry Stratford-upon-Avon Kenilworth</p>	<p>6 WARWICK</p>  <p>THE CASTLE, from the Island. GUY'S TOWER, WARWICK CASTLE. Brewing, Malting, Rope, Iron POPULATION: 18,400.</p>	<p>6 COVENTRY</p>  <p>Old Timber Houses. Cycles and Motor Cars manufactured in large quantities. POPULATION: 167,000.</p>	<p>6 BIRMINGHAM</p>  <p>The Centre of the Hardware Markets. Arms and Ammunition, Motor Cars POPULATION: 1,002,410</p>	<p>6 KENILWORTH</p>  <p>RUINS OF KENILWORTH CASTLE. Famous in the time of Queen Elizabeth. Tanning. POPULATION: 7,500.</p>	<p>6 STRATFORD-UPON-AVON</p>  <p>SHAKESPEARE'S HOUSE Shakespeare born, 1564; died, 1616. New Shakespeare Memorial Theatre built 1933-32 POPULATION: 11,600.</p>
<p>7 STAFFORDSHIRE</p> <p>Stafford Wolverhampton Lichfield Newcastle-under-Lyme Burton-on-Trent</p>	<p>7 NEWCASTLE-UNDER-LYME</p>  <p>Centre of the Potteries. Porcelain, Earthenware, and Stoneware. Army Clothing, Paper, Ironworks. POPULATION: 23,350.</p>	<p>7 STAFFORD</p>  <p>OLD HIGH HOUSE Isaac Wallis was born at Stafford, 1807; died at Wutherton 1881. Tanning Pottery & Coalfields POPULATION: 29,480.</p>	<p>7 BURTON-ON-TRENT</p>  <p>Ale and Beer. POPULATION: 49,480.</p>	<p>7 WOLVERHAMPTON</p>  <p>Japanned and Fancy Metal Goods. Ironworks, Coal, Dye and Colour Works. POPULATION: 133,100</p>	<p>7 LICHFIELD</p>  <p>THE CATHEDRAL. Free Grammar-school where Addison, Wallsten Garrick, and Johnson were educated. Breweries, Carriage Works. POPULATION: 8,310.</p>

8
LEICESTERSHIRE

Leicester
Loughborough

8
LOUGHBOROUGH

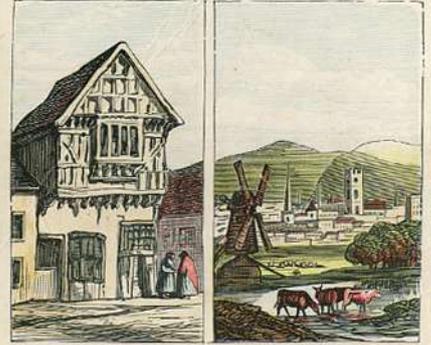


Leicestershire is the great Hunting County of England.

Manufacture of Woollen Hosiery, Boilers, Locomotives and Dynamos.

POPULATION, 26,940.

8
LEICESTER



Old House in which Richard III. slept the night before the battle of Bosworth.

Boots and Shoes. Elastic Webbing. Breweries, Distilleries.

POPULATION, 239,110.

9
WORCESTERSHIRE

Worcester
Kidderminster
Dudley

9
WORCESTER

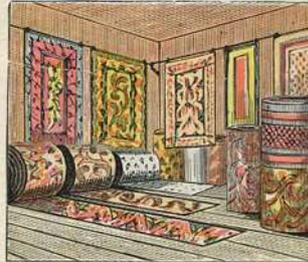


Porcelain.

One of the chief Cities of the ancient Britons.

POPULATION, 50,500.

9
KIDDERMINSTER



Carpets.

Worsted, Damask.

POPULATION, 28,910.

9
DUDLEY



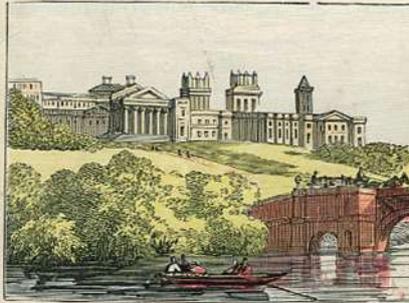
Grates, Fire-irons, Chain Cables.

POPULATION, 59,580.

10
OXFORDSHIRE

Oxford
Woodstock

10
WOODSTOCK



BLenheim PALACE.

The Seat of the Duke of Marlborough.

POPULATION, 1,480.

10
OXFORD



One of the great English Universities. Agriculture, Dairy Produce.

POPULATION, 80,540

11
WILTSHIRE

Salisbury
Stonehenge

11
SALISBURY



The Cathedral spire the loftiest in Great Britain.

Cattle Markets, Cutlery.

POPULATION, 26,460.

11
STONEHENGE



DRUIDICAL REMAINS.

Situated on Salisbury Plain.



The
**COUNTIES
OF
ENGLAND**
A
**Geographical
Game**

CONTAINING VIEWS OF THE CHIEF TOWNS
IN EACH COUNTY, THEIR PRODUCTS & NOTABLE
BUILDINGS ETC. BEAUTIFULLY PRINTED IN COLOURS.

JOHN JAQUES & SON LTD,
LONDON.

Of Highly Instructive
Educational Value

JAQUES
POPULAR GAMES
since 1795

PING PONG THE GAME OF
TABLE TENNIS
SNAKES & LADDERS
LUDO · LOTO · HALMA
PATCHESI · SNAP
HAPPY FAMILIES
COUNTIES OF ENGLAND
MINORU · MANIFESTO
BACKGAMMON
CHESS · DRAUGHTS
DOMINOES · POKER
ROULETTE

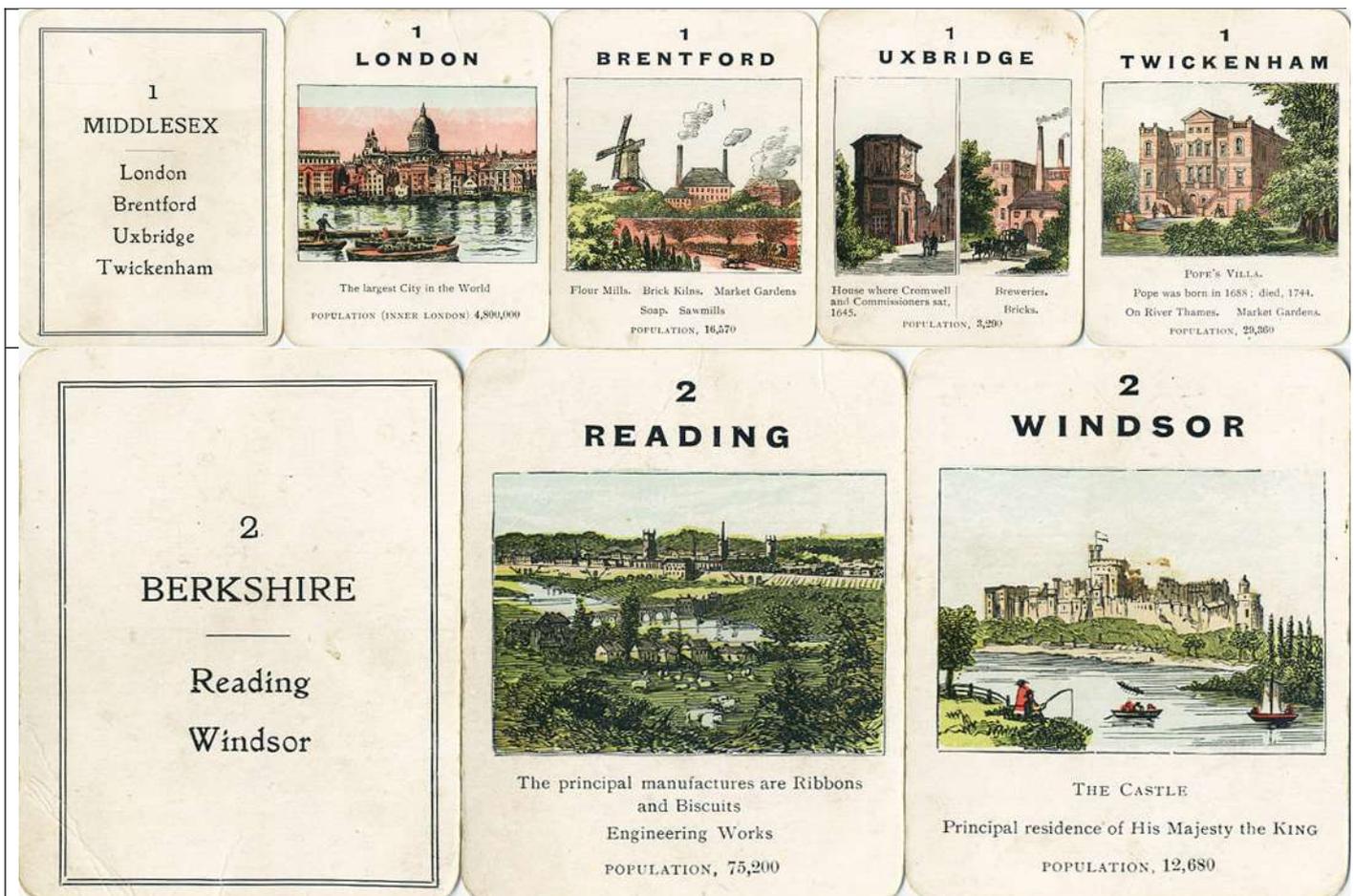
JOHN JAQUES & SON LTD,
LONDON.

A very Interesting
and Popular game

2599 - Jaques - The counties of England IV

Nome	The counties of England - 4th series - Southern countries
Fabbricante	John Jaques & Son Ltd
Paese	Gran Bretagna
Numero carte	48
Anno	193x
Tipo mazzo	Didattico
Dimensioni	mm. 86x66

Le contee in questo mazzo sono: 1 *Middlesex* (London *ab.* 4.800.000 - Brentford - Uxbridge - Twickenham) - 2 *Berkshire* (Reading - Windsor) - 3 *Surrey* (Guildford - Croydon - Sydenham - Richmond - Epsom) - 4 *Kent* (Maidstone - Canterbury - Chatham - Dover - Greenwich - Woolwich - Rochester) - 5 *Sussex* (Brighton - Chichster - Hastings) - 6 *Hampshire* (Winchester - Portsmouth - Southampton - Isle of Wight) - 7 *Dorset* (Dorchester - Weymouth) - 8 *Somerset* (Taunton - Bristol *ab.* 307.040 - Bath - Wells - Clifton) - 9 *Devon* (Exeter - Plymouth) - 10 *Cornwall* (Truro - Penzance - Falmouth)



3
SURREY
Guildford
Croydon
Sydenham
Richmond
Epsom

3
GUILDFORD



THE CORN EXCHANGE
Agriculture, Breweries
POPULATION, 23,820

3
CROYDON



THE CHURCH
London's healthiest suburb
POPULATION, 169,550

3
SYDENHAM



AN EARLY PICTURE OF THE CRYSTAL PALACE
The Crystal Palace of 1851 was moved here in 1855
POPULATION, 27,500

3
RICHMOND



VIEW FROM RICHMOND BRIDGE
Situated on the Thames A popular residential suburb of London
POPULATION, 31,229

3
EPSOM



THE DERBY
Horse Racing Mineral Waters
POPULATION, 19,150

4
KENT
Maidstone
Canterbury
Chatham
Dover
Greenwich
Woolwich
Rochester

4
MAIDSTONE



One of the centres of the Hay-growing, Basketry, Paper, Agricultural Implements, Brick and Ceramic Works
POPULATION, 35,420

4
CANTERBURY



THE CATHEDRAL
Mary Queen of Scots
Scene of the Murder of Thomas à Becket
POPULATION, 34,000

4
CHATHAM



THE ROYAL DOCKYARD
Dockyard and Naval Station
POPULATION, 42,000

4
DOVER



DOVER CASTLE AND SOUTH FORELAND CLIFFS
The Coast of France can be seen from these Cliffs in clear weather
Fishes known - The large Dutch
POPULATION, 45,800

4
GREENWICH



THE OBSERVATORY whence English Geographers date their Longitude
Famous Hospital for Seamen
POPULATION, 9,800

4
WOOLWICH



THE CITADEL MEMORIAL
Royal Arsenal and Stores, Royal Military Academy
POPULATION, 12,250

4
ROCHESTER



THE CASTLE
A Cathedral City one of great importance
POPULATION, 21,200

5
SUSSEX
Brighton
Chichester
Hastings

5
BRIGHTON



Queen of English Watering Places
POPULATION, 132,000

5
CHICHESTER



THE CATHEDRAL
The Chief Town of Sussex
POPULATION, 12,500

5
HASTINGS



THE CASTLE
A seaside holiday resort
Battle Oct. 14, 1066
POPULATION, 61,140

6
HAMPSHIRE
Winchester
Portsmouth
Southampton
Isle of Wight

6
WINCHESTER



THE CATHEDRAL
One of the most ancient towns in the kingdom
Egbert was crowned here
Brewing, Malting, Agricultural produce
POPULATION, 23,370

6
PORTSMOUTH



A BATTLE CRUISER
Chief Naval Station of Great Britain
Dockyard, Naval Station
POPULATION, 231,140

6
SOUTHAMPTON



Port of call for American and Cape Liners
Great yachting centre
POPULATION, 119,000

6
ISLE OF WIGHT



OSBORNE
Osborne House was once a royal residence and is now used as the Royal Naval College
POPULATION OF THE ISLAND, 83,000

7
DORSET
Dorchester
Weymouth

7
DORCHESTER



Here is a Roman amphitheatre, the most perfect in the kingdom
POPULATION, 9,340

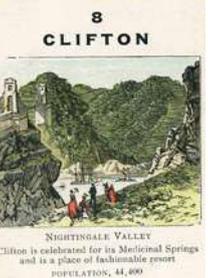
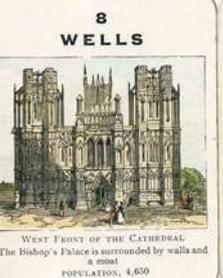
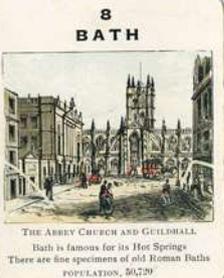
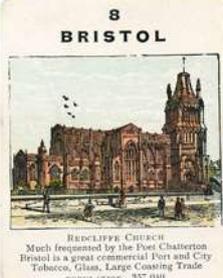
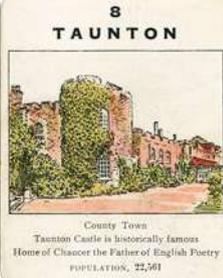
7
WEYMOUTH



A Seaport and popular Holiday Resort
POPULATION, 22,320

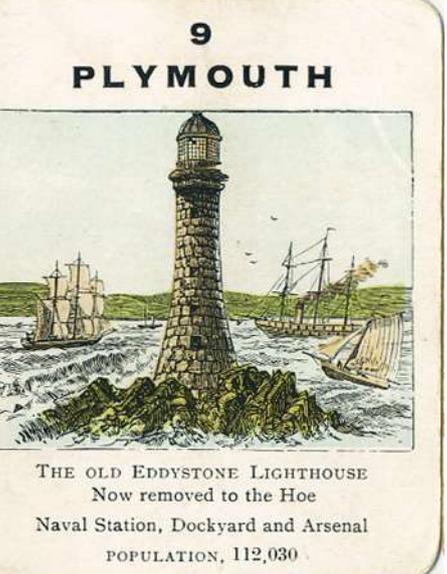
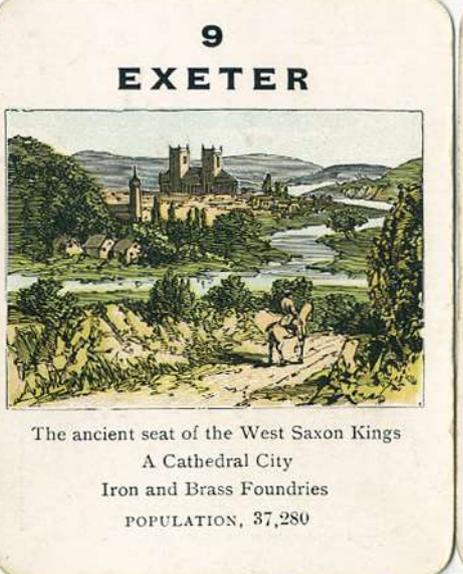
8
SOMERSET

Taunton
Bristol
Bath
Wells
Clifton



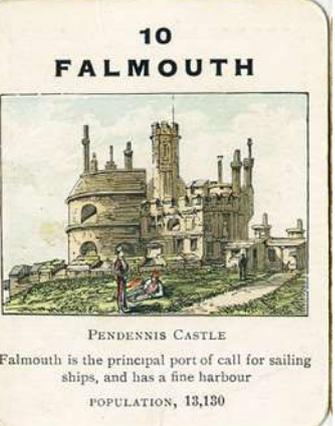
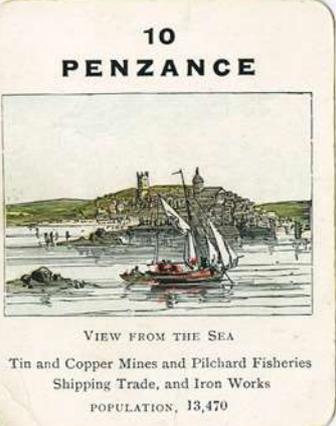
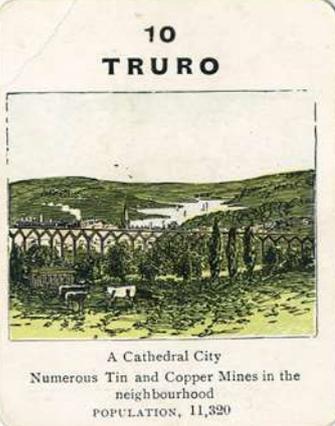
9
DEVON

Exeter
Plymouth



10
CORNWALL

Truro
Penzance
Falmouth



The
**COUNTIES
OF
ENGLAND**

A
Geographical
Game.

4th Series

JAKUES & SON
LONDON



THE KEY

1. Middlesex	5 Cards
2. Berkshire	3 "
3. Surrey	6 "
4. Kent	8 "
5. Sussex	4 "
6. Hampshire	5 "
7. Dorset	3 "
8. Somerset	6 "
9. Devon	3 "
10. Cornwall	4 "

3866 - Jaques - The counties of England IV

Nome	The counties of England - Series n° 4 - Southern countries
Fabbricante	John Jaques & Son Ltd
Paese	Gran Bretagna
Numero carte	48
Anno	1937 circa
Tipo mazzo	Didattico
Dimensioni	mm. 86x66

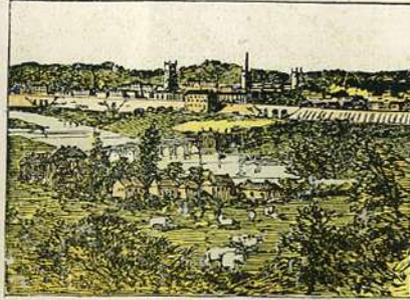
Le contee in questo mazzo sono: 1 **London** (London *ab.* 4.396.820 - Sydenham - Greenwich - Woolwich) - 2 **Middlesex** (Brentford - Uxbridge - Twickenham) - 3 **Berkshire** (Reading - Windsor) - 4 **Surrey** (Guilford - Croydon - Richmond - Epsom) - 5 **Kent** (Maidstone - Canterbury - Chatham - Dover - Rochester) - 6 **Sussex** (Brighton - Chichester - Hastings) - 7 **Hampshire** (Winchester - Portsmouth - Southampton - Isle of Wight) - 8 **Dorset** (Dorchester - Weymouth) - 9 **Somerset** (Taunton - Bath - Wells - Glastonbury) - 10 **Devon** (Exeter - Plymouth) - 11 **Cornwall** (Truro - Penzance - Falmouth)



3
BERKSHIRE

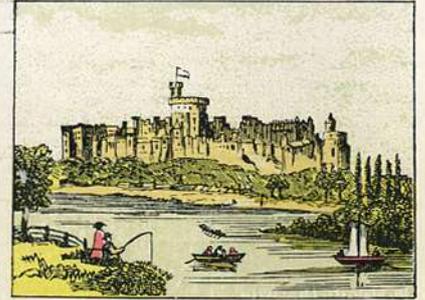
Reading
Windsor

3
READING



The principal manufactures are Ribbons
and Biscuits
Engineering Works
POPULATION, 97,150.

3
WINDSOR



THE CASTLE
Principal residence of His Majesty the KING
POPULATION, 20,115

4
SURREY
Guildford
Croydon
Richmond
Epsom

4
GUILDFORD



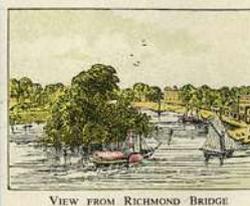
THE CORN EXCHANGE
Agriculture, Breweries
POPULATION, 30,750.

4
CROYDON



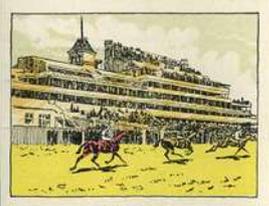
THE CHURCH
London's healthiest suburb
POPULATION, 233,110.

4
RICHMOND



VIEW FROM RICHMOND BRIDGE
Sited on the Thames. A popular
residential suburb of London
POPULATION, 39,275.

4
EPSOM



THE DERBY
Horse Racing. Mineral Waters
POPULATION, 27,090.

5
KENT
Maidstone
Canterbury
Chatham
Dover
Rochester

5
MAIDSTONE



One of the centres of the Hop-growing districts
Paper, Agricultural Implements, Brick and
Cement Works
POPULATION, 42,280.

5
CANTERBURY



THE CATHEDRAL
Many Roman Antiquities
Scene of the Murder of Thomas à Becket
POPULATION, 24,450.

5
CHATHAM



THE RUSSIAN MEMORIAL
Dockyard and Naval Station
POPULATION, 43,000.

5
DOVER



DOVER CASTLE AND SOUTH FORELAND CLIFFS
The Coast of France can be seen from these
Cliffs in clear weather
Packet Station. Has large Docks
POPULATION, 41,890.

5
ROCHESTER



THE CASTLE
A Cathedral City one of great importance.
POPULATION, 31,200.

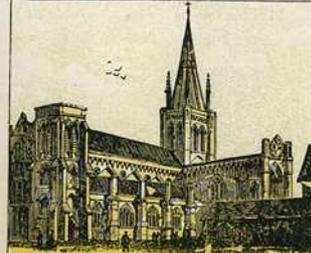
6
SUSSEX
Brighton
Chichester
Hastings

6
BRIGHTON



Queen of English watering places.
POPULATION, 147,430.

6
CHICHESTER



THE CATHEDRAL
The Chief Town of Sussex
POPULATION, 13,910.

6
HASTINGS



THE CASTLE
A seaside holiday resort
Battle Oct. 14, 1066
POPULATION, 65,200.

7
HAMPSHIRE
Winchester
Portsmouth
Southampton
Isle of Wight

7
WINCHESTER



THE CATHEDRAL
One of the most ancient towns in the kingdom
Egbert was crowned here
Brewing, Malting, Agricultural produce
POPULATION, 22,969.

7
PORTSMOUTH



A BATTLE CRUISER
Chief Naval Station of Great Britain
Dockyard, Naval Station
POPULATION, 249,290.

7
SOUTHAMPTON



Port of call for American and Cape liners
Great yachting centre
POPULATION, 176,020.

7
ISLE OF WIGHT



OSBORNE
Osborne House was once a royal residence
and is now used as an Officers' Convalescent
Home
POPULATION OF THE ISLAND, 88,400

8

DORSET

Dorchester
Weymouth

8

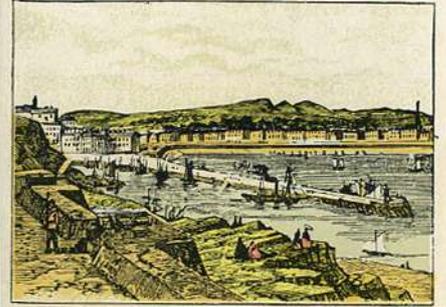
DORCHESTER



Here is a Roman amphitheatre, the most perfect in the kingdom
POPULATION, 10,030.

8

WEYMOUTH



A Seaport and popular Holiday Resort
POPULATION, 21,980.

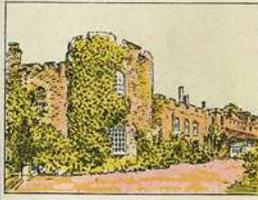
9

SOMERSET

Taunton
Bath
Wells
Glastonbury

9

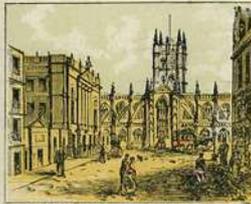
TAUNTON



County Town
Taunton Castle is historically famous
Home of Chaucer the Father of English Poetry
POPULATION, 25,180.

9

BATH



THE ABBEY CHURCH AND GUILDHALL
Bath is famous for its Hot Springs
There are fine specimens of old Roman Baths
POPULATION, 68,800.

9

WELLS



WEST FRONT OF THE CATHEDRAL
The Bishop's Palace is surrounded by walls and a moat
POPULATION, 4,835

9

GLASTONBURY



RUINS OF THE ABBEY
Earliest English Church built here
The Isle of Avalon of the legend and the burial place of King Arthur and Queen Guinevere
POPULATION, 4,515.

10

DEVON

Exeter
Plymouth

10

EXETER



The ancient seat of the West Saxon Kings
A Cathedral City
Iron and Brass Foundries
POPULATION, 66,039.

10

PLYMOUTH



THE OLD EDDYSTONE LIGHTHOUSE
Now removed to the Hoe
Naval Station, Dockyard and Arsenal
POPULATION, 208,170.

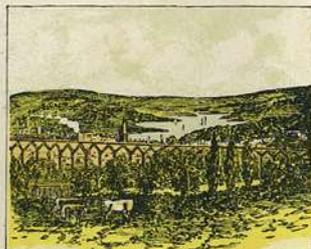
11

CORNWALL

Truro
Penzance
Falmouth

11

TRURO



A Cathedral City
Numerous Tin and Copper Mines in the neighbourhood
POPULATION, 11,070.

11

PENZANCE



VIEW FROM THE SEA
Tin and Copper Mines and Pilchard Fisheries
Shipping Trade, and Iron Works
POPULATION, 11,340.

11

FALMOUTH



PENDENNIS CASTLE
Falmouth is the principal port of call for sailing ships, and has a fine harbour
POPULATION, 13,490.



The
COUNTIES
 OF
ENGLAND
A
Geographical
Game

CONTAINING VIEWS OF THE CHIEF TOWNS IN EACH COUNTY, THEIR PRODUCTS & NOTABLE BUILDINGS ETC. BEAUTIFULLY PRINTED IN COLOURS.

JOHN JAQUES & SON LTD.
 LONDON.

SERIES No 4
SOUTHERN COUNTIES

Entered at Stationers Hall & Registered.

JAQUES
POPULAR GAMES
 SINCE 1795

PING PONG THE GAME OF TABLE TENNIS
SNAKES & LADDERS
LUDO · LOTO · HALMA
PATCHESI · SNAP
HAPPY FAMILIES
COUNTIES OF ENGLAND
MINORU · MANIFESTO
BACKGAMMON
CHESSE · DRAUGHTS
DOMINOES · POKER
ROULETTE

JOHN JAQUES & SON LTD.
 LONDON.

RULES
 for the Game of the
COUNTIES OF ENGLAND

Any number of players more than three can play. The cards are to be shuffled and dealt round in the usual fashion. The player next to the dealer (or the winner of a previous round) begins the game by asking for a card of any County of which he holds either a town or the County Card. If he secures the card he continues asking for any other cards he may require until he is refused. The privilege of asking then devolves upon the player who refused him; this player in his turn asks for any card he may require to complete his set until he is refused; and so the game continues.

When a player has the County Card in his hand, he knows the number of towns he requires to make up any particular set. Every set made up is proclaimed and laid upon the table.

The player who has completed the greatest number of sets—when all the cards have been played out—is declared the winner and has the right to demand the first card in the ensuing round.

Any player withholding a card asked for must forfeit a set.

Disputes are to be settled by reference to the key.

The Game may also be played in this manner:—

- 1.—One player is chosen to act as President.
- 2.—The President retains the County Cards, and deals the picture cards round to the remaining players.

[P.T.O.]

- 3.—Six counters are distributed to each player, and a few are placed in the pool.
- 4.—The President asks each player in turn for a card depicting a town in some specified County.
- 5.—If a card of another County is offered, the player forfeits one counter to the pool; if on the other hand a correct card is offered, the player takes a counter from the pool.
- 6.—Any player relating a fact, or describing scenery, manufactures, etc., connected with his card receives an additional counter from the pool.
- 7.—The sets being all complete, the player who has most counters wins the game.

Counties of England are published in four series:—

1st Northern	2nd Midland
3rd Eastern	4th Southern

Popular Games published & Manufactured by
JOHN JAQUES & SON, LTD.

- | | |
|---|---|
| MINORU
SNAP
REVERSI
TIDDLEDY WINKS
WHO KNOWS
FRENCH FOR FUN
SOLITAIRE
HOOK-IT
HAPPY FAMILIES | PING PONG (Table Tennis)
SAFETY FIRST
SHOVE HA'PENNY
LUDO
RUSSIAN DRAUGHTS
<small>(Chinese Checkers)</small>
PATCHESI
DEVIL AMONG THE TAILORS |
|---|---|

JOHN JAQUES & SON, LTD.
 WHITEHORSE ROAD,
 THORNTON HEATH, SURREY.

3713 - Jaques - Weights & measures

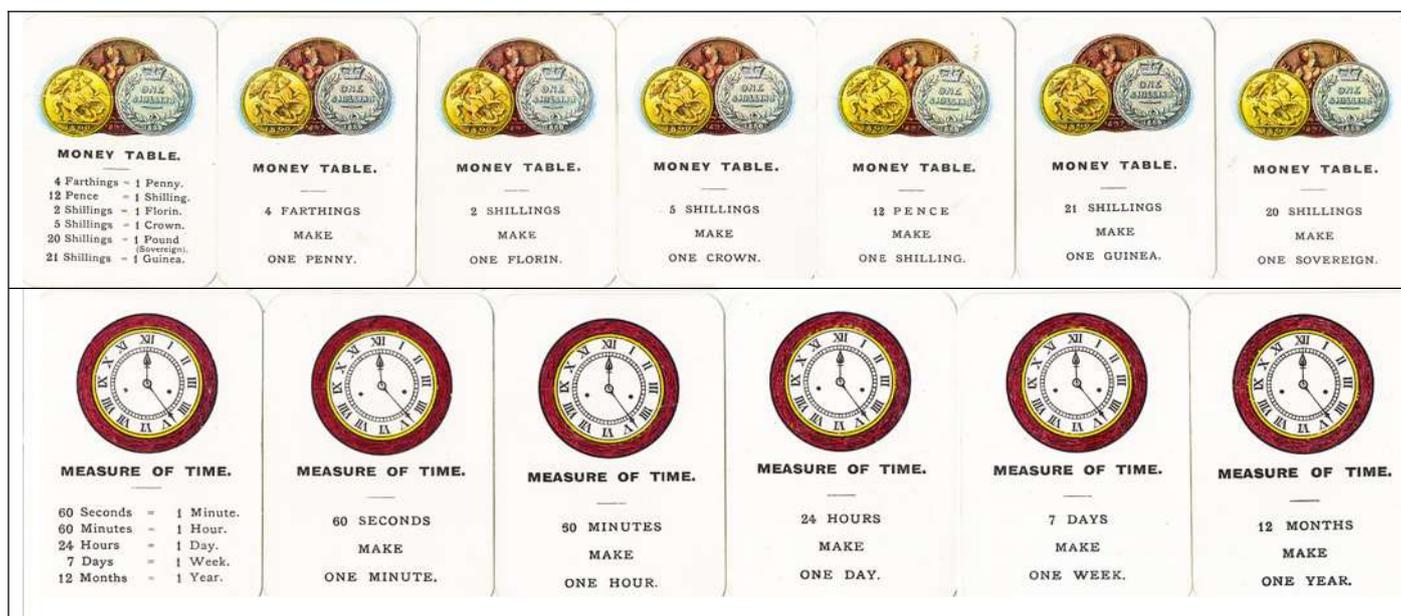
Nome	Weights & measures
Fabbricante	John Jaques & Son l.td.
Paese	Gran Bretagna
Numero carte	52
Anno	1910 circa
Tipo mazzo	Didattico
Dimensioni	mm. 86x63

Il mazzo *Pesi e misure* permetteva ai ragazzi inglesi di impraticarsi con i complicati sistemi di quella nazione che non aveva accettato di passare al più semplice e pratico sistema decimale. Le misure di lunghezza sono ancora quelle che facevano riferimento a parti del corpo umano, come pollici e piedi, il ragazzo inglese doveva imparare che 12 *inches* facevano 1 *foot*, 3 *feet* una *yard*, 5,5 *yards* 1 *pole*, 40 *poles* 1 *furlong*, 8 *furlong* 1 *mile*, 3 *miles* 1 *league*. Per complicare le cose il miglio marino è diverso da quello terrestre.

Contorto anche il sistema monetario, per fortuna diventato decimale nel 1971.

Più complicato di tutti il sistema dei pesi, in cui i pesi di uso comune (*avoirdupois*) erano diversi da quelli per i metalli preziosi (*troy*) mentre i farmacisti ne adottavano uno tutto loro (*apothecaries weight*).

Nel mazzo troviamo: monete, misure del tempo, misure per aridi, misure di lunghezza, di superficie e cubiche, pesi di uso comune, per preziosi e usati dai farmacisti.





DRY MEASURE.

2 Pints = 1 Quart.
4 Quarts = 1 Gallon.
2 Gallons = 1 Peck.
4 Pecks = 1 Bushel.
8 Bushels = 1 Quarter.



DRY MEASURE.

2 PINTS
MAKE
ONE QUART.



DRY MEASURE.

4 QUARTS
MAKE
ONE GALLON.



DRY MEASURE.

2 GALLONS
MAKE
ONE PECK.



DRY MEASURE.

4 PECKS
MAKE
ONE BUSHEL.



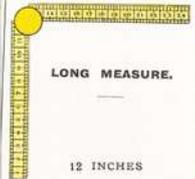
DRY MEASURE.

8 BUSHELS
MAKE
ONE QUARTER.



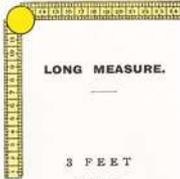
LONG MEASURE.

12 Inches = 1 Foot.
3 Feet = 1 Yard.
5 1/2 Yards = 1 Pole.
40 Poles = 1 Furlong.
8 Furlongs (1760 Yards) = 1 Mile.
3 Miles = 1 League.



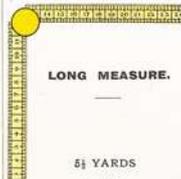
LONG MEASURE.

12 INCHES
MAKE
ONE FOOT.



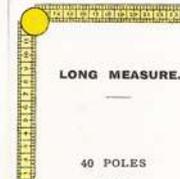
LONG MEASURE.

3 FEET
MAKE
ONE YARD.



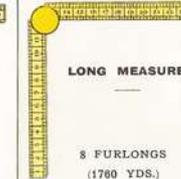
LONG MEASURE.

5 1/2 YARDS
MAKE
ONE POLE.



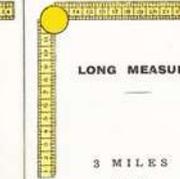
LONG MEASURE.

40 POLES
MAKE
ONE FURLONG.



LONG MEASURE.

8 FURLONGS
(1760 YDS.)
MAKE
ONE MILE.



LONG MEASURE.

3 MILES
MAKE
ONE LEAGUE.



SQUARE MEASURE.

144 Square Inches = 1 Square Foot.
9 Square Feet = 1 Square Yard.
30 1/2 Square Yards = 1 Square Pole.
40 Square Poles = 1 Rood.
4 Roods or 4840 Square Yards = 1 Acre.
640 Acres = 1 Square Mile.



SQUARE MEASURE.

144 SQUARE INCHES
MAKE
ONE SQUARE FOOT.



SQUARE MEASURE.

9 SQUARE FEET
MAKE
ONE SQUARE YARD.



SQUARE MEASURE.

30 1/2 SQUARE YARDS
MAKE
ONE SQUARE POLE.



SQUARE MEASURE.

40 SQUARE POLES
MAKE
ONE ROOD.



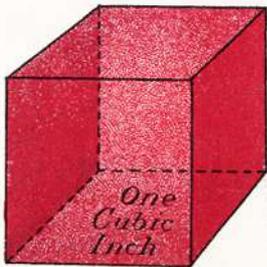
SQUARE MEASURE.

4 ROODS OR
4840 SQUARE YARDS
MAKE
ONE ACRE.



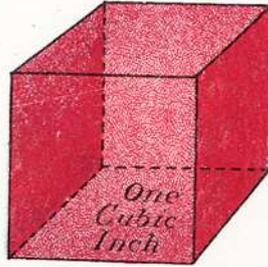
SQUARE MEASURE.

640 ACRES
MAKE
ONE SQUARE MILE.



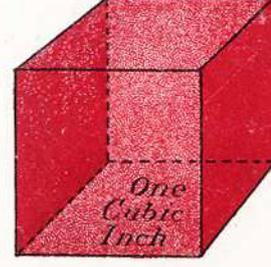
CUBIC MEASURE.

1728 Cubic Inches = 1 Cubic Ft.
27 Cubic Feet = 1 Cubic Yd.



CUBIC MEASURE.

1,728 CUBIC INCHES
MAKE
ONE CUBIC FOOT.



CUBIC MEASURE.

27 CUBIC FEET
MAKE
ONE CUBIC YARD.



AVOIRDUPOIS WEIGHT.

16 Drachms = 1 Ounce.
16 Ounces = 1 Pound.
14 Pounds = 1 Stone.
28 Pounds = 1 Quarter.
4 Quarters = 1 Cwt.
112 Pounds = 1 Cwt.
20 Cwt. = 1 Ton.



AVOIRDUPOIS WEIGHT.

16 DRACHMS
MAKE
ONE OUNCE.



AVOIRDUPOIS WEIGHT.

16 OUNCES
MAKE
ONE POUND.



AVOIRDUPOIS WEIGHT.

14 POUNDS
MAKE
ONE STONE.



AVOIRDUPOIS WEIGHT.

28 POUNDS
MAKE
ONE QUARTER.



AVOIRDUPOIS WEIGHT.

4 QUARTERS
(112 Pounds)
MAKE ONE
HUNDREDWEIGHT.



AVOIRDUPOIS WEIGHT.

20
HUNDREDWEIGHT
MAKE
ONE TON.



TROY WEIGHT.

(For Gold, Silver and Jewels).

24 Grains = 1 Pennyweight.
20 Pennyweights = 1 Ounce.
12 Ounces = 1 Pound.



TROY WEIGHT.

24 GRAINS
MAKE
ONE PENNYWEIGHT.



TROY WEIGHT.

20 PENNYWEIGHTS
MAKE
ONE OUNCE.



TROY WEIGHT.

12 OUNCES
MAKE
ONE POUND.



APOTHECARIES' WEIGHT.

20 Grains = 1 Scruple.
3 Scruples = 1 Drachm.
8 Drachms = 1 Ounce.
12 Ounces = 1 Pound.



APOTHECARIES' WEIGHT.

20 GRAINS
MAKE
ONE SCRUPLE.



APOTHECARIES' WEIGHT.

3 SCRUPLES
MAKE
ONE DRACHM.



APOTHECARIES' WEIGHT.

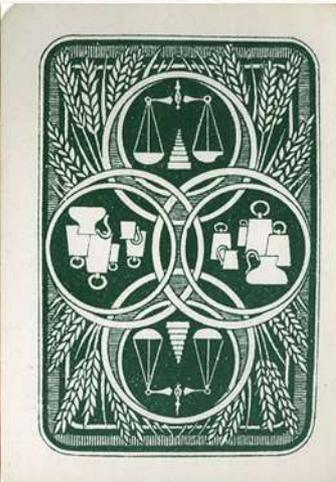
8 DRACHMS
MAKE
ONE OUNCE.



APOTHECARIES' WEIGHT.

12 OUNCES
MAKE
ONE POUND.

WEIGHTS & MEASURES
An Instructive & Amusing ROUND GAME
Published by J. JACQUES & SON LTD. LONDON



WEIGHTS AND MEASURES.

It is hoped that this little game may prove serviceable to fellow-enthusiasts and others, who are busy arranging with the wondrous thought of possible results, and, while adding to the delight of the party, may serve the teachers' purpose of making and testing the effects of both with a full measure of success.

CHARLES F. WENTON.

The game is best played by six or seven persons.
The cards are dealt to the players in rotation by one chosen as the dealer.
The player on his left begins the game by asking one of the other players for any card he may require towards the completion of a trick, provided that he offers of both with a full measure of success.
If the player thus asked holds the required card, he hands it over.
If he does not possess it, he must say "Not at Home" and if then becomes his turn to ask any player for a card.
A player may continue to ask for cards until he receives the answer "Not at Home."
When a player has succeeded in obtaining a trick (which consists of a key-card and all its corresponding cards) he places it face downwards upon the table.
The game proceeds in this manner until all the tricks are completed.
The player having the greatest number of tricks is the winner.
When the Weights and Measures are well known it will prove useful, as a test of memory to play the game without the aid of the key-cards.

Published by
JOHN JACQUES & SON, Ltd., 102, HATTON GARDEN, LONDON.

What does Planchette Say?
AN INTRODUCTION TO MODERN TELEPATHY

A BRITISH INVENTOR (Charles F. Winton) who has spent years in the study of the occult, has discovered a method of communicating with the spirits of the dead, and has published a book on the subject, 'What does Planchette Say? An Introduction to Modern Telepathy'. The book is a practical guide to the art of telepathy, and is illustrated with many examples of the author's own work. It is a most interesting and valuable work, and is well worth a study by all who are interested in the occult.

Published by
JOHN JACQUES & SON, Ltd., 102, HATTON GARDEN, LONDON.

See the name "JACQUES" on my watch box.

PRICES OF PLANCHETTES.	
Plain wood box	1/6
Dark superior quality	2/0
Polished Mahogany, with brass corners in best	3/0
Superior Polished Oak, with brass corners in best	3/0
Also available provided on the Planchette is included in all the above.	

Vinceva il gioco chi riusciva ad appropriarsi di quanti più set completi di misure.
Allegato un foglietto con le regole del gioco e la pubblicità della planchette, la tavola per le sedute spiritiche.

4437 - Jimasa - Aprende inglés - frutas y verduras

Nome	Aprende inglés - frutas y verduras
Fabbricante	Jimasa
Paese	Spagna
Numero carte	32
Anno	
Tipo mazzo	
Dimensioni	mm. 95x62

Il mazzo consente ai bambini spagnoli di imparare i termini inglesi per la frutta e la verdura.

Sul verso di ogni carta la fotografia del vegetale e sul retro il nome in spagnolo e inglese.

COCO COCONUT	 COCO	 MELÓN	MELÓN MELON
SANDIA WATERMELON	 SANDIA	 KIWI	KIWI KIWI
NARANJA ORANGE	 NARANJA	 TOMATE	TOMATE TOMATO
FRAMBUESA RASPBERRY	 FRAMBUESA	 BERENJENA	BERENJENA EGGPLANT

HIGO



FIG

MELOCOTÓN



PEACH

Made in Spain

INSTRUCCIONES:

El aprendizaje de un nuevo idioma es un proceso a través del cual se adquieren habilidades, destrezas, conocimientos o conductas que posibilitaran el posterior desarrollo del niño. Para conseguir los mejores resultados, está demostrado que la estimulación temprana es fundamental. Con esta baraja se pretende ayudar en este proceso a educadores y padres con un sistema de dibujos y presentación del nombre del objeto en la parte posterior de la carta en ambos idiomas. Para jugar, se propone enseñar un grupo de cartas la primera vez por ambos lados, repitiendo ambos nombres en voz alta. La segunda vez, solo se le mostrará el dibujo teniendo el niño que adivinar los nombres. De este modo, la imagen mental del objeto, automáticamente generará su denominación en español e inglés.

Paciencia y refuerzo positivo son herramientas fundamentales para que su hijo aprenda jugando.

**Aprende y
Diviértete!!!**

0056 - Jarvis - Kan-u-go

Nome	Kan-u-go
Fabbricante	Jarvis-Porter Ltd.
Paese	Gran Bretagna
Numero carte	60
Anno	1976 (I edizione 1934)
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 63x42

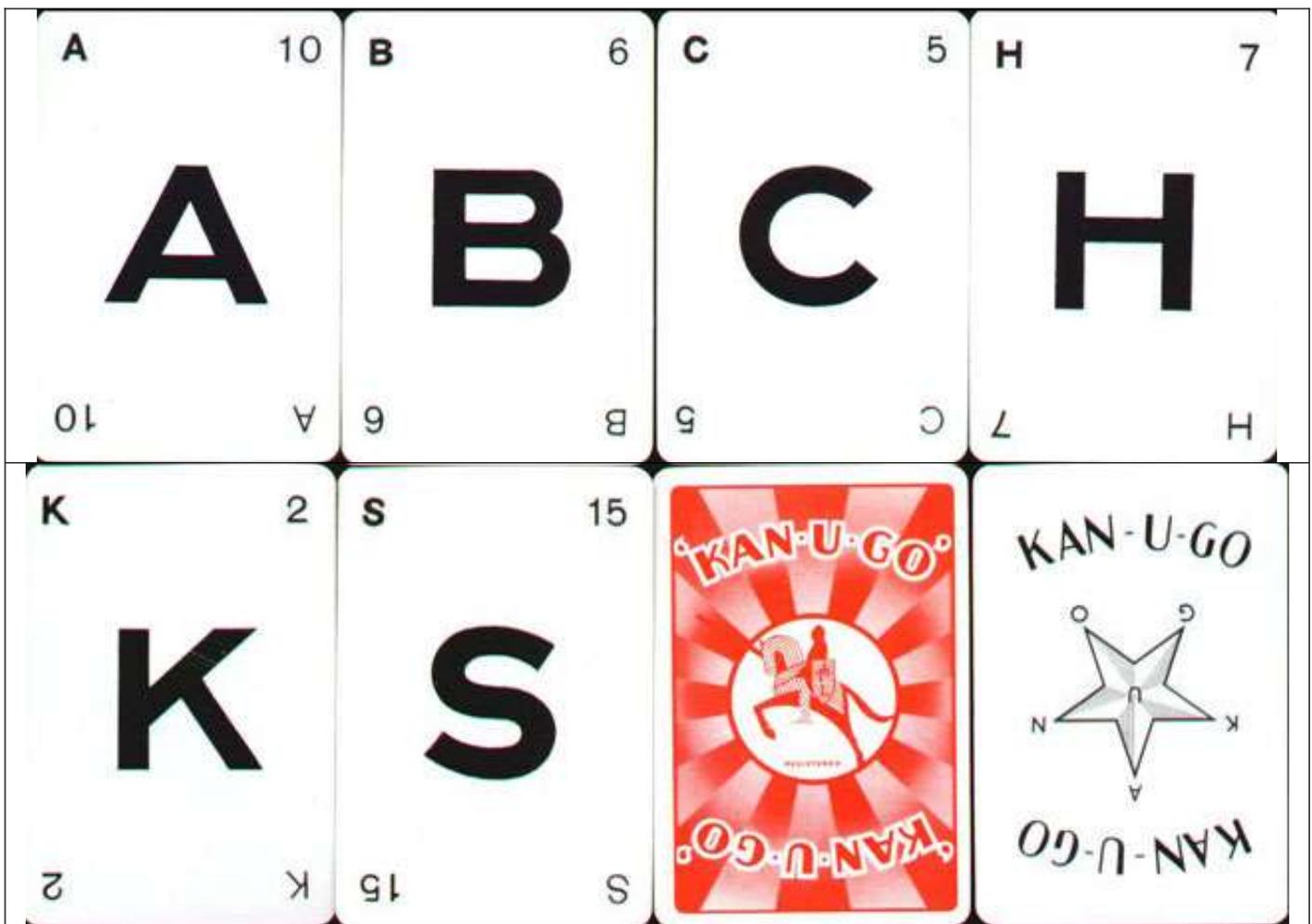
Il mazzo è stato brevettato il 10 settembre 1934 dalla T.G. Porter Ltd. di Leeds ed è noto in diverse edizioni, almeno 12, con il numero delle carte da 52 a 60, diverse confezioni e vari retri.

Anche il nome della compagnia varia da T.G. Porter a Porterprint e a Jarvis Porter Ltd.

Ne è stata stampata anche un'edizione che usa la lingua dei segni.

Il brevetto del mazzo è stato ceduto infine alla Waddington's Games Ltd.

La carta con la stella e il nome del mazzo può sostituire qualsiasi lettera.



THE ORIGINAL

KAN-U-GO

Crossword Card Game



Including
KANUGO
ALONE
(crossword
patience)



3195 - Levison - Botaniske Motiver

Nome	Sorteper-Spil nr. 1674 - Botaniske Motiver
Fabbricante	Levison
Paese	Danimarca
Numero carte	28 (3 carte mancanti)
Anno	195x ?
Tipo mazzo	
Dimensioni	mm. 95x60

Il mazzo è composto da 14 carte con disegnati frutti e 14 con i relativi fiori. Il gioco consiste nel procurarsi le due carte della coppia. Vince chi alla fine ha più carte fiore/frutto abbinate. I delicati disegni di questo mazzo danese ci mostrano sia frutti commestibili, come fragole, more e mele, che piante che usiamo per fare marmellate, come rosa canina e sambuco.

Ma possiamo ammirare anche il delicato pappo del tarassaco dal fiore giallo con molti petali su cui da bambini ci divertivamo a soffiare per veder volare lontano i semi, il papavero il cui contenitore dei semi schiacciato sulla pelle lascia un segno che a noi bambini sembrava quello della vaccinazione antivaiolosa, i gialli grappoli con i fiori del maggiociondolo, i rossi frutti del sorbo degli uccellatori e tanti altri splendidi disegni di cui non si conosce l'autore.



Snebolle



Snebolle



Brombær



Brombær



Guldregn



Guldregn



Mælkebøtte



Mælkebøtte



Rønnebær



Rønnebær



Æblegren



Æblegren



Kirsebær



Kirsebær



Tidsel



Hvidtjørn



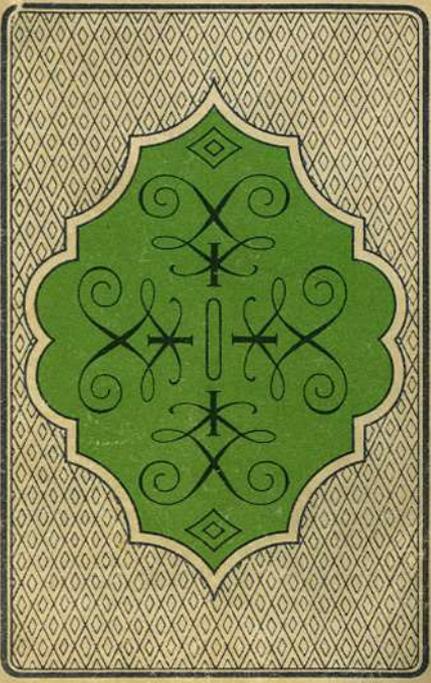
Hvidtjørn



Levisons
Sorteper-Spil
Nr. 1674



BOTANISKE MOTIVER



4001 - Mazawattee - Our Kings and Queens

Nome	Our Kings and Queens
Fabbricante	Mazawattee Tea Co's ltd.
Paese	Gran Bretagna
Numero carte	38
Anno	>1901
Tipo mazzo	Didattico
Dimensioni	mm. 88x64

La ditta commercializzava the e inseriva nelle confezioni queste carte che mostrano i regnanti inglesi da William I a Edward VII, successore di Victoria nel 1901.

Le carte mostrano il ritratto del re, con gli anni di insediamento e morte, e i nomi di altri sovrani dello stesso gruppo.

Scopo del gioco è riunire le 4 carte del gruppo, 2 sole carte per il gruppo di William I e II.

Chi alla fine possiede più gruppi completi vince.

Il retro delle carte mostra il nome della ditta che ha fatto stampare il mazzo e la pubblicità dei suoi prodotti: the, cacao e bevande al cioccolato.

Vista la modalità di distribuzione non esiste la confezione del mazzo.



<p>Edward I 13th Century</p>  <p>REIGNED 1272 TO 1307. THIS TRICK CONSISTS OF JOHN. ♣ HENRY III. EDWARD I.</p>	<p>Edward II 14th Century</p>  <p>REIGNED 1307 TO 1327. THIS TRICK CONSISTS OF EDWARD II. ♣ EDWARD III. RICHARD II.</p>	<p>Edward III 14th Century</p>  <p>REIGNED 1327 TO 1377. THIS TRICK CONSISTS OF EDWARD II. ♣ EDWARD III. RICHARD II.</p>	<p>Richard II 14th Century</p>  <p>REIGNED 1377 TO 1399. THIS TRICK CONSISTS OF EDWARD II. ♣ EDWARD III. RICHARD II.</p>
<p>Henry IV 15th Century</p>  <p>REIGNED 1399 TO 1413. THIS TRICK CONSISTS OF HENRY IV. ♣ EDWARD IV. HENRY V. ♣ EDWARD V. HENRY VI. ♣ RICHARD III. HENRY VII.</p>	<p>Henry V 15th Century</p>  <p>REIGNED 1413 TO 1422. THIS TRICK CONSISTS OF HENRY IV. ♣ EDWARD IV. HENRY V. ♣ EDWARD V. HENRY VI. ♣ RICHARD III. HENRY VII.</p>	<p>Henry VI 15th Century</p>  <p>REIGNED 1422 TO 1461. THIS TRICK CONSISTS OF HENRY IV. ♣ EDWARD IV. HENRY V. ♣ EDWARD V. HENRY VI. ♣ RICHARD III. HENRY VII.</p>	<p>Edward IV 15th Century</p>  <p>REIGNED 1461 TO 1483. THIS TRICK CONSISTS OF HENRY IV. ♣ EDWARD IV. HENRY V. ♣ EDWARD V. HENRY VI. ♣ RICHARD III. HENRY VII.</p>
<p>Edward V 15th Century</p>  <p>REIGNED 1483. THIS TRICK CONSISTS OF HENRY IV. ♣ EDWARD IV. HENRY V. ♣ EDWARD V. HENRY VI. ♣ RICHARD III. HENRY VII.</p>	<p>Richard III 15th Century</p>  <p>REIGNED 1483 TO 1485. THIS TRICK CONSISTS OF HENRY IV. ♣ EDWARD IV. HENRY V. ♣ EDWARD V. HENRY VI. ♣ RICHARD III. HENRY VII.</p>	<p>Henry VII 15th Century</p>  <p>REIGNED 1485 TO 1509. THIS TRICK CONSISTS OF HENRY IV. ♣ EDWARD IV. HENRY V. ♣ EDWARD V. HENRY VI. ♣ RICHARD III. HENRY VII.</p>	<p>Henry VIII 16th Century</p>  <p>REIGNED 1509 TO 1547. THIS TRICK CONSISTS OF HENRY VIII. ♣ MARY I. EDWARD VI. ♣ ELIZABETH.</p>
<p>Edward VI 16th Century</p>  <p>REIGNED 1547 TO 1553. THIS TRICK CONSISTS OF HENRY VIII. ♣ MARY I. EDWARD VI. ♣ ELIZABETH.</p>	<p>Mary I 16th Century</p>  <p>REIGNED 1553 TO 1558. THIS TRICK CONSISTS OF HENRY VIII. ♣ MARY I. EDWARD VI. ♣ ELIZABETH.</p>	<p>Elizabeth 16th Century</p>  <p>REIGNED 1558 TO 1603. THIS TRICK CONSISTS OF HENRY VIII. ♣ MARY I. EDWARD VI. ♣ ELIZABETH.</p>	<p>James I 17th Century</p>  <p>REIGNED 1603 TO 1625. THIS TRICK CONSISTS OF JAMES I. ♣ CHARLES II. CHARLES I. ♣ JAMES II. CROMWELL. ♣ MARY II. WILLIAM III.</p>

<p>Charles I 17th Century</p>  <p>REIGNED 1625 TO 1649.</p> <p>THIS TRICK CONSISTS OF</p> <p>JAMES I. CHARLES II. CHARLES I. JAMES II. CROMWELL. MARY II. WILLIAM III.</p>	<p>Cromwell 17th Century</p>  <p>PROTECTOR 1649 TO 1660.</p> <p>THIS TRICK CONSISTS OF</p> <p>JAMES I. CHARLES II. CHARLES I. JAMES II. CROMWELL. MARY II. WILLIAM III.</p>	<p>Charles II 17th Century</p>  <p>REIGNED 1660 TO 1685.</p> <p>THIS TRICK CONSISTS OF</p> <p>JAMES I. CHARLES II. CHARLES I. JAMES II. CROMWELL. MARY II. WILLIAM III.</p>	<p>James II 17th Century</p>  <p>REIGNED 1685 TO 1688.</p> <p>THIS TRICK CONSISTS OF</p> <p>JAMES I. CHARLES II. CHARLES I. JAMES II. CROMWELL. MARY II. WILLIAM III.</p>
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<p>Mary II 17th Century</p>  <p>REIGNED 1688 TO 1694.</p> <p>THIS TRICK CONSISTS OF</p> <p>JAMES I. CHARLES II. CHARLES I. JAMES II. CROMWELL. MARY II. WILLIAM III.</p>	<p>William III 17th Century</p>  <p>REIGNED 1688 TO 1702.</p> <p>THIS TRICK CONSISTS OF</p> <p>JAMES I. CHARLES II. CHARLES I. JAMES II. CROMWELL. MARY II. WILLIAM III.</p>	<p>Anne 18th Century</p>  <p>REIGNED 1702 TO 1714.</p> <p>THIS TRICK CONSISTS OF</p> <p>ANNE. GEORGE III. GEORGE I. GEORGE II.</p>	<p>George I 18th Century</p>  <p>REIGNED 1714 TO 1727.</p> <p>THIS TRICK CONSISTS OF</p> <p>ANNE. GEORGE II. GEORGE I. GEORGE III.</p>
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<p>George II 18th Century</p>  <p>REIGNED 1727 TO 1760.</p> <p>THIS TRICK CONSISTS OF</p> <p>ANNE. GEORGE II. GEORGE I. GEORGE III.</p>	<p>George III 18th Century</p>  <p>REIGNED 1760 TO 1820.</p> <p>THIS TRICK CONSISTS OF</p> <p>ANNE. GEORGE II. GEORGE I. GEORGE III.</p>	<p>George IV 19th Century</p>  <p>REIGNED 1820 TO 1830.</p> <p>THIS TRICK CONSISTS OF</p> <p>GEORGE IV. VICTORIA. WILLIAM IV. EDWARD VII.</p>	<p>William IV 19th Century</p>  <p>REIGNED 1830 TO 1837.</p> <p>THIS TRICK CONSISTS OF</p> <p>GEORGE IV. VICTORIA. WILLIAM IV. EDWARD VII.</p>
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<p>Victoria 19th Century</p>  <p>REIGNED 1837 TO 1901.</p> <p>THIS TRICK CONSISTS OF</p> <p>GEORGE IV. VICTORIA. WILLIAM IV. EDWARD VII.</p>	<p>Edward VII 20th Century</p>  <p>ACCESSION 1901.</p> <p>THIS TRICK CONSISTS OF</p> <p>GEORGE IV. VICTORIA. WILLIAM IV. EDWARD VII.</p>	<p>OUR KINGS AND QUEENS.</p> <p>RULES.</p> <p>1.—The game can be played by a number of players above three. Deal the cards round face upwards, and to whoever the card "Victoria" falls becomes the starter of the game.</p> <p>2.—The starter shuffles and deals the cards round face downwards in the ordinary manner; each player sorts his cards into the various centuries. The starter then asks from any one of the players' any card he may require to help complete a trick. If successful in obtaining the card he may continue to ask for cards from any of the players. When he fails to ask the right person for a card the privilege of asking for cards passes to the next player to the left of the starter, and so on round.</p> <p>3.—No player can ask for a card unless he already holds one of that trick in his hand.</p> <p>4.—When a player completes a trick he must place the cards upon the table and score the points according to the following scale:—Each trick counts five points, each card of the trick counts one point; and if a player, when a card is asked for, can give correctly the date of accession and of death, one additional point is scored. The winner of the game is the one making the most points.</p> <p><small>COPYRIGHT.</small></p>	 <p>MAZAWATTEE TEA COCOA CHOCOLATES</p>
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0115 - Merrimack - The Mayflower

Nome	The Mayflower n. 1752S
Fabbricante	Merrimack Publishing Corp.
Paese	U S A stampa Hong Kong
Numero carte	52
Anno	197x
Tipo mazzo	
Dimensioni	mm. 92x63

Il mazzo è la ristampa di carte originariamente stampate da Fireside Game nel 1892, la ditta della USGCC che stampava i giochi destinati ai fanciulli. Su ogni carta la riproduzione di un dipinto o un oggetto legato all'impresa delle 102 persone, dette Padri pellegrini, che emigrarono in Nord America sulla nave Mayflower. Salparono il 16 settembre 1620 da Plymouth (Inghilterra) e raggiunsero gli attuali Stati Uniti a Capo Cod due mesi dopo, il 19 novembre.

<p>A1</p>  <p>Departure from Delft Haven—Departing Delft, the Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>A2</p>  <p>Embarkation of the Pilgrims—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>B1</p>  <p>Spinning Wheel; Cot, Cradle Chair—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>B2</p>  <p>Brewer's Chair and Cradle—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>
<p>A3</p>  <p>The Mayflower in Plymouth Harbor—On November 19th, 1620, the Mayflower sighted Cape Cod; on the 21st she anchored at Provincetown. She reached Plymouth on December 26th, just one hundred days from the time she left Old Plymouth in England.</p>	<p>A4</p>  <p>Landing of the Pilgrims—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>B3</p>  <p>Standish's Sword; Put and Platter—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>B4</p>  <p>The Oldest House in Provincetown—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>
<p>A5</p>  <p>John Alden and Pocahontas—A tale of romance hangs around the lives of these two—the man who tried to be faithful to his friend, and the maiden who would not be wooed by penny.</p>	<p>A6</p>  <p>Treaty with Massachusetts—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>B5</p>  <p>Plymouth Rock—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>B6</p>  <p>The Winslow House—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>
<p>A7</p>  <p>The Pilgrims Going to Church—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>A8</p>  <p>Plymouth Rock—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>B7</p>  <p>The Crow House—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>	<p>B8</p>  <p>The Hallow House—The Mayflower sailed from Delft Haven to meet the Mayflower at Southampton. The Spanish sailing ship was left behind; the Mayflower sailed with one hundred and two passengers.</p>

A-9
Remains of Capt. John Winslow.
 The Pilgrims' graves.
 Gravestone of Capt. John Winslow, of the Mayflower.



Two **PARKWAYS**—led were the hearts of those on shore as the Mayflower gave anchor and staid in the distance. Many the whistled tarantella and messages to those loved ones beyond the sea.

A-10
Gov. Bradford's House.
 The Pilgrims' home.
 County Prison.



Gov. Bradford's House—The first Governor, John Carver, died shortly after the landing, and William Bradford succeeded him. For him was built a house of rough, heavy logs, the roof thatched, the windows covered with animal paper.

B-9
Remains of Gov. John Winslow.
 The Pilgrims' graves.
 Gravestone of Gov. John Winslow, of the Mayflower.



HONORARY or Gov. John Winslow—The distinguished military leader who carried out the English order to remove the French from Acadia, as made famous by Longfellow's "Evangeline." The old house was built in 1730.

B-10
The Howard House.
 The Pilgrims' home.
 County Prison.



The Howard House—Indistinctly connected with the Pilgrims. Built about 1660 by Jacob Mitchell, who sold it to John Howard, son of John Howard, of the Mayflower.

A-11
Remains of Gov. John Winslow.
 The Pilgrims' graves.
 Gravestone of Gov. John Winslow, of the Mayflower.



Plymouth in 1822—On the left is the Common House, the first constructed, and above it the seven thatched dwellings now erected. On the right is the house of Gov. Bradford. The old rock fort is seen in the distance.

A-12
Pulpit Rock, Clark's Island.
 The Pilgrims' home.
 County Prison.



PULPIT ROCK, CLARK'S ISLAND—Here the exploring party which left the Mayflower, Wednesday, December 16th, rested on Saturday and Sunday, and on this rock they listened to their first sermon. On Monday, the 21st, they landed at Plymouth.

B-11
Grave of Dr. Francis Le Baron.
 The Pilgrims' graves.
 Gravestone of Dr. Francis Le Baron, of the Mayflower.



GRAVE OF DR. FRANCIS LE BARON—Made famous by James G. Austin's "A Xatobena Noblesman" and "Dr. Le Baron and His Descendants." The tombstone bears the date of 1734, and is of ancient make and style.

B-12
Gov. Bradford's House.
 The Pilgrims' home.
 County Prison.



Gov. Bradford's House—Erected in 1685. It is surrounded by the graves of his descendants. Its Latin inscription, freely translated, is "To be here buried, what the fathers with difficulty attained."

C-1
Rocky Shore, Mowton Park.
 The Pilgrims' home.
 County Prison.



ROCKY SHORE, MOWTON PARK—The south part of Plymouth still retains the name it bore when Gov. Bradford and his wife visited the Indian village, Massachusset, in the winter of 1622. The coast is a favorite place for our cottagers.

C-2
Billington Sea and Island.
 The Pilgrims' home.
 County Prison.



BILLINGTON SEA AND ISLAND—This historic body of water, as seen from Mowton Park, which runs along its borders for nearly a mile, is a beautiful sea, attractive. It covers three hundred and eighty acres.

D-1
Site of the First or Common House.
 The Pilgrims' home.
 County Prison.



SITE OF THE FIRST OR COMMON HOUSE—The first thought of the Pilgrims when landing was to erect a log house for their common shelter. The above picture shows the present appearance of the spot on which it stood.

D-2
Plymouth Massacre.
 The Pilgrims' home.
 County Prison.



PLYMOUTH MASSACRE—After landing, the colony was divided into sixteen families or groups, and a plot of land along the Town Brook was assigned to each. The ground is now occupied by modern structures.

C-3
Mowton Park.
 The Pilgrims' home.
 County Prison.



MOWTON PARK—A line of abruptly-rising and rock-freckled conical hills, running out into the harbor, is the hill of the town. From Burial Hill they appear a line of misty blue.

C-4
Deep Water Bridge.
 The Pilgrims' home.
 County Prison.



DEEP WATER BRIDGE—One of the many ponds with which Plymouth is strewed, affording delightful retreats for summer campers, and apartments with cool and calm.

D-3
Leveson Street of To-day.
 The Pilgrims' home.
 County Prison.



LEVESON STREET OF TO-DAY—The street bears little resemblance to the Leveson Street of 1622, with its rude log houses, within whose walls half the Pilgrims had met death the first winter.

D-4
Along the Water.
 The Pilgrims' home.
 County Prison.



ALONG THE WATER—Only a small portion of the town is shown in the view, which gives but a faint idea of the natural beauty of the landscape. Viewed from the water, Plymouth is the most attractive of spots. The ground is now occupied by modern structures.

C-5
Outlet Billington Sea—Mowton Park.
 The Pilgrims' home.
 County Prison.



OUTLET BILLINGTON SEA—MOWTON PARK—Picturesque indeed, is the spot where Billington Sea merges into the Town Brook, to flow to the sea, "veined in its course by bridges, dams and mills."

C-6
Deep Water Basin.
 The Pilgrims' home.
 County Prison.



DEEP WATER BASIN—A picturesque spot on the upper Town Brook. There is a very sweet breeze running under the hills, and many delicate openings of good water as can be seen from Burial Hill.

D-5
Main Street.
 The Pilgrims' home.
 County Prison.



MAIN STREET—The principal business street of Plymouth. The town has a superior system of waterworks, good sewerage and drainage, excellent steam fire department, electric street railway, and both gas and electric plants for lighting.

D-6
Court Street.
 The Pilgrims' home.
 County Prison.



COURT STREET—The principal thoroughfare of Plymouth. It is lined on either side by stately elms, which overarch the broad street, making a beautiful driveway in summer.

C-7
Algonquian Park.
 The Pilgrims' home.
 County Prison.



ALGONQUIAN PARK—Town Brook winds its picturesque way through the center of the town, creating many winding holes, ponds, which reflect with wonderful clearness the surrounding scenery.

C-8
Town Brook.
 The Pilgrims' home.
 County Prison.



TOWN BROOK—Along its banks the Pilgrims built their first dwellings. The "sweet brook" had much to do with the determination of the Pilgrims to locate at Plymouth.

D-7
Site of the Old Fort.
 The Pilgrims' home.
 County Prison.



SITE OF THE OLD FORT—Soon after the settlement, the colonists built a strong fort upon what is now Burial Hill. The spot is marked by a tablet.

D-8
Monument to the Forefathers.
 The Pilgrims' home.
 County Prison.



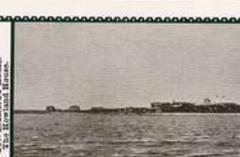
NATIONAL MONUMENT TO THE FOREFATHERS—Erected by a grateful people in remembrance of their saviors, sacrifices and sufferings, begun in 1820; dedicated in 1830; height of solid granite, height of base, 45 feet. Height of statue, 30 feet.

C-9
Over Hearty Pines.
 The Pilgrims' home.
 County Prison.



OVER HEARTY PINES—From Burial Hill there is a beautiful view of the beach, near which the Mayflower anchored at her anchor. The ship and the Standish monument are seen in the distance at the right.

C-10
The Gravel.
 The Pilgrims' home.
 County Prison.



THE GRAVEL—From the beach, far out to sea, is seen the Gravel. It is a beautiful view of the beach, near which the Mayflower anchored at her anchor. The ship and the Standish monument are seen in the distance at the right.

D-9
Pilgrim Hall.
 The Pilgrims' home.
 County Prison.



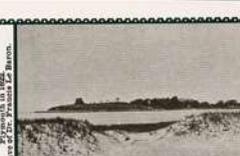
PILRIM HALL—Built in 1824, and the interior was remodeled in 1860. Within its walls are gathered many interesting and valuable articles of the Pilgrims, authentic documents, ancient books, valuable paintings, etc.

D-10
County Prison.
 The Pilgrims' home.
 County Prison.



COUNTY PRISON—One of the objects of interest in modern Plymouth is the County Prison. It is a model penal institution, and in its workshop employs about 875 prisoners.

C-11
Clark's Island.
 The Pilgrims' home.
 County Prison.



CLARK'S ISLAND—Here the Pilgrims found shelter from the storm which devastated to ruin the little shallop, and here their first Sunday was spent before the final landing at Plymouth Rock.

C-12
Entrance to Mowton Park.
 The Pilgrims' home.
 County Prison.



ENTRANCE TO MOWTON PARK—The public-spirited citizens of Plymouth have dedicated to their country this beautiful park in its original wildness and man has wisely made little attempt to improve it.

D-11
North Street.
 The Pilgrims' home.
 County Prison.



NORTH STREET—One of the oldest streets in Plymouth. It leads from Main Street directly to Clark's Hill and Plymouth Rock. Among its notable houses now standing are the residences of the Winslow and Warren.

D-12
The Town from the South.
 The Pilgrims' home.
 County Prison.



THE TOWN FROM THE SOUTH—To the right is Watson's Hill, famous as the scene of the first meeting with Massachusset; to the left is Burial Hill.



A13 The Old Fort—The year after the landing, the Pilgrims built a substantial block-house on what is now called Burial Hill. This log fort was also used as a place of worship.



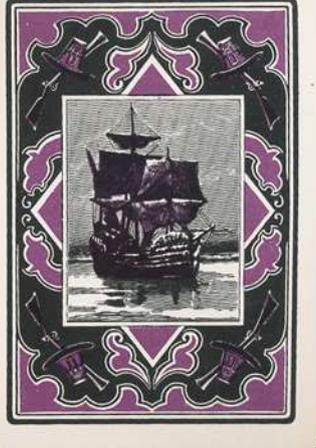
B13 The Burial Hill, where rests the ashes of those who survived the first winter, are many ancient graves. The view above shows two of the oldest—those of John Howland (at the right of Peter 1871, and Edward Gray, 1681.



C13 WILSON STANBISH MONUMENT—Dedicated by Hyre Standish was the hero of the Pilgrims, the commander of their forces, and the planner of their defenses. This magnificent monument is a fitting tribute to his memory.



D13 CANOPY OVER PLYMOUTH ROCK—Beneath its roof rests the famous rock, on the identical spot on which it lay at the time of the landing. The canopy was completed in 1866.



GAME OF

THE MAYFLOWER

FUN-WAY TO LEARN HISTORICAL FACTS

REPRODUCED FROM THE ANTIQUE ORIGINAL

Merrimack Publishing Corp.,
New York, N.Y. 10003 No. 1752S
Printed in Hong Kong

RULES FOR PLAYING

THE GAME

The Mayflower

REPRODUCED FROM THE ANTIQUE ORIGINAL

Merrimack Publishing Corp.,
New York, N.Y. 10003 No. 1752S
Printed in Hong Kong

RULES FOR PLAYING THE GAME

The Mayflower

FUN-WAY TO LEARN HISTORICAL FACTS

The 52 cards comprising the game are, for convenience, divided into four series—A, B, C and D—and each series is numbered from 1 up to 13.

The names which are printed on the end panels of the cards are used only to play the game by the "Authors" rules, which are described hereafter.

The game can be played by any number. Before beginning to play a score-keeper should be selected, who will charge the players with all penalties incurred and credit them with all points made.

Deal the cards out around toward the left until they have all been dealt out.

The object of the game is to get rid of all cards held.

The player at the dealer's left begins the play by laying on the table either a No. 1 or No. 13 card of any series. If he can not play a No. 1 or No. 13 card, he incurs a penalty of one point, which is immediately charged against him by the score-keeper. The next player, if the first one has played a No. 1 or No. 13 card of any series, may play a No. 2 on top of the No. 1 card (of the same series), or a No. 12 on top of the No. 13. Or, if he desire.

0116 - Merrimack - Illustrated mythology game

Nome	Illustrated mythology game n. A1940
Fabbricante	Merrimack Publishing Corp.
Paese	U S A stampa Hong Kong
Numero carte	50
Anno	197x
Tipo mazzo	
Dimensioni	mm. 89x63

Il mazzo è la ristampa di un originale ottocentesco che mostra personaggi della mitologia greca e romana.

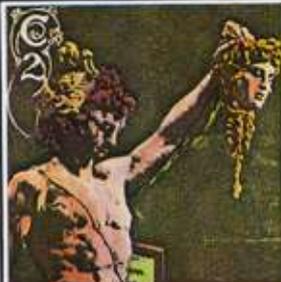
Ogni carta ha l'immagine del personaggio e in basso alcune domande che si riferiscono a lui.





Paris.

What shepherd gave the golden apple to Venus?
Who wedded *Æneus* on *Mount Ida*?
Who (treacherously) abducted *Helen*?
Who brought the wrath of *Juno* and *Minerva* against *Troy*?
Who was the son of King *Priam* of *Troy* and *Hecca*?



Perseus.

Who conquered the *Medusa*?
Who saved *Andromeda*?
Who borrowed winged sandals, magic wallet, the helmet of *Pluto* and the shield of *Minerva*?
Who was thrown into the sea with his mother *Danae*?
Who was the son of *Jupiter* and *Danae*?



Hercules (Heracles).

What hero performed twelve gigantic feats?
What hero did *Benj. Franklin* make the type of infant *America*, and how represented?
Who bore the earth on his shoulders while *Atlas* fetched the golden apples?
What was the ancient name for *Gibraltar*?



Æneas.

What *Trojan* hero fled from *Troy* with his aged father upon his shoulders?
Who was entertained by *Dido*, queen of *Carthage*?
Who is made by *Virgil*, the ancestor and founder of *Rome*?
Who is always described as "Pious," and why?



Laocoon.

What *Trojan* tried to prevent the wooden horse from being received into the city?
Who was destroyed with his two sons by the serpents of *Apollo*?
What is the most famous group in the *Belvidere* of the *Vatican*?
Who threw a spear at the wooden horse to show its danger to *Troy*?



Theseus.

Who lifted the heavy stone and found the magic sword and sandals?
Who slew the *Minotaur* and by what means?
Who married *Ariadne* and afterwards deserted her?
Who conquered the *Amazons*?
Who made *Athens* the capital of a united kingdom?



Ajax.

What Greek warrior was mourned by his friend *Patroclus*?
From whose blood sprang the purple flower with "Al" on its leaves?
Who committed suicide on account of being overcome by *Ulysses*?



Achilles.

Who was the great Greek hero of the *Iliad*?
What pupil did *Chiron*, the centaur, feed with the hearts of lions and the marrow of bears?
Who was killed by the arrow of *Paris* striking him in the heel?
Whose mother strove to render him immortal by means of fire by night and ambrosia by day?



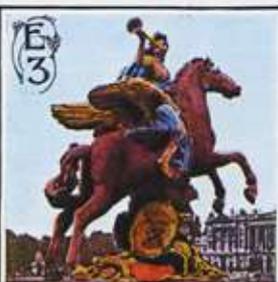
Medusa (Gorgo).

Which of the *Gorgons* is mortal?
Whose countenance turned the beholder to stone?
Whom did *Perseus* conquer by means of the polished shield and sword?
Whose head does *Minerva* wear on her shield?



Chimera.

What monster's forepart was a compound of goat and lion and its hindpart a dragon's?
What monster's breath was fire and flame?
Whom did *Bellerophon* slay with the aid of the winged horse *Pegasus*?



Pegasus.

What winged steed sprang from the blood of the slain *Medusa*?
From the kick of whose hoof was the fountain *Hippocrene*, on the mountain *Helicon*, opened?
Who aided *Bellerophon* in his conquest of the *Chimera*?
On whose back did *Bellerophon* attempt to fly to *Heaven*, and fall to death in the effort?



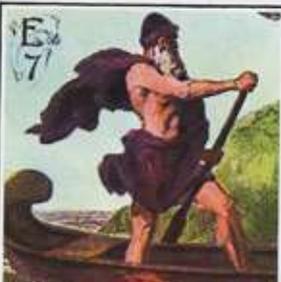
Cerberus.

What terrible dog had three heads and a body covered with snakes instead of hair?
What dog, when loosed from his hallowed chains, even the furies could not tame?
What monster guardian of the gates of *Hades* was subdued by *Hercules*?



Proserpina.

Who bears the name of "Juno *Inferna*"?
What legend typifies the burial of the seed-corn and its reappearance in grain?
Who was gathering lilies and violets with her mother when seized by *Pluto*?
Who was obliged to return yearly to *Hades*, because she had eaten a pomegranate given her by *Pluto*?



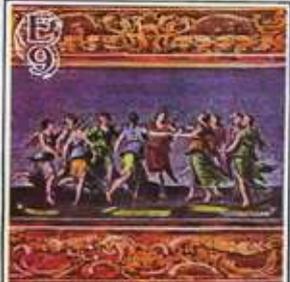
Charon.

Who was the boatman of the river of death?
For whom did the ancients place a coin (obolus) in the mouth of the dead?
Who conveyed *Æneas* and the *Sibyl* over the river *Styx*?



Circe.

What sorceress lived in the island of *Æea* and changed her advisers to wild beasts?
From whose power did *Ulysses* release his companions by the aid of an herb procured from *Mercure*?
With what sorceress did *Ulysses* and his companions live a year during their wanderings?



The Muses.

Who was the muse of *Epic poetry*? *Calliope*.
Who was the muse of *History*? *Clio*.
Who was the muse of *Lyric poetry*? *Euterpe*.
Who was the muse of *Comedy*? *Thalia*.
Who was the muse of *Tragedy*? *Melpomene*.
Who was the muse of *Dance*? *Terpsichore*.
Who was the muse of *Love-songs*? *Eros*.
Who was the muse of *Sacred song*? *Hymenitis*.
Who was the muse of *Astronomy*? *Urania*.



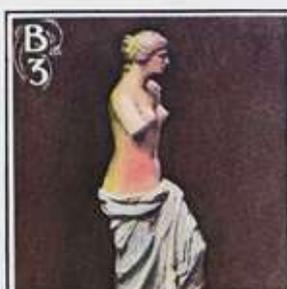
A5
Bacchus (Dionysus).
 Who was the god of wine?
 Who was brought up by Sirens, the faun?
 Who was worshiped in Egypt as a goat?
 Who was the leader of satyrs, nymphs and fauns?
 Who wedded Ariadne of Naxos when deserted by Theseus?



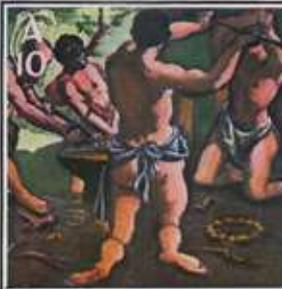
B1
Juno (Hera).
 What goddess does Homer describe as "ox-eyed"?
 What goddess pursued her husband with constant jealousy?
 Whose messenger was Iris?
 Whose favorite bird was the peacock?



B2
Minerva (Pallas Athena).
 Who sprang full-armed from the head of Jove?
 To whom was Athens dedicated?
 Whose snake guarded the citadel of Athens?
 Who punished Arachne for presumption?
 Who is the goddess of invention, defensive war, learning and arts?
 Whose favorite bird was the owl, and whose favorite plant was the olive?



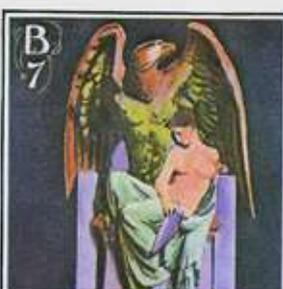
B3
Venus (Aphrodite).
 Who is the goddess of love and beauty?
 Who became wife of Vulcan?
 Who had two sons, Cupid and Anteros?
 Who sprang from the waves?
 Who had a magic girdle to inspire love?
 Who was the mother of Eneas?
 Who left Olympus to wed Adonis?



A6
Vulcan (Hephaestus).
 Who made a suit of armor for Achilles?
 Who was thrown from Olympus and became crippled?
 Who forged thunderbolts for Jupiter?
 Who made two golden statues to help him to walk?
 Who obtained Venus for his wife in return for forging thunderbolts?



B6
Ceres (Demeter).
 Who was the goddess of agriculture?
 What daughter of Saturn and Rhea gave fruitfulness to the earth?
 Who sought her lost daughter among the shades of the lower world?
 What does the disappearance of the daughter of Ceres symbolize?



B7
Hebe.
 Who was the goddess of eternal youth?
 Who pours nectar for the gods on Olympus?
 To whom did the Roman boys on coming of age pray and offer gifts?
 Who became the heavenly bride of Hercules?



B8
Iris.
 What goddess was the messenger of Juno?
 What goddess personified the rainbow?
 What goddess is sister of the Harpies?



C5
Orpheus.
 Who enchanted bears and rocks with the music of Apollo's lyre?
 Whose music was of great aid in the Argonautic expedition?
 Whose lyre left at Lesbos, caused the city to become the great seat of music?
 Who was the son of Apollo and the muse Calliope?



D1
Helen.
 What Greek woman is described as—
 "A daughter of the gods,
 Divinely tall,
 And most divinely fair?"
 What woman caused the Trojan war?
 Who was sister to Castor and Pollux, and daughter of Jupiter?
 For whose sake did Paris desert Antone?



D2
Niobe.
 Whose seven sons and seven daughters were slain by Apollo?
 What queen of Thebes claimed divine honors in preference to Apollo and Diana?
 Whom did Amphion wed after his conquest of Thebes?
 Who was turned to stone by maternal grief?



D3
Ariadne.
 What beautiful maiden was daughter to Minos of Crete?
 Who gave to Theseus a clue to the maze?
 What faithful wife was deserted by Theseus, and afterwards married by Bacchus?



G10
Ulysses (Odysseus).
 Who was the husband of Penelope and father of Telemachus?
 Whose adventures are described in the Odyssey?
 Who escaped from the cave of Polyphemos by an artifice?
 Who resisted the charms of the Three Sirens, Calypso and Circe?
 Whose wife was faithful for twenty years to her absent husband?



D6
Pandora.
 Who was the first woman according to the Greek myths?
 Who was sent as a punishment to Epimetheus from the gods?
 Whose fatal curiosity let loose all the evils which attend humanity?



D7
Atalanta.
 What beautiful Arcadian maiden resembled Diana in her habits?
 Who tested her lover by the foot race?
 Who lost a race by stooping to pick up the golden apples of Venus?
 Who, with her lover Hippomenes, are yoked as lions in the chariot of Cybele.



D8
Daphne.
 Who was the first love of Apollo?
 Who resisted Apollo and was changed into a laurel tree for protection?
 Why did the laurel signify fame?



B
4

Vesta.

Who is the goddess of the hearth-fire?
What goddess presided over the Penates or household gods?
What priestess held the power of life and death over criminals?
What priestesses were honored by burial in the Forum?



B
5

Diana (Artemis).

Who was the goddess of the moon?
Who changed Actaeon to a stag?
Who was the sister of Apollo?
Who escaped the rage of giants by becoming a cat?
Who loved the shepherd Endymion?
Who is represented as a huntress?



D
4

Penelope.

What hero's wife is celebrated for her constancy?
Who spun a web every day and unraveled it at night, and why?
Who was the mother of Telemachus?
Who waited twenty years for the return of her husband?



D
5

Psyche.

Who personified the human soul?
How was Cupid wounded by his own arrows?
Who incurred, by her beauty, the enmity of Venus?
Whom does the butterfly suggest?



B
6

Aurora (Eos).

Who is the mother of the four winds, Aeolus, Borras, Notus and Hesperus?
Who rose to Heaven each morning from the river Oceanus?
Who announces the coming of the sun to gods and mortals?
Who wedded the mortal Tithonus?



B
10

Fortuna (Tyche).

Who was the goddess of chance and guided the destinies of men?
Who is depicted as carrying the cornucopia, or "horn of plenty"?



D
9

Medea.

What sorceress aided Jason to obtain the golden fleece?
Who delayed her father's pursuit by scattering the remains of his murdered son in his way?
Who gave success by magic arts to the first maritime exploit of the Greeks?



D
10

Hero.

What priestess of Venus lived on the western side of the Hellespont?
For whom did Leander every night swim the Hellespont?
Who joined her lover in death by casting herself into the sea?



E
5

Triton.

What son of Neptune soothed the waves by the sound of a trumpet made of a sea shell?
Who rides the sea on horses and dolphins?
Who lived in a golden palace at the bottom of the sea and had the trunk of a man and tail of a fish?



E
10

Chiron, the Centaur.

Who was the wisest and most just of the Centaurs?
What fabled being was the supposed instructor of Hercules, Esculapius and Achilles?
Who was accidentally poisoned by an arrow of Hercules, and although immortal, was allowed to die for Prometheus?



JUNO

Illustrated Mythology Game

SET OF 50 CARDS IN FULL COLOR

REPLICA OF THE ANTIQUE ORIGINAL

instructions inside

2345 - Mesmaekers ? - Domino

Nome	Domino
Fabbricante	Mesmaekers (?)
Paese	Belgio
Numero carte	28
Anno	1890 circa
Tipo mazzo	Domino
Dimensioni	mm. 56x30

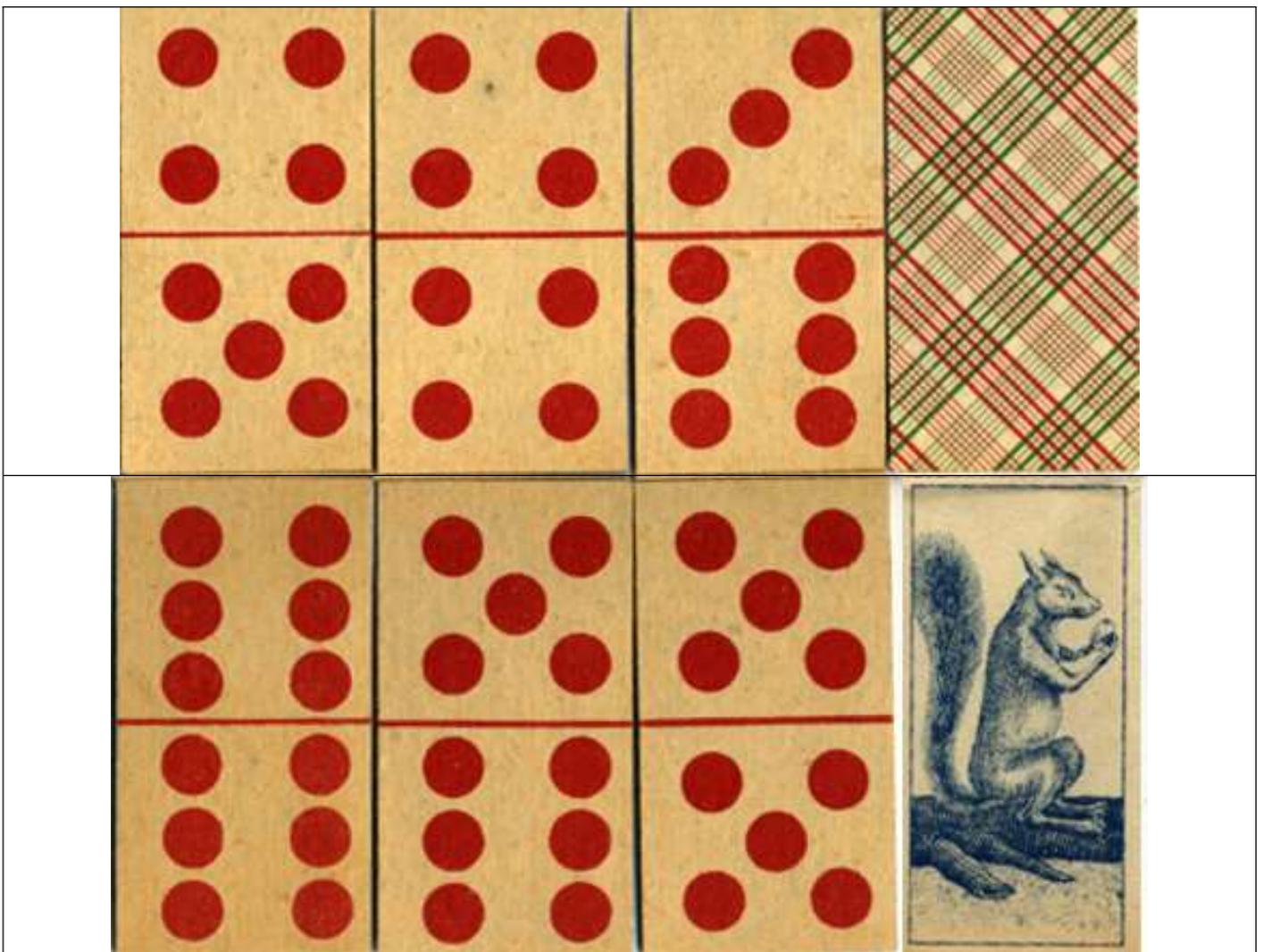
I fabbricanti belgi stampavano, a cavallo tra il XIX e il XX secolo questi mazzi con un animale sull'incarto.

Ne sono noti diversi esemplari, tutti senza alcuna indicazione del nome del fabbricante.

Le carte, su cartoncino molto leggero, mostrano le classiche 28 tessere del domino.

Erano un surrogato economico delle tessere in osso.

Questo mazzo proviene dalla collezione di Vito Arienti e sembra potersi attribuire a Mesmaekers, ma potrebbe essere di qualsiasi fabbricante che operava a Turnhout in quel periodo. Chissà perché i fabbricanti belgi tenevano tanto all'anonimato.



3663-3664 - Modiano-Morreale - Foot-ball

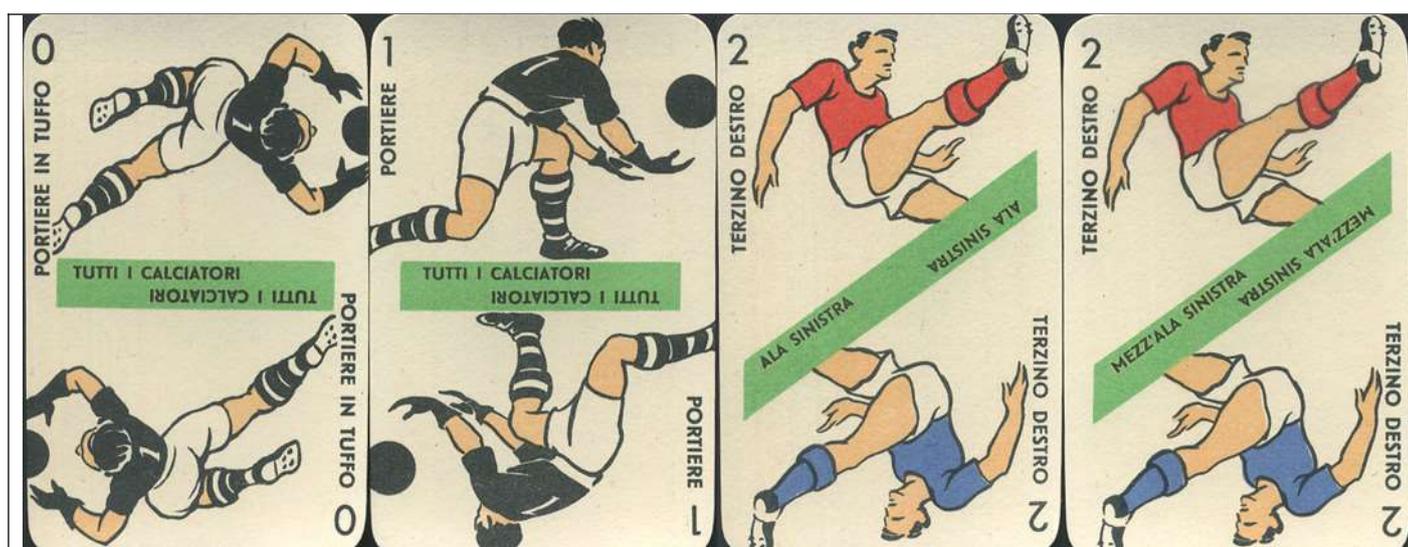
Nome	Carte da gioco - Foot-ball
Fabbricante	Modiano e Morreale per Bertino & C.
Paese	Italia
Numero carte	90
Anno	1947
Tipo mazzo	
Dimensioni	mm. 97x61 (Morreale) e mm. 45x32 (Modiano)

Le 90 carte del mazzo, 90 come il numero dei minuti di una partita di calcio, sono divise in un set di 48 calciatori, con indicazione del loro ruolo, e 42 carte con vicende di gioco, come falli, calci di punizione e di rigore, tiri a rete ecc. Il mazzo consente di simulare una partita di foot-ball tra due squadre, con tanto di falli, tiri a rete e goal, realizzati o meno.

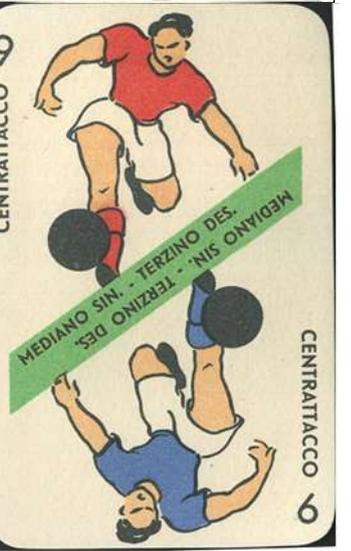
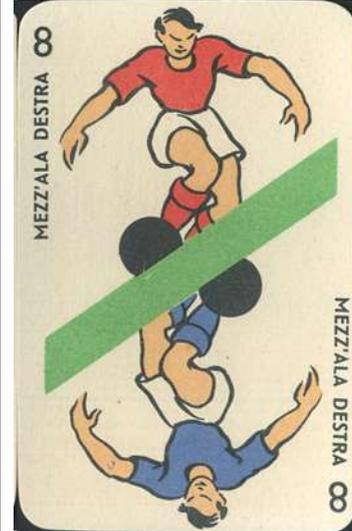
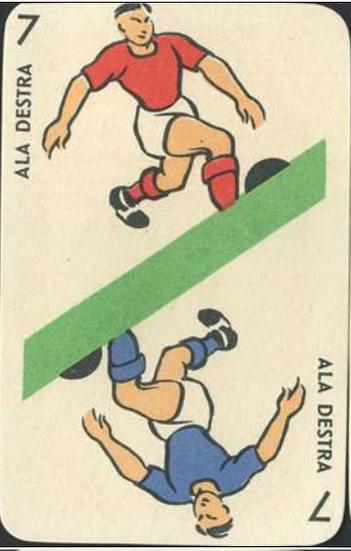
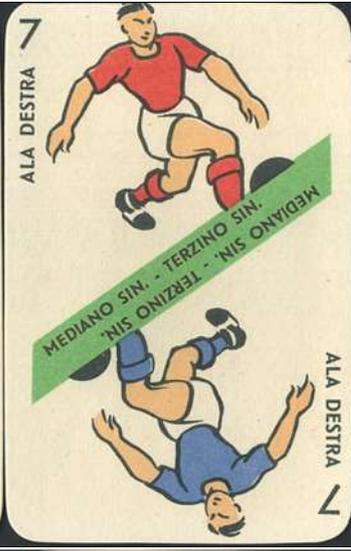
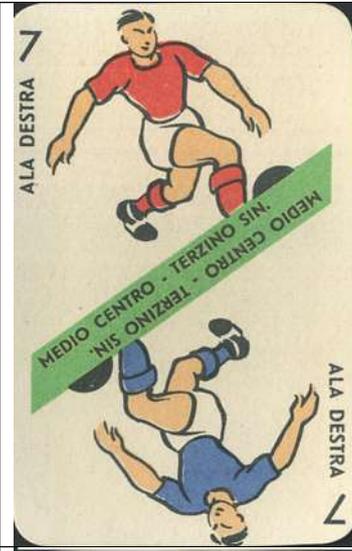
Nelle carte con il giocatore il suo ruolo è scritto sui margini, mentre quali sono i suoi avversari i sulla banda verde centrale. Vediamo ad esempio che il terzino destro può agire singolarmente verso l'ala e la mezz'ala sinistra o contrastare contemporaneamente il centrattacco e l'ala sinistra.

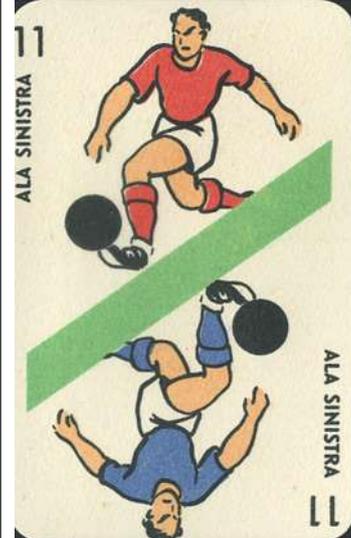
I numeri sono quelli assegnati al ruolo che erano fissi fino al 1995: 1 per il portiere, 2 e 3 per i terzini, 4, 5 e 6 per i mediani e 7 e 11 per le ali, 8 e 10 per le mezz'ali e 9 per il centrattacco.

Il mazzo è stato stampato anche in formato più piccolo, senza bollo in quanto il formato ridotto esentava il mazzo dal pagamento della tassa. Il mazzo in formato ridotto (con retro a linee diagonali incrociate) è stato stampato da Modiano, quello in formato standard (con retro che riproduce un campo da gioco) da Morreale.









ALTRA VICENDA:
TUTTI I CALC.



PORTIERI
TERZINI
MEDIANI

SBAGLIA IL TIRO:
MEDIANO DES.



TUTTI
I CALCIATORI



PORTIERI
IN TUFFO

SBAGLIA IL TIRO:
MEDIANO SIN.



PORTIERI
IN TUFFO

ALTRA VICENDA:
TERZINI



PORTIERI

SBAGLIANO IL TIRO:
MEDIANI



PORTIERI
TERZINI

COLPISCONO IL PALO:
ATTACCANTI



PORTIERI
MEDIANI

ALTRA VICENDA:
TUTTI I CALC.



PORTIERI
TERZINI
ATTACCANTI

ALTRA VICENDA:
ATTACCANTI



PORTIERI

RETE ANNULATA:
MEDIANI



PORTIERI
MEDIANI

MORREALE
MILANO

Magg. 1947



TUTTI
I CALCIATORI



TUTTI
I CALCIATORI



FOOT-BALL CARTE DESCRIZIONE

CARATTERISTICHE FOOT-BALL comprende 90 carte (tutte quanti sono i minuti di durata sul campo) ripartiti in due distinti gruppi aventi diverse funzioni: **CALCIATORI** con 48 carte **VICENDE DI GIOCO** con 42 carte

CALCIATORI Gli atleti che compongono una squadra di calcio sono rappresentati nel gioco nel modo seguente:

PORTIERI	(1) Portiere in fuoro	2 carte
TERZINI	(2) Terzino destro	4 carte
	(3) Terzino sinistro	4 carte
MEDIANI	(4) Mediano destro	4 carte
	(5) Mediano centro	4 carte
	(6) Mediano sinistro	4 carte
ATTACANTI	(7) Ala destra	4 carte
	(8) Mezzala destra	4 carte
	(9) Centratacco	4 carte
	(10) Mezzala sinistra	4 carte
	(11) Ala sinistra	4 carte

Le singole carte che rappresentano uno stesso **calciatore** non hanno alcun valore, e differenzia il quanto si verifica negli altri giochi, dove il Re prevale sempre sulla Donna, quanto sul Fante e così via.

Ogni carta dei **calciatori** è invece attraversata diagonalmente da una **legenda** che indica quali siano i **calciatori** da giocare in risposta alle carte stesse.

VICENDE DI GIOCO Allorché uno dei competitori non è in possesso del **calciatore** nominato dalla **legenda** dell'ultima carta giocata dall'avversario, si determina una **Vicenda di gioco** rappresentata da una delle seguenti carte:

Rinvio	4 carte	Calcio d'angolo	6 carte
Fuori gioco	4 carte	Calcio di punizione	4 carte
Fallo laterale	6 carte	Tiro a rete	12 carte
Fallo di mano	4 carte	Calcio di rigore	2 carte

Nella **casella inferiore** di ogni **Vicenda** sono elencati i **calciatori** che giocano in risposta alla **Vicenda** medesima neutralizzano l'azione.

Nella **casella superiore** sono invece citati i **calciatori** che, in data circoscritta (in appositi precisi), l'attestano l'azione, a cui hanno dato origine, o determinano una nuova **Vicenda di gioco**.

REGOLE DEL GIOCO

SQUADRE Chiamiamo squadra il complesso delle carte dei **calciatori** distribuite a ciascun competitor.

SORTEGGIO DEL CAMPO Separati i **calciatori** delle **Vicende** e formati così due mazzi distinti, si sorteeggia il campo, attribuendolo alla squadra che estrae dal mazzo **calciatori** la carta col numero più alto. La partita si svolge in due tempi.

DISTRIBUZIONE DELLE CARTE Chi ha vinto il campo mischia i **calciatori** e li distribuisce in numero di dodici per squadra.

Chi ha perso il campo mischia le **Vicende** (queste non vengono distribuite, ma rimangono accantonate sul tavolo e saranno utilizzate nel modo in seguito indicato).

PRIMO TEMPO CALCIO D'INIZIO La squadra che ha perso il campo gioca un primo **calciatore** possibilmente un attaccante, in sua mancanza una qualsiasi altra carta, **esclusi però sempre i portieri**.

SVOLGIMENTO DELLA PARTITA L'altra squadra risponde giocando uno dei **calciatori** nominati sulla **legenda** della carta giocata dall'avversario. La partita continua poi seguendo sempre la stessa norma fin quando una delle due squadre si trovi nell'impossibilità di rispondere, perché:

- è priva del **calciatore** nominato sulla **legenda** dell'ultima carta giocata dall'avversario;
- sulla **legenda** non è scritto il nome di alcun **calciatore**.

VERIFICARSI DELLA VICENDA La squadra che non è in grado di rispondere, viene penalizzata e subisce una **Vicenda di gioco**.

Volta per volta la prima carta del mazzo **Vicende** a suo tempo lasciato sul tavolo.

Tale **Vicenda** può sempre provocare il goal salvo che la squadra penalizzata realizzi l'azione giocando uno dei **calciatori** elencati nella **casella inferiore** della **Vicenda** medesima.

G O A L I

RIPRESA DEL GIOCO

MANCATA REALIZZAZIONE DEL GOAL

TIRO SBAGLIATO

PARTITA PERSA PER SQUALIFICA

SECONDO TEMPO

NORME GENERALI

FINE DEI TEMPI

SQUADRA VINCENTE

COPIE DI GIOCATORI

T O R N E I

COPIE DI GIOCATORI

T O R N E I

FINE DEI TEMPI

SQUADRA VINCENTE

COPIE DI GIOCATORI

T O R N E I

COPIE DI GIOCATORI

T O R N E I

COPIE DI GIOCATORI

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T O R N E I

Se questo **calciatore** marca la squadra penalizzata subirà il goal (il tempo pressoché che il **portiere** (il può essere in ogni evenienza sostituito dal **portiere in fuoro**) **non vivacivera**).

La squadra che ha segnato il punto la registra accantonando le carte già giocate. La squadra penalizzata riprende la partita giocando un **calciatore** qualsiasi, **portieri esclusi**.

Se però l'ultimo **calciatore** giocato dall'avversario prima della **Vicenda** è che alla stessa ha dato origine, figura nella **casella superiore** della **Vicenda** stessa, il goal non è realizzato per uno dei seguenti motivi:

TIRO SBAGLIATO la squadra colpevole della **Vicenda** non subisce il goal se vola un'altra carta del mazzo **Vicende** annullata. Il **calciatore** è escluso.

Altre volte il goal si realizza, occorre che la squadra penalizzata non disponga del **calciatore** indicato nella **casella inferiore** della **Vicenda** subita, e che l'ultimo **calciatore** giocato dall'avversario non sia nominato nella **casella superiore** della **Vicenda** medesima.

La squadra perde la partita per 2 a 0 quando, pur disponendo di un **calciatore** tra quelli indicati nella **casella inferiore** della **Vicenda di gioco** invece l'annullamento del goal perché il **calciatore** giocato dall'avversario figura tra quelli indicati nella **casella superiore**.

All'inizio del secondo tempo distribuisce i restanti **calciatori** la squadra che ha perso il tempo all'inizio della partita. S'inverte cioè la procedura del primo tempo.

L'altra squadra dà il calcio d'inizio, gioco cioè il 1° calciatore. La competizione prosegue poi secondo le norme già precisate.

I portieri non possono mai essere giocati in risposta ai **calciatori**.

Pertanto, qualora una squadra restasse con soli **portieri** in mano, dovrà voltare ogni volta una **Vicenda** ed assoggettarsi alle condizioni di questa prevista.

Esempio: il **calciatore** indicato nella **casella inferiore** è il **portiere in fuoro**, se la squadra dispone soltanto più di **portieri** subisce il goal (calcio con l'indicazione della **casella superiore**), dopo di che, non potendosi giocare con un **portiere** dovrà voltare una nuova **Vicenda** a sottoporre ad essa, e così fino a quando non sarà in grado di immettere in gioco l'acconciato **portiere**.

Secondo esempio: se una squadra dopo subito il goal dispone ancora di un **calciatore** mentre l'avversario ha esauriti tutti i suoi, questa sua ultima carta è improdotta, non determina cioè nessuna **Vicenda**, ma però, fosse un **portiere** (troverebbe applicazione la regola più sopra citata).

Ciascun tempo termina quando sono stati giocati tutti i **calciatori**.

Vince la partita la squadra che ha segnato il maggior numero di goal.

Foot-ball può essere giocato anche a coppie.

In questo caso ogni coppia di giocatori forma una stessa squadra e la partita si disputa in un solo tempo.

Ogni competitor riceve 12 **calciatori** (24 per ogni squadra).

Qualora i competitori fossero più di due, converrà però sempre organizzare tornei tra squadre imperiose. Ciascuna da un solo giocatore potranno così partecipare al divertimento tutti i presenti, qualunque sia il loro numero, ed il gioco risulterà più interessante ed animato.

Ad esempio: se i presenti fossero A, B, C, il torneo potrà essere organizzato così:

GRUPPO D'ANDATA

A contro B B contro A

C contro A A contro C

B contro C C contro B

GRUPPO DI RITORNO

B contro A A contro B

C contro A A contro C

B contro C C contro B

TUTTI I DIRITTI RISERVATI

FOOT-BALL CARTE

Le carte da gioco «FOOT-BALL» mentre (anno rivivere a lavolino tutte le vicende e le emozioni del gioco del calcio, nascono di meraviglioso ausilio per formulare i pronostici del «toto-calcio», in quanto la serie statistica dei risultati ottenuti mediante le carte coincide perfettamente con quella dei risultati che si conseguono sui campi di gioco. Ma si è anche voluto attribuire a «FOOT-BALL» un interesse immediato e diretto, facendo funzionare il **totalizzatore** sulla previsione del numero di reti segnate da ciascuna squadra nel modo di seguito indicato:

TOTALIZZATORE

All'inizio di ciascun tempo ogni giocatore dichiara il numero delle reti che prevede verranno segnate dalla sua squadra. Se il pronostico viene esattamente realizzato, il giocatore registrerà o sul vangelo o «premi» indicati nella prima parte dell'annesso tabella.

Ove il numero delle reti segnate superi quelle delle dichiarate, il giocatore si avvantaggerà del premio corrispondente alla previsione fatta, subendo però, per ogni rete segnata in più del pronosticato la penalità indicata nella seconda parte della tabella. Qualora infine il numero delle reti segnate sia inferiore delle pronosticate, il giocatore non riceverà premio, e subirà invece soltanto la penalità prevista dalla tabella medesima.

TABELLA

P R E M I	Importo premi	Importo premi
Reti dichiarate e fatte	0	100 200
Reti dichiarate e fatte	1	100 200
Reti dichiarate e fatte	2	200 400
Reti dichiarate e fatte	3	300 600
Reti dichiarate e fatte	4	400 800
Reti dichiarate e fatte	5	1000 2000
Reti dichiarate e fatte	6	1200 2400

Le dichiarazioni dei giocatori possono essere portate, in questo caso il punteggio conte doppio.

Calcio di rigore partito	Tiro a rete (portiere in fuoro) parato	Penalty vinta
100	200	100
200	400	200

PENALITÀ

Risultati con punteggi superiori ai dichiarati (detrarre dal premio) per ogni rete segnata in più	Risultati con punteggi inferiori ai dichiarati (nessun premio) per ogni rete segnata in meno	Calcio di punizione a sfavore	Calcio di rigore sbagliato	Tiri e rete sbagliati	Colpi sui pali	Reti annullate
50	100	200	200	300	100	100
		400	400	200	200	100
		200	200	100	100	50

Come indica la tabella, il **totalizzatore** funziona anche per gli eventi improvvisi dovuti al succedere delle vicende di gioco che danno luogo a premi o a penalità in quelle condizioni in cui la maggiore o minore abilità dimostra dalla squadra nel condurre la partita. È ovvio che le penalità subite da un giocatore vengono conteggiate come premi e vantaggio dell'avversario. Copyright by Bertino & C. Soc. Acc. - Torino. Le riproduzioni anche parziali e gli adattamenti sono vietati. - Brevettato in tutto il mondo. Tutti i diritti riservati.

CARTE DA GIOCO
FOOT-BALL
 90 CARTE
 48 CALCIATORI
 42 VICENDE DI GIOCO
 CREAZIONE BERTINO
 BREVETTATE IN TUTTO IL MONDO
 BERTINO & C. TORINO

4903 - Müller - Carto ball

Nome	Carto ball
Fabbricante	SA Müller & Cie
Paese	Svizzera
Numero carte	40
Anno	
Tipo mazzo	
Dimensioni	mm. 100x58

Il mazzo è stato distribuito da André Montavon e nasce da un'idea di Gaston Salomon. Su ogni carta due vignette speculari che per la loro disposizione ricordano i mazzi per giocare a domino.

Per distinguere le 4 serie il bordo delle vignette è in giallo, rosso, marrone e azzurro.

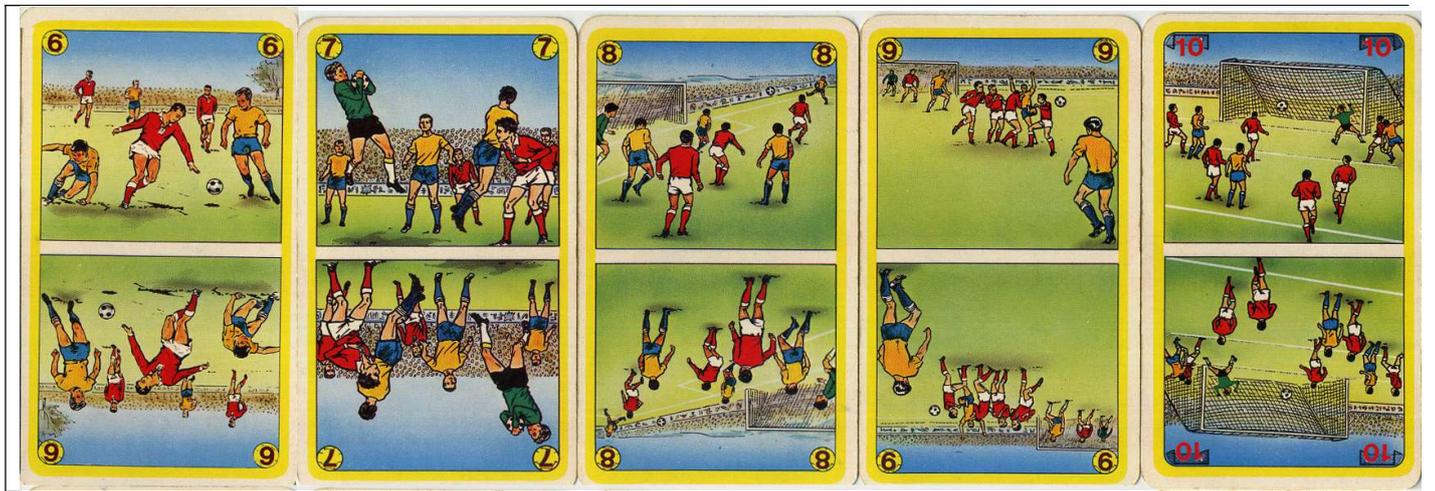
Le due squadre raffigurate sono in maglia rossa e gialla. Su ogni vignetta la scena di una partita di calcio con 1 giocatore per la carta n. 1, due giocatori per la successiva fino a 10 giocatori per l'ultima carta della serie, quella con il numero 10.

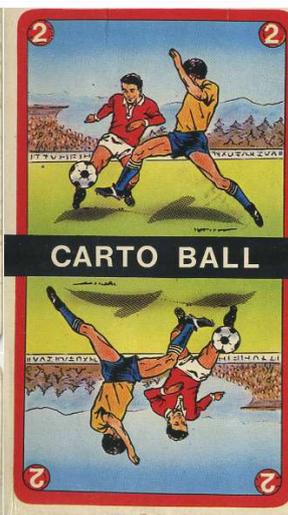
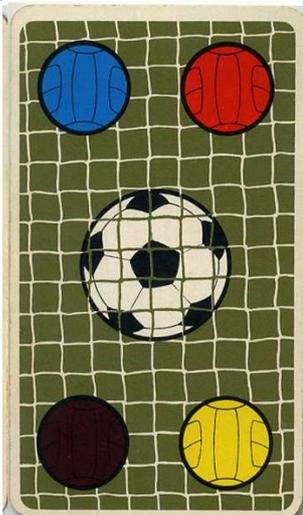
Fanno eccezione le prime carte della serie marrone e azzurra che non sono numerate.

La carta della serie marrone, con due giocatori e l'arbitro all'inizio della partita, porta un tagliandetto come indice e un cartello con il nome del gioco.

La carta della serie azzurra, mostra un giocatore che tira in porta mentre un portiere cerca di evitare il goal tuffandosi. L'indice è la coppa Rimet, quella che veniva assegnata ai vincitori del campionato mondiale di calcio per nazioni fino al 1970.







CARTO BALL 40 Cards

Swiss made
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Edition and sale: André Montavon, 2932 Cologny, Suisse
Executed by: Gaston Salomon, 1000 Lausanne
Printed by: SA Muller & Cie, 6212 Nyon

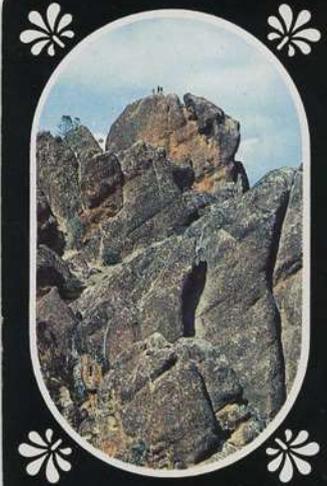
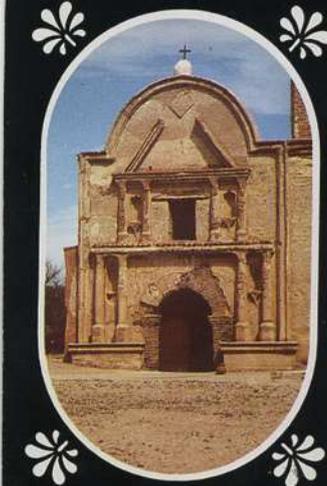
2403 - National Park Service - Natural park

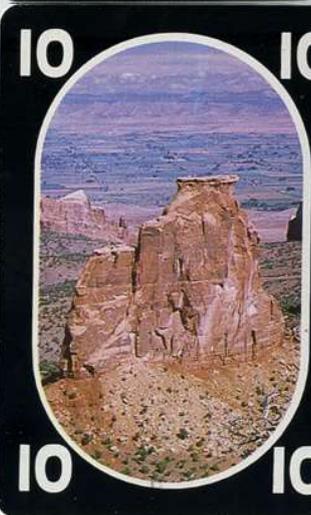
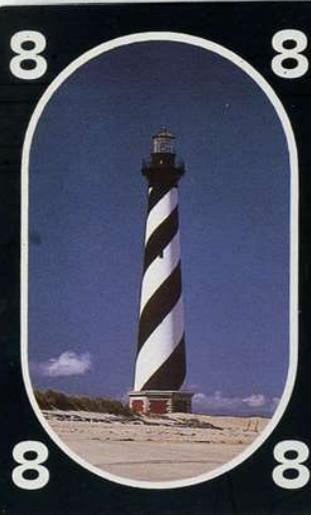
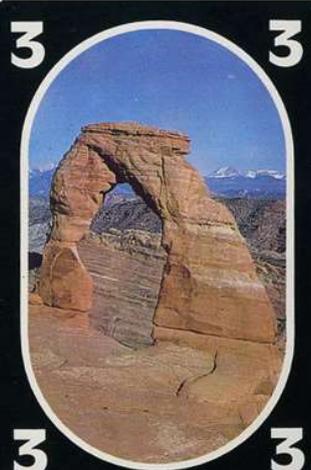
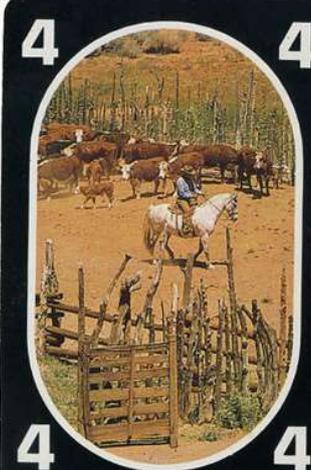
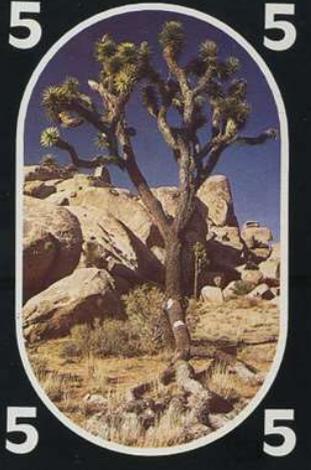
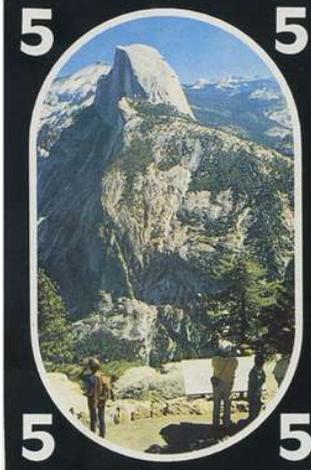
Nome	Natural park wit
Fabbricante	Interpretive marketing products
Paese	U S A stampa Taiwan
Numero carte	115
Anno	1985
Tipo mazzo	
Dimensioni	mm. 89x58

Su ogni carta immagini che ci portano a scoprire le meraviglie storiche e naturali dei parchi naturali degli Stati Uniti. Sul retro di ogni carta troviamo le domande da fare agli avversari e le relative risposte.

Le domande sul retro non hanno riferimento alla fotografia sul verso.

Wit è il nome della serie di giochi di questo fabbricante

		<p>Q. Name the Washington (state) fort that was the western headquarters for the Hudson's Bay Company from 1825 to 1849, and later a military reservation that was active until 1949. Its 208 acres is now a historic site.</p> <p>A. Fort Vancouver.</p> <p>Q. Name the fort, now a wooden reconstruction and a national monument in downtown Rome, New York, that was a major factor in the American repulse of the British from Canada in 1777.</p> <p>A. Fort Stanwix.</p> <p>Q. The Statue of Liberty National Monument is an administrative title that really includes three important, interrelated properties: the Statue of Liberty on Liberty Island, the American Museum of Immigration in the base of the Statue, and Ellis Island. What is the significance of Ellis Island and its relationship with the other two sites.</p> <p>A. An immigration port from 1892 to 1934.</p> <p>PHOTO: Statue of Liberty National Monument, New York/New Jersey.</p>	
	<p>Q. What national park lies entirely north of the Arctic Circle and contains evidence of more than 10,000 years of human occupation?</p> <p>A. Kobuk Valley National Park.</p> <p>Q. Colonial development of the Virgin Islands is commemorated by 18th- and 19th-century structures in what national historic site on St. Croix island?</p> <p>A. Christiansted National Historic Site, the site of the capital of the former Danish West Indies, discovered by Columbus in 1493.</p> <p>Q. Palo Alto Battlefield National Historic Site, Brownsville, Texas, commemorates the site of the first of two important American victories under Gen. Zachary Taylor in what conflict?</p> <p>A. The War with Mexico, 1846-48.</p> <p>PHOTO: Valley Forge National Historical Park, Pennsylvania.</p>		<p>Q. Name the eastern-most national park site.</p> <p>A. War in the Pacific National Historical Park, located 144 degrees East Longitude, west of the International Date Line in the Pacific Ocean.</p> <p>Q. Many Civil War battlefields have dual names, one used by Confederate forces, another used by the Union Army. A northern Virginia park commemorates the first and second battles of Bull Run. Give the other and official name by which this site is known.</p> <p>A. Manassas National Battlefield Park.</p> <p>Q. A popular 1977 motion picture featured the nation's first national monument as the Wyoming landing site of a space ship, probably making the monument's odd shape and size more recognizable than ever before. Name the motion picture and the monument.</p> <p>A. <i>Close Encounters of the Third Kind</i>; Devils Tower National Monument.</p> <p>PHOTO: Devils Tower National Monument, Wyoming.</p>



National Park Wit
A FUN DISCOVERY GAME ON AMERICA'S GREAT NATIONAL PARK SITES

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Billings, Montana
Made in Taiwan

NATIONAL PARK WIT™ is easy to learn and a challenge to play. The game provides an opportunity to learn more about America's great national park sites.

Interpretive Marketing Products has other "WIT" games designed to help you discover America's historic and natural wonders: CIVIL WAR WIT™, NORTHWEST NATIONAL PARK WIT™ and YELLOWSTONE TETON WIT™ are available by sending \$5.98 each plus \$2.50 postage and handling or order an entire set of four games for \$21.95 plus \$3.50 shipping and handling to Interpretive Marketing Products, Transwestern II, Suite 108, 490 North 31st Street, Billings, MT 59101. Great for gift giving!

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PHOTO: Bald Eagle, Glacier National Park, Montana

INTRODUCTION

This game was designed to test your knowledge of America's great National Parks. It is fun if you have visited places like Yellowstone or Yosemite or the Grand Canyon. More importantly, it is educational. There are only 48 national parks, but the National Park Service, an agency of the Department of the Interior, manages more than 330 sites, and is affiliated in one form or another with dozens more. There are national monuments, lakeshores, seashores, historic sites, memorials, battlefields, parkways and others that are all protected as national treasures.

Nearly every one of these places are mentioned in this game. Some questions are simple, a few are tricky, many have built-in clues and most all will tell you something you may have not known before. Most likely, they will prompt you to seek additional information. Write to the National Park Service, P.O. Box 37127, Washington D.C. 20013-7127 and ask for *A Guide and Map of National Parks of the United States*. This will give you the names and addresses of all sites.

PHOTO: Tumacacori National Monument, Arizona

NATIONAL PARK WIT™ RULES

The object is to collect points by correctly answering any one of the questions found on the back of each card. Shuffle the deck. The oldest person draws a card and asks any one of the questions on that card to the first person on the left. This person tries to answer and if successful, collects the card. If the questions are unanswered, the next person to the left can try. If no one can answer the questions, the answers are read loud and the card is placed in a stumper pile.

The next card is drawn by the next person to the left and so the game continues to rotate. After all the cards are drawn, the stumper pile is shuffled and the game continues until no cards are left. A real test of one's memory! Add the points to determine the winner.

Created and designed by William Gibson, Jr.
Compiled by James Muffin. Photos courtesy of the National Park Service.

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Transwestern II, Suite 108
490 North 31st Street
Billings, Montana 59101
(406) 248-3555

PHOTO: Pinnacles National Monument, CA

3842 - Nederland - Pang

Nome	Pang - Hel pulkie der Gezelschppspelen
Fabbricante	Speelkaartenfabriek "Nederland"
Paese	Olanda
Numero carte	150
Anno	
Tipo mazzo	Pang
Dimensioni	mm. 70x45

Il gioco, ancora oggi popolare in Olanda, usa un mazzo di 150 carte, ovvero 10 serie uguali numerate da 1 a 15.

Il mazzo viene distribuito in modo che ogni giocatore abbia lo stesso numero di carte.

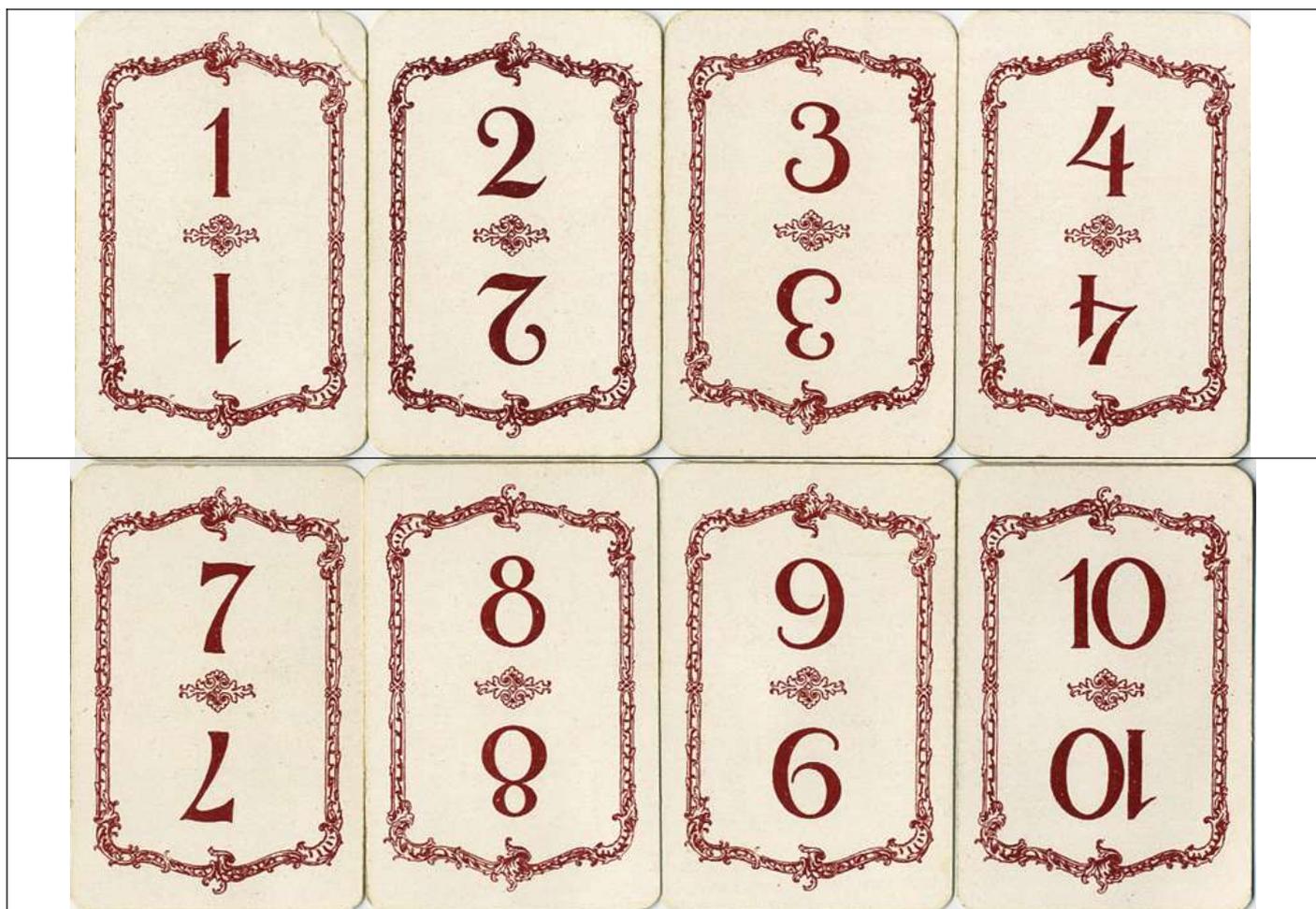
Il primo a giocare che ha una carta con il numero 1 la pone sul tavolo scoperta per iniziare la serie. È possibile aggiungere altre carte solo se sono in sequenza.

Il primo giocatore che rimane senza carte in mano vince.

È allegato un libretto con le regole per il gioco.

Il gioco è simile allo statunitense *Flinch* (vedi 3583).

Dall'adesivo sulla scatola il mazzo sembra sia stato distribuito da Perry in Gran Bretagna.





**VERKLARING
VAN HET „PANG” SPEL.**

Het PANGSPEL bevat 150 kaarten, verdeeld in 10 seriën van 15 kaarten, elk genummerd van 1 tot 15.

Van 2 tot 8 personen kunnen aan het spel deelnemen, welk aantal door het gebruik van twee spelen kan worden vermeerderd.

**Benamingen welke in het spel
voorkomen en hunne
Beteekenis.**

1. De Pangstock. Zij bestaat uit 10 kaarten, één voor één gegeven, welke de spelers ongezien op een stapeltje voor zich leggen met de cijfers naar boven gekeerd, zoodat alleen het bovenste cijfer zichtbaar is.

Het is het eenig doel van het spel die 10 kaarten der Pangstock naar het midden der tafel uit te spelen. Wie dit het eerst gelukt is de winner van het spel.

0873 - Randall - Orchestra

Nome	Orchestra
Fabbricante	J & L Randall Ltd.
Paese	Gran Bretagna
Numero carte	60
Anno	
Tipo mazzo	
Dimensioni	mm. 88x63

Il mazzo mostra gli strumenti usati da un'orchestra di musica classica.

Ogni carta ha sul retro il disegno del tipo di strumento mostrato sul verso: *woodwind* (fiati), *brass* (ottoni), *strings* (archi) e *percussions* (percussioni).

Alcuni disegni sono riprodotti più volte perché nell'orchestra c'è più di un musicista che suona questo strumento.

Mancando confezione e libretto con le istruzioni si può solo supporre che scopo del gioco sia riunire gli strumenti dello stesso gruppo, oppure indovinare a quale categoria appartiene lo strumento che si vede sul verso.



Brass



© J & L PARBALL LTD.



Strings



© J & L PARBALL LTD.



Peroussion



© J & L PARBALL LTD.



3525 - Russell - Game of crossword

Nome	Library of games VI - Game of Crossword - 550 - 6
Fabbricante	Russell Press inc
Paese	U S A
Numero carte	47 + 1 Free letter
Anno	1935
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 61x42

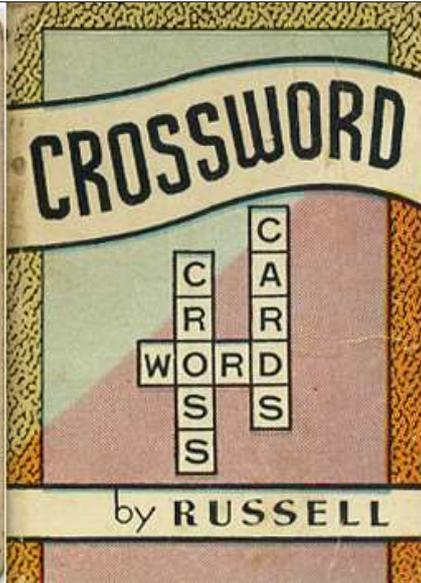
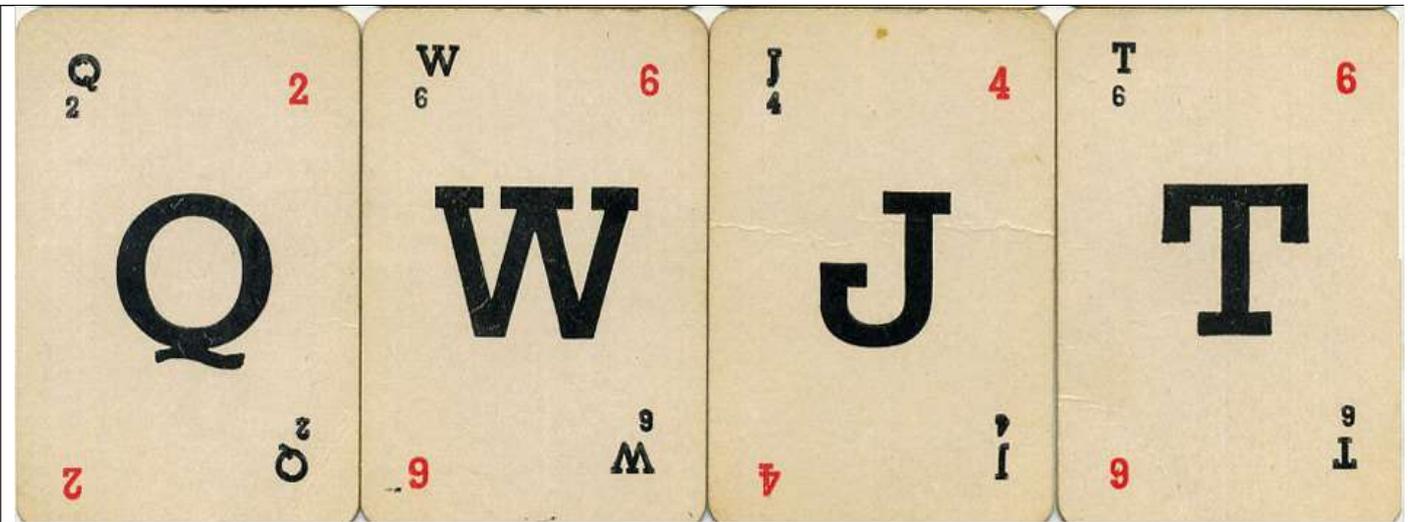
Il mazzo fa parte di una collezione di 6 giochi, inseriti in una confezione unica, come se fossero 6 libri di una stessa *Libreria dei giochi*.

Con questo mazzo si fa un gioco simile al più noto *Lexicon*, ovvero si cerca di comporre nuove parole aggiungendo le carte che abbiamo in mano a quelle già presenti sul tavolo.

Per ogni parola completata si calcola il totale dei punti scritti sulle singole carte.

Il mazzo è fornito di foglietto con le istruzioni per il gioco che riporta l'anno del copyright.

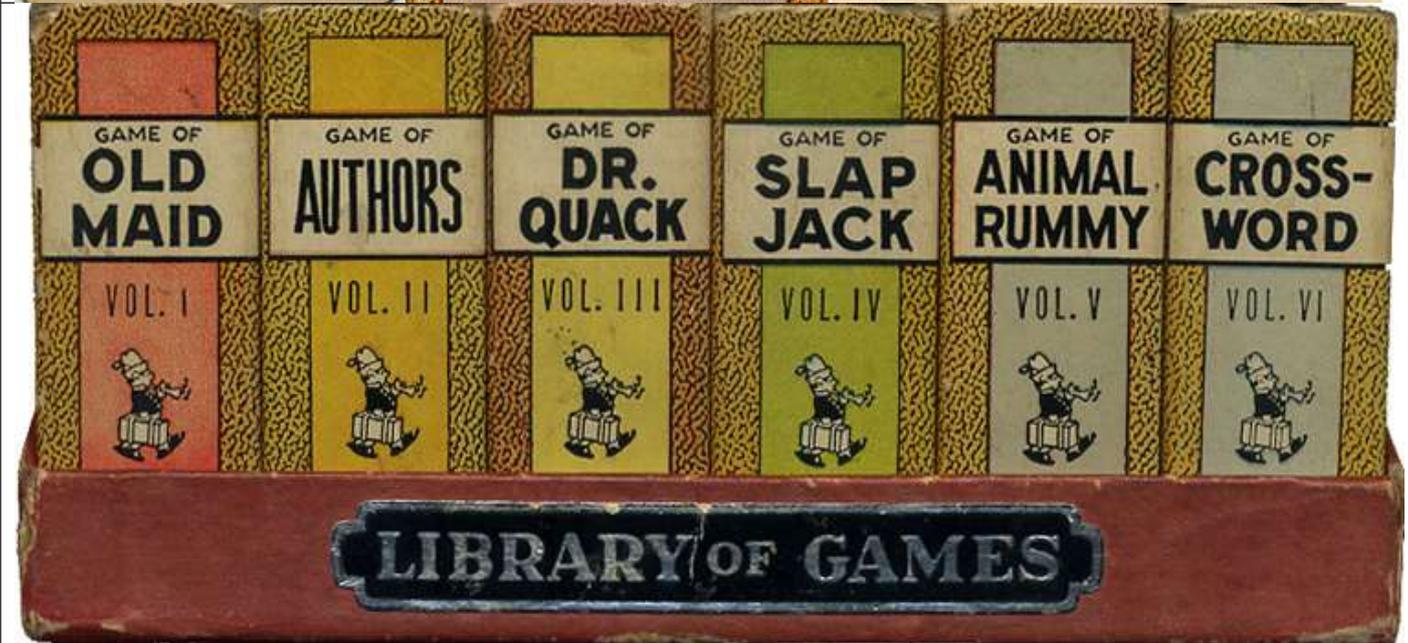




**RULES FOR
Crossword Letter Game**

1. Choose the dealer by cutting cards. High deals. "A" is high, "Z" low.
2. If 6 or less are playing deal 6 cards to each player. If more than 6 are playing deal 5 cards to each player one at a time, and place the remainder of the pack in a pile face down at one side of the table. The top card is then removed and placed face up by the side of the face down pile.

Russell Manufacturing Co.
LEICESTER, MASSACHUSETTS.
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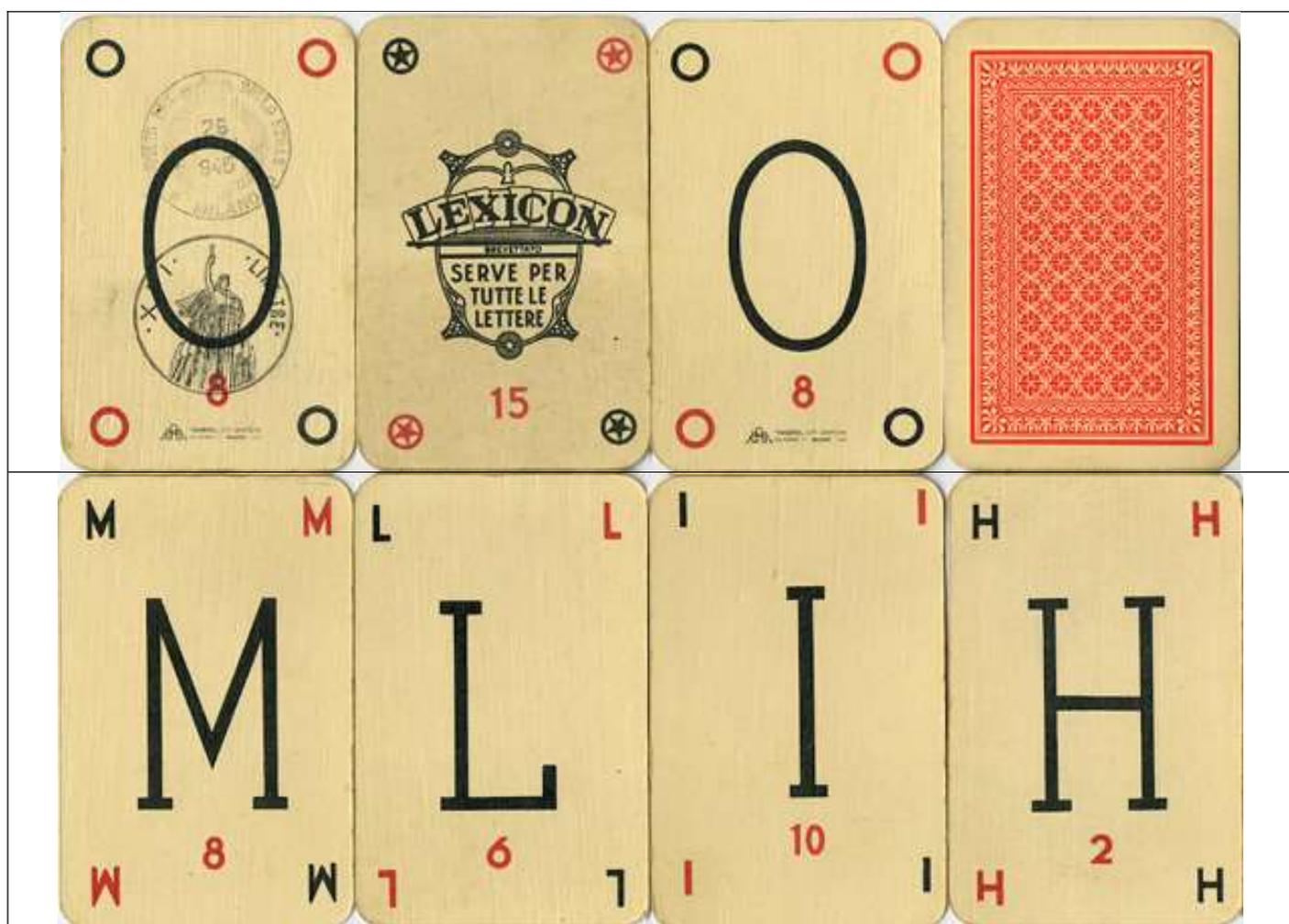


Nome	Lexicon
Fabbricante	SAGDOS Officine grafiche
Paese	Italia
Numero carte	106 + 2 "Serve per tutte le carte"
Anno	1945
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 89x58

È la versione italiana del gioco brevettato da Waddington (*vedi 3812*) stampato nel nostro paese anche da Masenghini e da Editrice giochi (*vedi 3422*).

Il mazzo è composto da 106 carte con le lettere e il relativo punteggio e 2 carte con il nome del mazzo e la scritta "Serve per tutte le lettere".

Vista la diversa lingua in cui si gioca, il valore delle singole lettere cambia rispetto al mazzo inglese.



3546 - Scholz - Geographisches Frage und Antwort-Spiel

Nome	Geographisches Frage und Antwort-Spiel. Nr. 5851
Fabbricante	J. Scholz
Paese	Germania ?
Numero carte	60
Anno	192x
Tipo mazzo	
Dimensioni	mm. 120x70

Il mazzo "Gioco di domande e risposte geografiche" è composto da 30 carte con le domande, scritte in caratteri gotici come si usava in Germania in quel periodo, e da 30 con la fotografia e alcune notizie del luogo riprodotto.

La carta con la domanda e quella con la corrispondente fotografia hanno lo stesso numero, ma i due retri hanno diverso colore.

Troviamo: le cascate del Reno a Schaffausen (*Rheinfall bei Schaffausen*), la cattedrale di Colonia, la regione della Saar (*das Saargebiet*), la zona industriale della Renania-Westfalia (*das rheinisch-westfälische Industriegebiet*), il monte Zugspitze, il monte più elevato della Germania, la foresta della Sprea (*Spreewald*), il monte Brocken, la brughiera del Lünenburg (*die Lünenburger Heide*), l'atilla e bassa marea (*Ebbe und Flut*), l'arcipelago delle Helgoland, Amburgo, le dune (*Dünen*) nel deserto, le miniere di carbone dell'Alta Slesia (*das Oberschlesische Kohlengebiet*), Königsberg, Danzica (*Danzig*), Berlino, un ghiacciaio (*Gletscher*), Vienna, Bolzano, Parigi, la nebbia di Londra, Capo Nord (*Nordkap*), Roma, Gibilterra (*die Strasse von Gibratair*), New York, il deserto del Sahara (*die Wünste Sahara*) e le Piramidi di Giza, il Sole e la Luna (*der Mond*).



5



Die Zugspitze (2966 m)

Der Gipfel ist im Sommer und Winter mit Schnee bedeckt. Der Aufstieg ist nicht sehr schwierig. Wer hinaufsteigt, muß aber schneefrei sein. Von München kann man mit der Bahn in dreieinhalb Stunden auf Deutschlands höchstem Gipfel sein. Denn von Garmisch-Partenkirchen aus fährt die Bayerische Zugspitzbahn in einer Gesamtlänge von 19 km zum Schneiseilernerhaus.

6



Stuttgart Der Hauptbahnhof

Die Schwaben sind sehr stolz auf ihre Hauptstadt und sie können es auch mit Recht sein. Es gibt wenige deutsche Großstädte, die so reich an alten und neuen Bauwerken sind wie Stuttgart. Dabei liegt die Stadt unergreiflich schön, von bewaldeten und mit Rebem bewachsenen Hügeln umgeben.

7



Spreewald

Hier treten die zahlreichen Wasserläufe an Stelle der Landstraßen; in Rähnen werden die Erzeugnisse des Getreides beladungsreich, in Rähnen fahren die Kinder zur Schule und für die sonnige Späterfahrt ist der Kahn das beliebteste Gefährt, wie ihr hier im Bilde seht.

8



Hans Rodolphi, Braunlage

Der Brocken

Von seiner Höhe überhaut man an klaren Tagen 100 Städte und 700 Dörfer. Mitternachts befinden gegen 80 000 Menschen den Berg, auf den eine Bahn führt. In früheren Zeiten, als der Aufstieg noch nicht so bequem war, kamen natürlich viel weniger Leute auf den Brocken, so weiß man, daß im Jahre 1753 nur 138 Menschen oben waren.

9



Die Lüneburger Heide

Heidekatze

Früher haben die Menschen die Heide gemieden, sie forstet, sie sei so einödig. Da kamen Wälder und Dörfer, die haben mit ihren Wäldern und Wäldchen die Schönheit der Heide erkannt und laut gepriesen. Und so wird die bisher gemiedene Heide von allen Naturfreunden besucht.

10



Ebbe und Flut

Sturmflut an den Strandanlagen von Westerland auf der nordfriesischen Insel Sylt

Bei der Ebbe treten die Wälder von der Küste zurück, die Flut treibt die Wälder ins Land; die Sturmflut aber ist der Schrecken der Küstenbewohner. Die Wälder richten dann ein fürchterliches Verhängnis an und reißen von ungeheurer Injektion und Rufen Landhäuser auf Landhäuser ab.

11



Heligoland

Nordspitze mit „Lange Anna“

Das mächtige Felsenland in der deutschen Bucht, das von den Wogen der Nordsee hart gestülft wird, und das bis 1918 ein Kriegsgefängnis für die deutsche Flotte war, wird heute als Kurort viel besucht.

12



Hamburg

Im Hafen

Die zweitgrößte Stadt Deutschlands (1 200 000 Einw.), die größte der drei freien Hansestädte, steht an allererster Stelle der Weltküstenschiffe. In den mächtigen Häfen finden wir die Schiffe aller Nationen vor Anker liegen.

13



Dünen

Hohe Düne bei Nibben an der Kurischen Nehrung

Die Dünen entstehen durch den bei Stürmen aus dem Meerestrund heraufgewehten Sand, der, getrieben, in das Land hereinweht. Von den Dünen wissen wir, daß sie „wandern“, daß sie sogar manche menschliche Siedlung unter sich begraben und auf ihrer weiteren Wanderung wieder freigelegt haben.

14



Das Oberschlesische Kohlengebiet Im Kohlenbergwerk

Von hier erhält Ostdeutschland und insbesondere Berlin seine Kohlen. — In Ausführung des Beschlusses des Völkervertrages in Genf ist die Obersteifen mit seinen wertvollen Kohlengruben und mit 283 000 Einwohnern, unter denen 63 Prozent Deutsche, an Polen gefallen.

15



Königsberg

Vor dem Schloß

Die Stadt Königsberg spielte in der preussischen Geschichte von jeher eine große Rolle; sie war die Krönungsstadt der preussischen Könige. Heute ist Königsberg als Regionalhauptstadt der geteilte Mittelpunkt der schwer bedrohten deutschen Ostmark.

16



Danzig

Langemarkt und Rathaus

Die Stadt mit ihren alten Bauten kann niemals ihren deutschen Ursprung verleugnen; sie bietet eines der charaktervollsten Stadtbilder, das den Städten im Süden des Reiches in nichts nachsteht. Unter ihren 384 000 Einwohnern befinden sich 315 000 Deutsche.

17

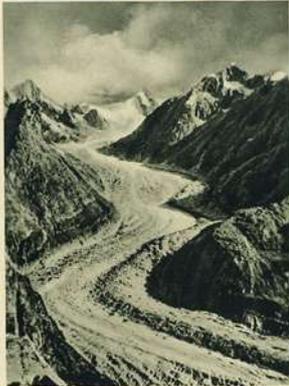


Berlin

Am Leipziger Platz

Berlin ist die Hauptstadt des Deutschen Reiches. Von der Größe dieser Stadt sollen die nachfolgenden Zahlen einen Begriff geben: Von 100.000 Fußgänger, ohne die Straßenbahnen, bilden täglich einen unabhängigen Verkehrsstrom; die Berliner Straßenbahnen befördern jährlich 830 Millionen Fahrgäste.

18



Gletscher

Der Fieschergletscher in der Schweiz

Auf dem Bilde seht ihr, wie sich der Gletscherstrom zwischen Felsgeräten hinab ins Tal hinabwindet. In dieser Gletschertiefe sind viele Risse und Spalten; es ist sehr gefährlich, einen Gletscher zu überschreiten. Der Posttourist geht auch niemals allein hinüber, sondern immer angeleitet mit einem Gletscherführer.

19



Wien

Der Stephansdom

Wien an der Donau war jahrhundertlang die Hauptstadt des heiligen Römischen Reiches deutscher Nation; sie ist die größte Stadt des deutschen Ostens, die zweimal Deutschland vor dem Einfall der Türken gerettet hat. Der Stephansdom, einer der prachtvollsten deutschen Dome, ist das Wahrzeichen der schönen Stadt.

20



Bozen

Waltther von der Vogelweide-Denkmal

Die Stadt, die seit altertöcher an der Grenze des Weltreiches ihren deutschen Charakter bewahrt, hat auf ihrem schönsten Platz dem mittelalterlichen Minnesänger Waltther von der Vogelweide, der aus Südtirol kam, ein Denkmal gesetzt.

21



Paris

Der Eiffelturm

Dieser eiserne Turm, auf den 1792 Stufen führen, hat eine Höhe von 300 m. Der Turm des Ulmer Münsters ist 163 m hoch, was man einen großartigen Rundblick auf die „Weltstadt“ — so nennen die Franzosen ihre Hauptstadt — hat.

22



London

In einem Nebeltag

Ungeheurer Reichtum und lachsbare Elend wohnen in dieser Metropole nahe beieinander. In der Wiktoria, die das Geschäftszentrum umschließt, liegt auch die „Bank von England“. Wesentlich ist der Verkehr in den Straßen der Innenstadt (City), der aber unzuverlässig ist, wenn der unheimliche Nebel die Stadt mitten am Tag in nächtliches Dunkel hüllt.

23



Nordkap

Hier ist das Ende der Mitternachtssonne; von Mitte Mai bis gegen Ende Juni scheint dort ununterbrochen die Sonne. Um so länger währt die Nacht im Winter; von Ende November bis Mitte Januar kommt die Sonne gar nicht heraus.

24



Rom

Forum Romanum

Rom ist die interessanteste Stadt Europas. Aus den übriggebliebenen Ruinen können wir uns heute eine ganz genaue Vorstellung von der Ausdehnung der Stadt machen, die, als hier die alten Römer über Rom und das Römische Reich herrschten, eine Millionenstadt war, wie es unsere heutigen Großstädte sind.

25



Die Straße von Gibraltar

Blick auf den Felsen von Gibraltar

Seht in eurem Atlas nach, dann findet ihr, daß diese Meerenge den Eingang zum Mitteländischen Meere bildet. Gibraltar liegt in Spanien; die Engländer haben es aber den Spaniern abgenommen und eine Festsung dort angelegt, deren Kanonen jederzeit den Eingang zum Mitteländischen Meere sperren können.

26



New York

Blick auf das Wolkenkratzer-Viertel

Hier seht ihr eine Kulturlandschaft des berühmten Wolkenkratzer-Viertels. Wände dieser Gebäude sind über 200 m hoch, sie enthalten Geschäfte und Arbeitsräume, Geschäftsbüros und Wohnungen. Den Verkehr mit den einzelnen Stockwerken vermitteln Aufzüge, unter denen es auch „Schneiseilzüge“ gibt, die nicht in allen Stockwerken anhalten.

27



Die Wüste Sahara

Beduin beim Morgengebet in der Wüste

Die Wüste Sahara ist der heißeste Sandfeld, den es auf der ganzen Erde gibt; der Sand ist so scharf heiß, daß man ihn zum Eier kochen kann. Jährlich ist es in der Wüste, wenn der heiße Sandsturm, den man Samum nennt, Sandstürme vor sich herschleudert, über sie dahinbraut.

28



Pyramiden

Cheops-Pyramide und Sphinx

Sie ist die größte der Pyramiden, ein Königsgrab von ungeheuren Ausmaßen, deren einzelne Steinblöcke ein Gewicht bis zu 10.000 Zentner haben. Vor der Pyramide steht das rätselhafte Steinbild der Sphinx, ein Löwenkopf mit einem Menschenantritt, das seit 4.000 Jahren zu Füßen der Pyramide seinen Platz hat.



Die Sonne

Aufnahme eines Sonnenflecks vom
Mai 1926

Wir wissen, daß die Sonne ein glühender Körper ist, so ungeheuer groß, daß er eineinhalb Millionen Erdtage in sich aufnehmen kann; wir wissen, daß auf ihm eine Temperatur von 6200 Grad Celsius herrscht. — Die Sonnenflecke sind trichterförmige Vertiefungen, die durch ungeheure Wirbel, unterer Schichtströmungen verschleudert, in der Glühwolke der Sonnenatmosphäre entstehen.



Der Mond

Nach dem ersten Viertel

Die uns zugewendete Seite des Mondes haben die Astronomen genau erforscht; den Gebirgen und den großen Ebenen, „Meere“ genannt, haben sie Namen gegeben, sie kennen genau die Höhe der Mondberge, den Umfang und die Tiefe der Mondkrater. — Die Menschen freuen sich an dem himmlischen Weltteil, das in ihren Nächten ein sanftes Licht auf die Erde fallen läßt.

Ein europäischer Strom — er ist 1360 km lang — der in der Schweiz seinen Ursprung hat, stürzt am Anfang seines Laufes über 24 m hohe Felsen hinab und bildet so den —

Wie heißt die rheinische Großstadt, die den größten und herrlichsten der deutschen Dome, dessen beide Türme 157 m hoch in die Lüfte ragen, besitzt?



Geographisches Frage- und Antwort-Spiel

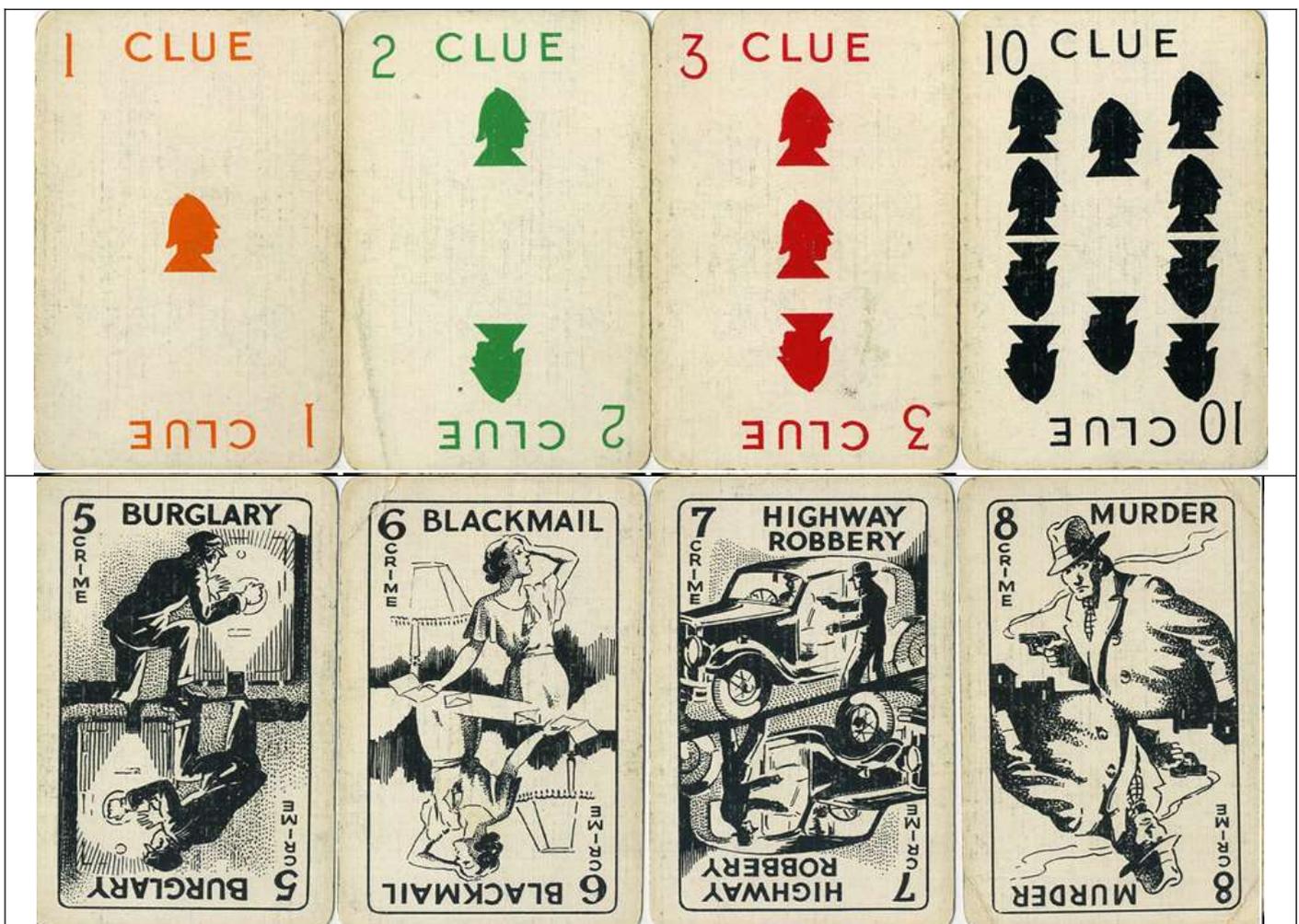
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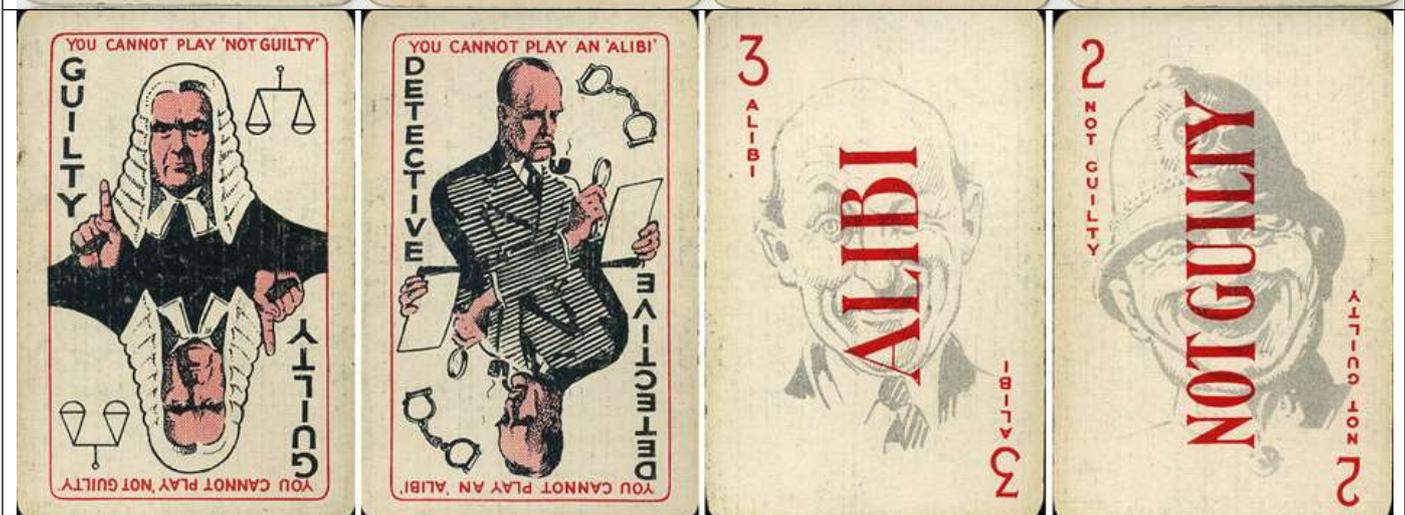
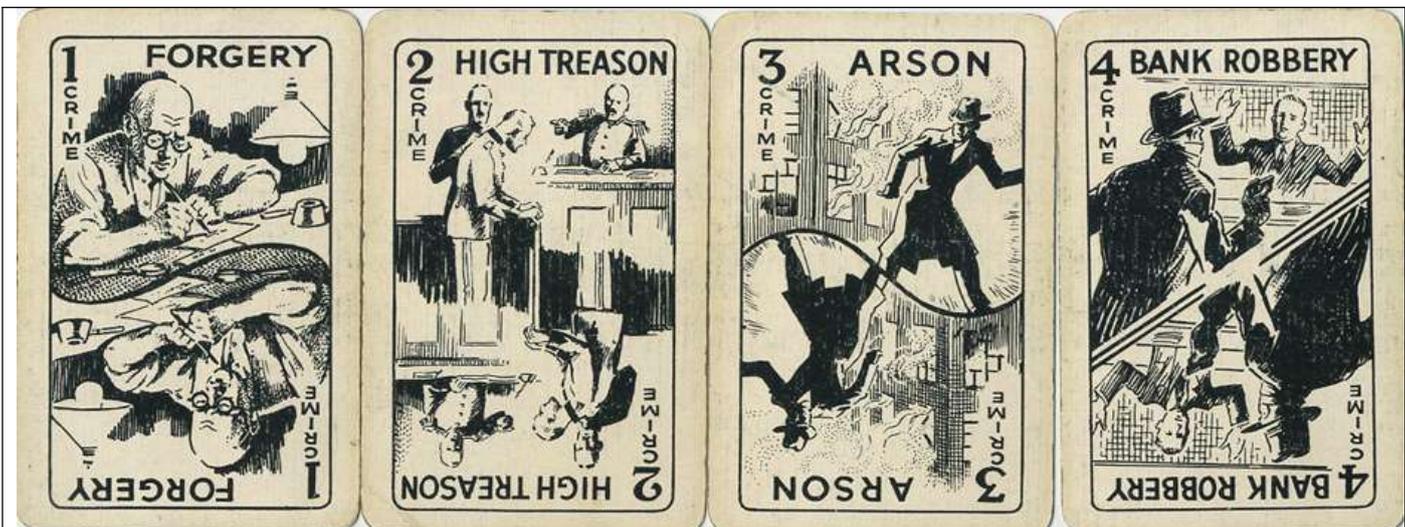
3892 - Storey - Krimo

Nome	Krimo - The new game of logical deduction
Fabbricante	G. T. Storey
Paese	Gran Bretagna
Numero carte	60
Anno	193x
Tipo mazzo	
Dimensioni	mm. 88x58

Il mazzo, come altri negli stessi anni, è nato per convincere i ragazzi che il crimine viene sempre scoperto e punito.

Troviamo 4 gruppi di 10 carte, colorate rispettivamente in arancio, verde, rosso e nero, numerate da 1 a 10 con la silhouette della testa di un poliziotto come seme. Inoltre ci sono 8 carte Crimine: *forgery* (falsificazione), *high treason* (alto tradimento), *arson* (incendio doloso), *bank robbery* (rapina in banca), *burglary* (furto con scasso), *blackmail* (ricatto), *highway robbery* (rapina in autostrada) e *murder* (omicidio). Completano il mazzo 5 carte *Alibi* e 5 *Not guilty* (innocente) e 2 carte *master* (*detective* e *guilty* (colpevole)). Quando ci sono in gioco le ultime due carte non è possibile giocare rispettivamente *Alibi* e *Not guilty*. Come giocare è dettagliatamente spiegato nel libretto allegato al mazzo.





THERE ARE
— 60 —
CARDS IN A PACK.

CLUES
Red 1 to 10
Black 1 „ 10
Green 1 „ 10
Orange 1 „ 10

LOW TRUMPS
Crimes ... 1 - 8
HIGH TRUMPS
Alibi ... 1-3 5 8 10
Not Guilty 2-4 6 7 9

2 MASTER CARDS
DETECTIVE, GUILTY

2

KRIMO
RULES

The cards are shuffled and placed face downwards in a pile. Each player takes a card, the highest being the first dealer.

For this purpose only the two Master Cards are counted low.

The dealer then re-shuffles the cards and the person on the right

3

cuts, then the dealer commences dealing to the leader on the left until all the cards are distributed.

The two master cards are the
DETECTIVE
AND
GUILTY
and on these two cards hangs the fascination of the Game.

The person with the GUILTY card must retain it longer than the person with the

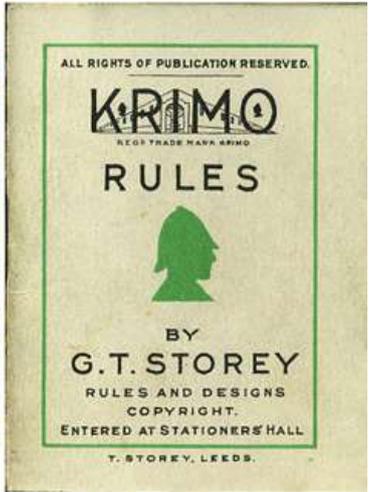
4

DETECTIVE card to win.

The person with the DETECTIVE card must retain it longer than the person with the GUILTY card to win.

All Crime cards must be played first. The first Crime out is the Crime for that particular game and the one who leads it should say the name of it. The person with the

5

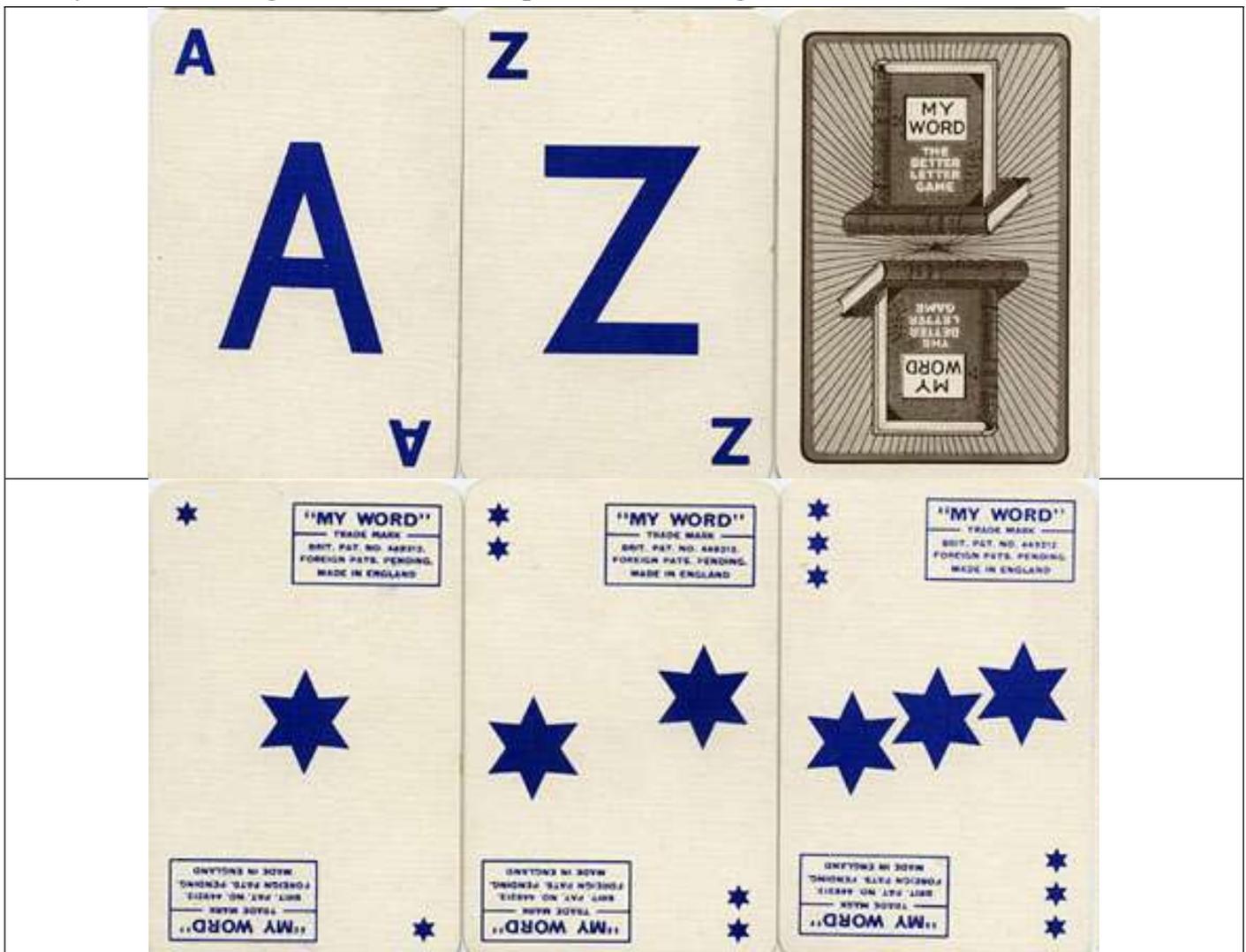


0576 - Storey - My word

Nome	My word
Fabbricante	W. M. Storey & Co. Ltd.
Paese	Gran Bretagna
Numero carte	54
Anno	193x
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 88x58

Il mazzo è composto da 38 carte con lettere, 10 con sillabe e 6 carte con 1, 2 o 3 stelle ripetute. Il gioco consiste nel creare parole con le lettere che il giocatore ha in mano o trova sul tavolo, ma si differenzia dallo Scarabeo perché è possibile inserire lettere o sillabe in una parola già presente (ad esempio *cane* può diventare *carne*). Le carte con sillabe possono essere utilizzate in qualsiasi senso (ET può diventa TE), ma poi non possono più cambiare. Le carte con le stelle possono sostituire 1, 2 o 3 lettere consecutive.

Le regole del gioco sono spiegate nel libretto allegato. La frase pubblicitaria “*It’s a Storey game, so it must be good*” afferma modestamente che è un bel gioco, visto che è stampato da Storey. Nel 1980 il gioco è stato ristampato da Waddington.



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THE
WHOLE FAMILY
WILL ENJOY
"MY WORD"



IT'S A
STOREY GAME
SO IT MUST BE
GOOD

RULES
FOR
"MY
WORD"

THE
BETTER
LETTER
GAME

0575-3895 - Sum-it Games - Sum-it

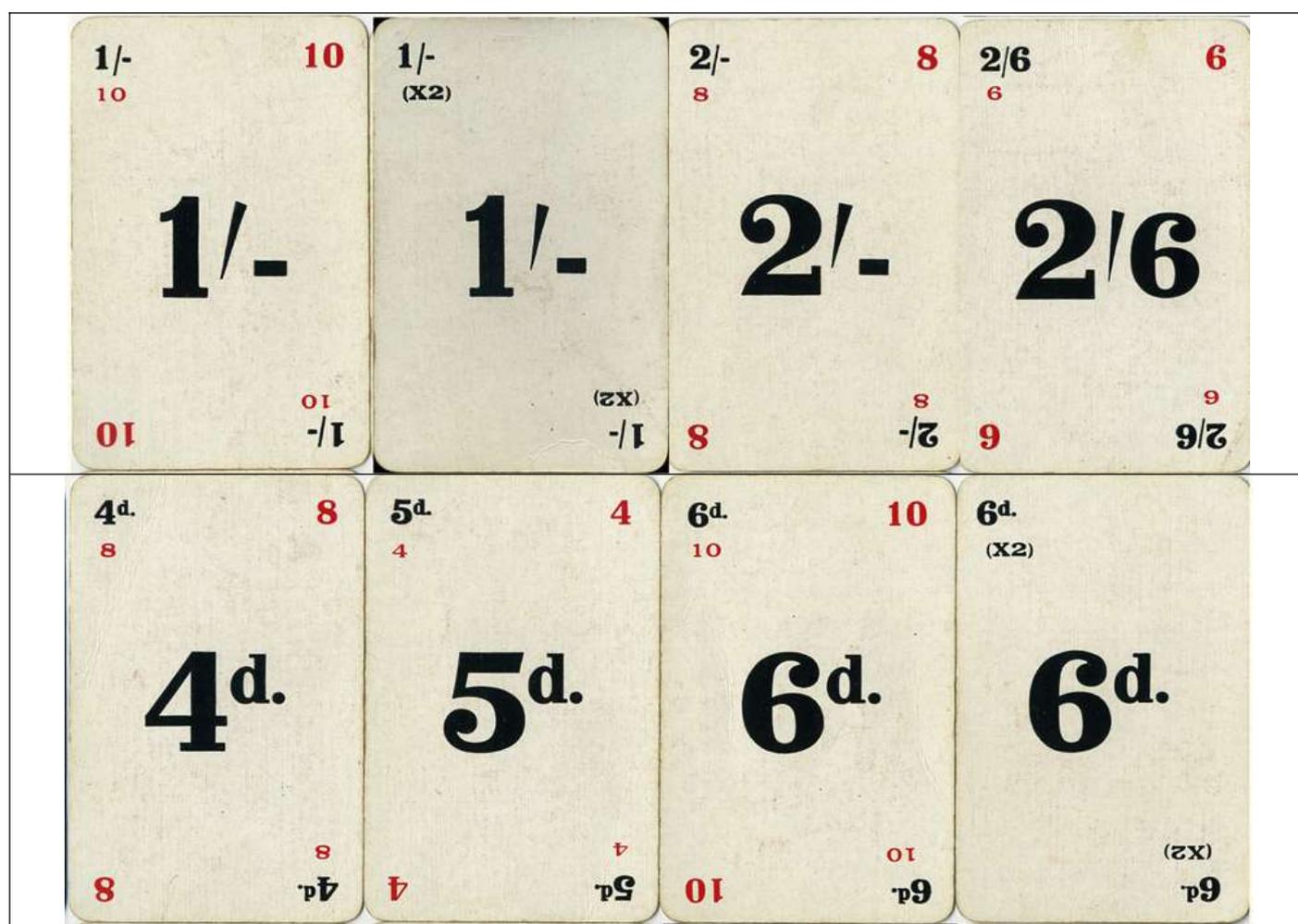
Nome	Sum-it
Fabbricante	Sum-It Card Game Ltd.
Paese	Gran Bretagna
Numero carte	60 + 1 Master
Anno	1935 circa - ristampa 195x
Tipo mazzo	Didattico
Dimensioni	mm. 89x58

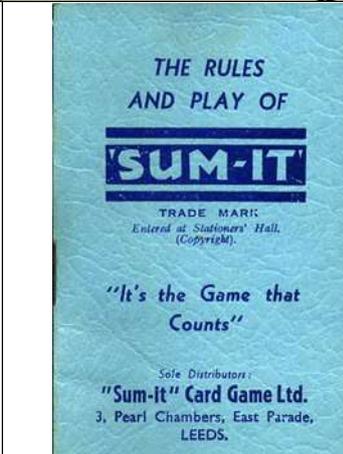
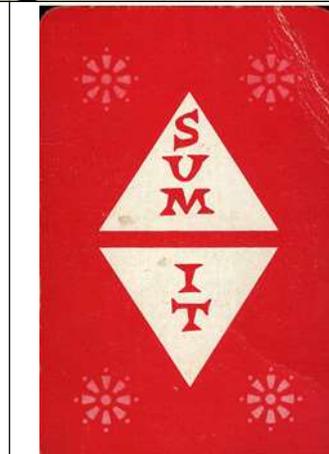
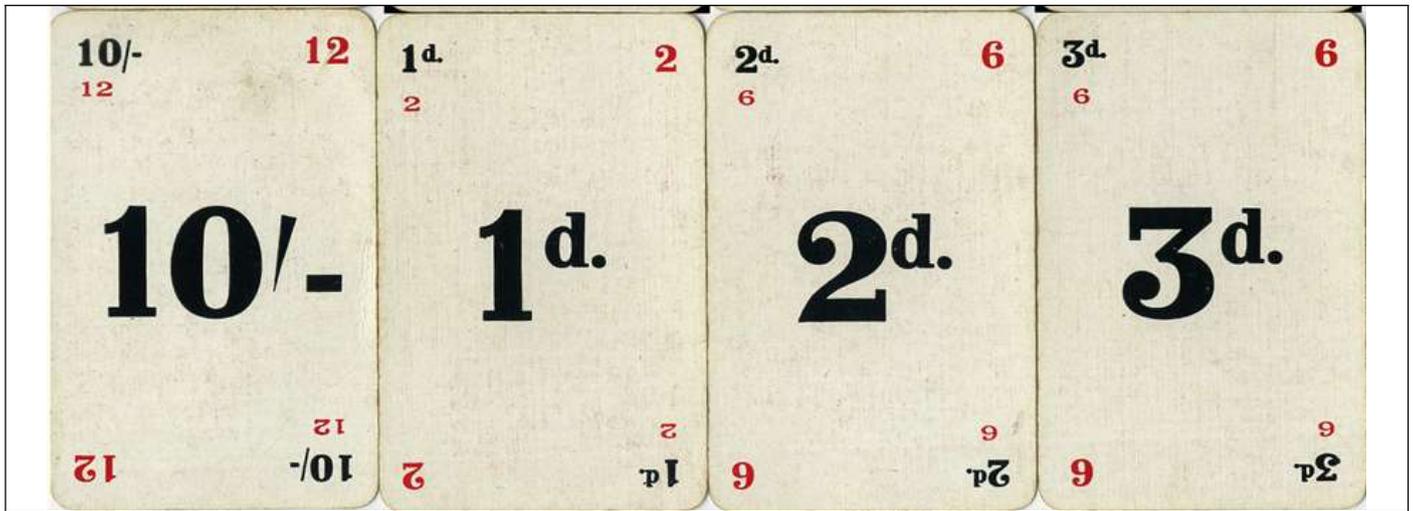
Il mazzo, ideato da Norman D. Vine, serviva ai ragazzi britannici per impraticarsi nelle operazioni con le loro monete, operazione complicata a causa del sistema non decimale.

Il mazzo è composto da 52 carte con l'indicazione del valore delle monete in sterline, scellini e pence e 8 carte, con retro in colore diverso, che hanno la scritta SUM-IT. Scopo del gioco è riunire un gruppo di 7 carte in modo che la loro somma sia esattamente equivalente a una carta *SUM-IT*. La carta *Master* può assumere un valore qualsiasi, a scelta del giocatore.

Chi riesce ad ottenere la somma esatta non ha penalizzazioni, mentre gli avversari segnano penalità sommando le cifre in rosso che ci sono sulle carte che hanno in mano.

Vince il giocatore che, alla fine del gioco, ha meno penalità di tutti.

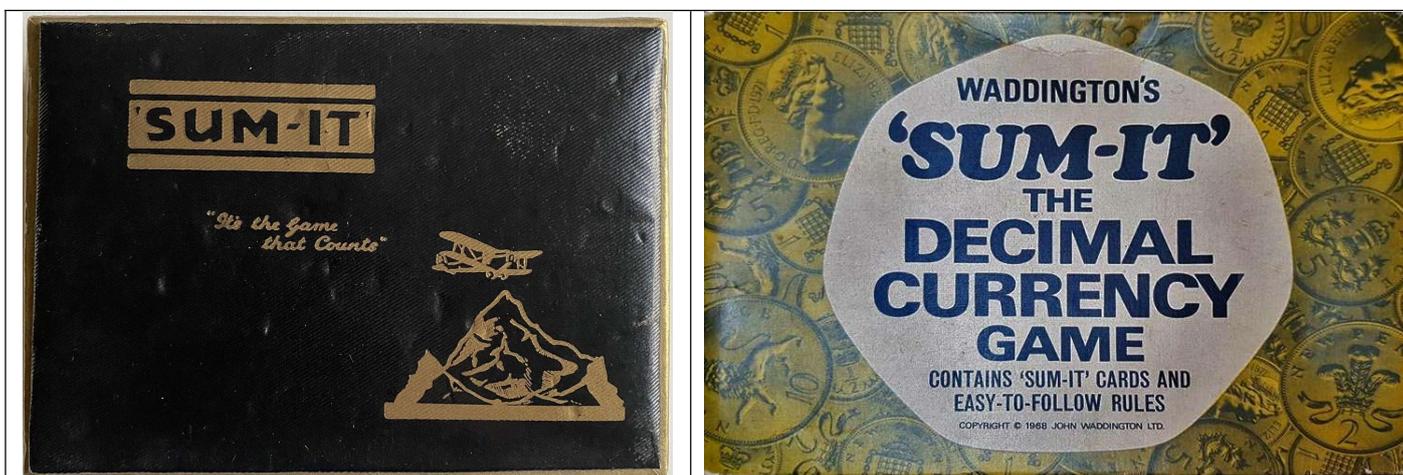






scatola 195x

Il mazzo è stato stampato per varie decine d'anni. La prima edizione porta sul retro e sulla scatola un aereo che sorvola il monte Everest (3895), sorvolo effettuato nel 1933.



Le scatole in cui sono racchiuse le carte sono state diverse nel corso degli anni. La prima mostra il sorvolo dell'Everest.

L'edizione recente, stampata da Waddington e brevettata nel 1968, aiuta a comprendere il valore delle monete nel sistema decimale, monete che entreranno in uso nel 1971.

3817 - T R - Jeux des Sous-prefectures

Nome	Jeux des Sous-prefectures
Fabbricante	T R
Paese	Francia
Numero carte	56
Anno	192x
Tipo mazzo	Didattico
Dimensioni	mm. 85x55

Il mazzo “Gioco delle sotto-prefetture” si compone di 56 carte, 28 blu e 28 in rosso.

Sulle carte in blu c'è il nome degli 85 dipartimenti della Francia e del relativo capoluogo, escluso il dipartimento della Senna che non ha sotto-prefetture. Su quelle rosse c'è il nome delle sotto-prefetture di ogni dipartimento. Ogni dipartimento porta un numero, numero riportato in testa alle sotto-prefetture in modo da facilitare l'accoppiamento delle carte.

Sul foglietto allegato le regole del gioco e la pubblicità di altri mazzi dello stesso fabbricante.

<p>22</p> <p>HAUTE-GARONNE <i>Chef-lieu: TOULOUSE</i></p> <hr/> <p>23</p> <p>MARNE <i>Chef-lieu: CHÂLONS-UR-MARNE</i></p> <hr/> <p>24</p> <p>LOT-ET-GARONNE <i>Chef-lieu: AGEN</i></p>	<p>25</p> <p>CANTAL <i>Chef-lieu: AURILLAC</i></p> <hr/> <p>26</p> <p>AISNE <i>Chef-lieu: LAON</i></p> <hr/> <p>27</p> <p>TARN <i>Chef-lieu: ALBI</i></p>	<p>28</p> <p>AUDE <i>Chef-lieu: CARCASSONNE</i></p> <hr/> <p>29</p> <p>YONNE <i>Chef-lieu: AUXERRE</i></p> <hr/> <p>30</p> <p>HÉRAULT <i>Chef-lieu: MONTPELLIER</i></p>	<p>31</p> <p>GARD <i>Chef-lieu: NÎMES</i></p> <hr/> <p>32</p> <p>CÔTES-DU-NORD <i>Chef-lieu: SAINT-BRIEUC</i></p> <hr/> <p>33</p> <p>HAUTE-SAVOIE <i>Chef-lieu: ANNECY</i></p>
<p>43</p> <p>PAS-DE-CALAIS <i>Chef-lieu: ARRAS</i></p> <hr/> <p>44</p> <p>SEINE-ET-OISE <i>Chef-lieu: VERSAILLES</i></p>	<p>45</p> <p>CALVADOS <i>Chef-lieu: CAEN</i></p> <hr/> <p>46</p> <p>MANCHE <i>Chef-lieu: SAINT-LÔ</i></p>	<p>47</p> <p>ILLE-ET-VILAINE <i>Chef-lieu: RENNES</i></p> <hr/> <p>48</p> <p>CHARENTE-INFÉRIEURE <i>Chef-lieu: LA ROCHELLE</i></p>	<p>49</p> <p>RHÔNE <i>Chef-lieu: LYON</i></p> <hr/> <p>50</p> <p>HAUTE-MARNE <i>Chef-lieu: CHAUMONT</i></p> <hr/> <p>51</p> <p>HAUTE-LOIRE <i>Chef-lieu: LE PUY</i></p> <hr/> <p>52</p> <p>LOIRE <i>Chef-lieu: SAINT-ÉTIENNE</i></p> <hr/> <p>53</p> <p>LOIR-ET-CHER <i>Chef-lieu: BLOIS</i></p>

1 LUNÉVILLE TOUL BRIEY	4 CLERMONT-DE-L'OISE COMPIÈGNE SENLIS	7 ARGENTAN DOMFRONT MORTAGNE	10 CLAMECY CHATEAU-CHINON COSNE
2 SAINT-DIÉ MIRECOURT REMIREMONT NEUFCHÂTEAU	5 SEDAN ROCROI RÉTHEL VOUZIER	8 ABBEVILLE PÉRONNE DOULLENS MONTDIDIER	11 NOGENT-SUR-SEINE BAR-SUR-SEINE ARCIS-SUR-AUBE BAR-SUR-AUBE
3 MONTMÉDY VERDUN COMMERCY	6 DRÈUX CHATEAUDUN NOGENT-LE-ROTROU	9 LORIENT PONTIVY PLOERMEL	12 MONTARGIS PITHIVIERS GIEN
66 RIOM THIERS AMBERT ISSOIRE	69 CONFOLENS RUFFEC COGNAC BARBEZIEUX	72 VILLEFRANCHE-D'AVEYRON ESPALION MILLAU SAINT-AFFRIQUE	75 BAYONNE ORTHEZ OLORON-SAINTE-MARIE MAULÉON
67 TOURNON L'ARGENTIÈRE	70 AIX ARLES	73 GRAY LURE	76 EMBRUN BRIANÇON
68 CHATELLERAULT LOUDUN MONTMORILLON CIVRAY	71 NONTRON RIBERAC BERGERAC SARLAT	74 CONDOM LECTOURE LOMBEZ MIRANDE	77 TRÉVOUX NANTUA BELLEY GEX

JEU DES SOUS-PRÉFECTURES

LA RANÇHE
Orléans
Bordeaux
Lyon
MEDITERRANÉE
Océan Atlantique

J L R

JEU DES SOUS-PRÉFECTURE

Le jeu se compose, essentiellement, de 88 cartes, divisées en 22 séries de 4 cartes, correspondant à 22 sous-préfectures de France. Chaque série est accompagnée d'un petit livret illustré, contenant les renseignements les plus intéressants sur la sous-préfecture en question, et le jeu des Sous-Préfectures peut ainsi servir de jeu instructif, sans cesse renouvelé.

COMPOSITION DU JEU

22 séries de 4 cartes, correspondant à 22 sous-préfectures de France. Chaque série est accompagnée d'un petit livret illustré, contenant les renseignements les plus intéressants sur la sous-préfecture en question, et le jeu des Sous-Préfectures peut ainsi servir de jeu instructif, sans cesse renouvelé.

RÈGLE DU JEU

Parvenir à réunir 22 séries de 4 cartes, correspondant à 22 sous-préfectures de France. Chaque série est accompagnée d'un petit livret illustré, contenant les renseignements les plus intéressants sur la sous-préfecture en question, et le jeu des Sous-Préfectures peut ainsi servir de jeu instructif, sans cesse renouvelé.

ÉDITEURS-FABRICANTS

J L R

PARIS

JEUX INSTRUCTIFS DU MÊME ÉDITEUR

FRANCE PAR DÉPARTEMENTS, Jeu de Patience

LOTO DES DÉPARTEMENTS, Carte mystère, Carte par Basses, Carte par Hauts-Lieux

LES GRANDES VILLES DE L'EUROPE, Jeu composé de 74 cartes avec vignettes et vues des principales villes.

LOTO HISTOIRE DE FRANCE, Édition nouvelle

LES GRANDES INVENTIONS ET DÉCOUVERTES, Jeu de cartes

LES HOMONYMES, Nouveau jeu

EXIGER LA MARQUE DE FABRIQUE

EXIGER LA MARQUE DE FABRIQUE

Un mazzo analogo, con 88 dipartimenti e marchio di fabbrica J L R, fa parte della collezione Paul Marteau donata alla biblioteca nazionale di Francia - dipartimento stampe e fotografie <https://gallica.bnf.fr/ark:/12148/btv1b10543298c.item>

3218 - Urania - Fugle og Pattedyr fra Hele Verden

Nome	Fugle og Pattedyr fra Hele Verden
Fabbricante	Urania Verlag
Paese	Germania Orientale - edizione Danese
Numero carte	105
Anno	1977
Tipo mazzo	
Dimensioni	mm. 88x57

La ditta Urania è l'editrice di questo mazzo "Uccelli e mammiferi di tutto il mondo", stampato in Germania Orientale dalla AS VEB, vista la lingua del testo e il titolo, per essere venduto in Danimarca. L'edizione per la DDR ha il titolo "*Vögel und Säugetiere aus aller Welt*" ed è stampata per la Verlag für Lehrmittel di Pössneck. Le 105 carte del testo mostrano 57 uccelli e 48 mammiferi di tutto il mondo, con bei disegni di Johannes Breitmeier.

Le carte hanno sul verso l'immagine dell'animale con il nome e l'ordine cui appartiene.

Sul retro troviamo la descrizione dell'animale, con ordine e famiglia di appartenenza, dove vive, di cosa si nutre e altre notizie che possono essere utili, come le dimensioni, la velocità che raggiunge ecc.





FLYVUNGEGERN
Orden Pungdyrene



VOMBAT
Orden Pungdyrene



KOALA
Orden Pungdyrene



DESMAN
Orden Insektæderne



GIBBON
Orden Primaterne



RØDNÆSET MAREKAT
Orden Primaterne



PLUMPLORI
Orden Primaterne



ORANGUTANG
Orden Primaterne



RØDANSIGTET MAKAK
Orden Primaterne



RØD BRØLEABE
Orden Primaterne



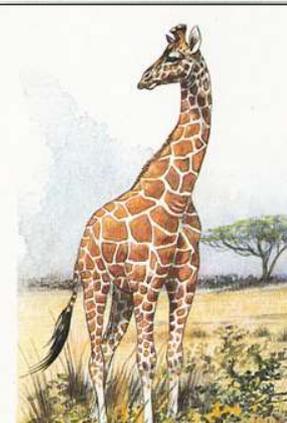
KATTA
Orden Primaterne



GORILLA
Orden Primaterne



FLØDHEST
Orden Parrettæede



GIRAF
Orden Parrettæede



VILDSVIN
Orden Parrettæede



DÅDYR
Orden Parrettæede



VILDFÅR
Orden Parrettåede



ELAND-ANTILOPE
Orden Parrettåede



THOMPSON-GAZELLE
Orden Parrettåede

Ordforklaringer

Redefaste unger – ungerne bliver læn-
gere tid i reden,
hvor de bliver fod-
ret og varmet.

Flyvefærdige
unger – ungerne forlader reden
straks efter udklæk-
ningen, men bliver også
varmet.

Revir/område/
distrikt – mange dyr kræver et
område til deres rede
(rugeområde) eller et
område, hvor de kan
søge føde (fødeom-
råde). Dette område
forsvarer de mod arts-
fæller.

Fuglefjeld – for det meste stejle fjelde
med klipper og gesimser,
hvor fugle i hundredtal
eller tusindtal ruger.



STRIBET PUNGDYR
Orden Pungdyrene



RØD KÆMPEKÆNGURU
Orden Pungdyrene



OPOSSUM
Orden Pungdyrene



PINDSVIN
Orden Insectæderne



HJELMKASUAR
Orden Kasuarerne



KRONDUE
Orden Duefuglene



FLAGSPÆTTE
Orden Spættefuglene



KEJSERPINGVIN
Orden Pingvinerne



RINGDUE (SKOVDUE)
Orden Duefuglene



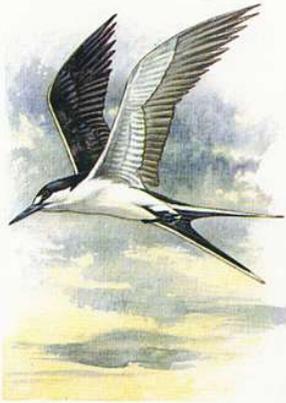
KAPDUE
Orden Duefuglene



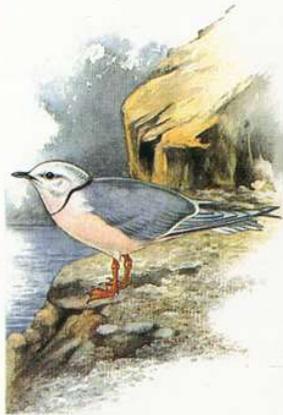
BROGET TUKAN
Orden Spættefuglene



BRILLEPINGVIN
Orden Pingvinerne



SODFARVET TERNE
Orden Måge-vadefuglene



ROSENMÅGE
Orden Måge-vadefuglene



MANDARINAND
Orden Andefuglene



SORT SVANE
Orden Andefuglene



KONDOR
Orden Rovfuglene



GÅSEGRIB
Orden Rovfuglene



HARPY
Orden Rovfuglene



SPURVEFALK
Orden Rovfuglene



BLÆDER
Orden Skrigfuglene



DOPPELTHORNET NÆSEHORNSFLUGL
Orden Skrigfuglene



SVALEHALET ELLEKRAGE
Orden Skrigfuglene



PARADIS-ISFLUGL
Orden Skrigfuglene



SPOREVIBE
Orden Måge-vadefuglene



SØPAPEGØJE (LUNDE)
Orden Måge-vadefuglene



HVIDKINDET HYRDEFUGL
Orden Andefuglene



GRAVAND
Orden Andefuglene



BISON
Orden Parrettåede

Orden Parrettåede
Familie Hornbærende dyr

Art Bison

Forekomst: Nordamerika; græsland og skove
Føde: Græs

Med en skulderhøjde på 1,90 meter kan bisonen opnå en længde på ca. 3 meter. Tidligere levede der store flokke af præriebisoner på prærien, i dag findes kun enkelte grupper. Også skovbisonen blev næsten udryddet, og der måtte derfor oprettes specielle reservater. I galop kan de nå op på en hastighed af 50 km/t. Bisonen er nært beslægtet med visenten, den europæiske bisonokse, der kun findes i dyrehaver og nogle reservater.



KÆMPETRAPPE
Orden Tranefuglene

Orden Hønefuglene
Familie Fasanfugle

Art Tragopan

Forekomst: Sydøstasien; skove i høje bjerge
Føde: Blade, frugter

De ca. 60 cm store tragopaner kaldes også for satyrhøns. Hanens fjerdragt er pragtfuldt mønstret, og under paringsdansen udfoldes et stort, kulørt hudskjold på struben. Hønerne er svagt mønstrede i brun, sort og hvid. Tragopaner bygger deres reder i træerne. De benytter også kragereder.



RØDHØNE
Orden Hønefuglene



HVIDVINGET TROMPETERFUGL
Orden Tranefuglene



JAPANSK TRANE
Orden Tranefuglene



GRØNBENET RØRHØNE
Orden Tranefuglene



PRÆRIEHØNE
Orden Hønefuglene



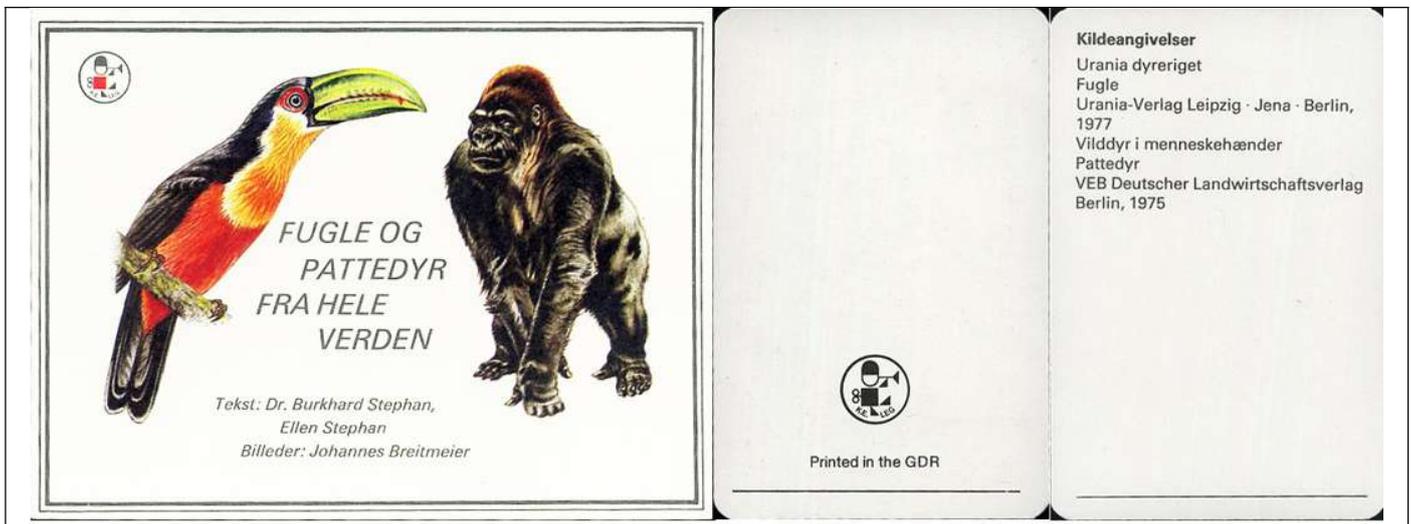
TRAGOPAN
Orden Hønefuglene



PERLEHØNE
Orden Hønefuglene

**FUGLE OG PATTEDYR
FRA HELE VERDEN**

Af de ca. 8600 fugle- og ca. 3600 pattedyrarter, der lever på jorden, er det her kun muligt at vise et lille udvalg. Kortene skal kun inspirere til at sammenligne de viste dyrearter med dem, vi finder i Zoologisk Have, i skoven, på marken eller måske i de nærmeste omgivelser. Derved dukker spørgsmål op, som man kan snakke med sine venner om og undersøge nærmere i dyrebøger. På den måde oplever man glæden ved at gå på opdagelse og mærker snart, at ens viden vokser, og at man pludselig ser på omverdenen med helt andre øjne. En tur i Zoologisk Have eller en almindelig spadseretur bliver til en stor oplevelse, fordi man overalt opdager noget nyt. På billederne er kun vist én repræsentant for hver dyreart. I naturen lever dyrene dog aldrig helt alene. Det ken-



561 - USPCC - Domestic animals

Nome	Domestic animals
Fabbricante	United States Playing Card Co. - USPCC
Paese	U S A
Numero carte	56
Anno	1903
Tipo mazzo	Didattico
Dimensioni	mm. 88x63

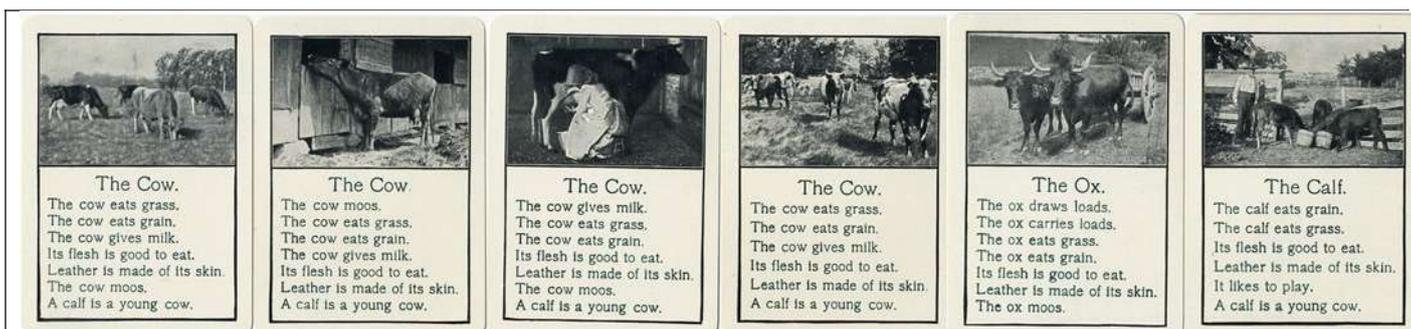
Il mazzo è destinato, come scritto sulla confezione, agli alunni delle scuole elementari perché imparino le caratteristiche degli animali domestici.

Per ogni animale troviamo da 3 a 7 carte che descrivono cosa mangia, che verso fa, le sue caratteristiche, l'eventuale nome dell'animale da giovane ecc.

Solo due animali hanno una sola carta: il cammello e la renna.

Il libretto di istruzioni allegato, rivolto agli insegnanti, indica che il mazzo può essere usato per giocare sia a casa che a scuola e ne esalta l'utilità.

L'esercizio consigliato consiste nell'abbinare 2 carte con animali che hanno le stesse caratteristiche, per esempio mangia l'erba, dà il latte o cattura i topi.





The Cat.

The cat laps milk.
The cat eats meat.
The cat catches rats.
It likes to sleep by the fire.
It is afraid of the dog.
The cat meows.



The Cat.

The cat meows.
The cat laps milk.
The cat eats meat.
The cat catches rats.
It likes to sleep by the fire.
It is afraid of the dog.



The Cat.

Cats like to sleep by the fire.
The cat laps milk.
The cat eats meat.
The cat catches rats.
It is afraid of the dog.
The cat meows.



The Kitten.

The kitten likes to play.
The kitten laps milk.
It likes to sleep by the fire.
It is afraid of the dog.
The kitten eats meat.
The kitten meows.



The Kitten.

The kitten laps milk.
It likes to sleep by the fire.
It likes to play.
It is afraid of the dog.
The kitten eats meat.
The kitten meows.



The Dog.

A dog loves a good master.
The dog eats meat.
It likes to sleep by the fire.
The dog draws the cart.
The dog catches rats.
The dog draws the sled.
The dog barks.



The Dog.

The dog catches rats.
The dog eats meat.
A dog loves a good master.
It likes to sleep by the fire.
The dog draws the cart.
The dog draws the sled.
The dog barks.



The Dog.

The dog eats meat.
A dog loves a good master.
It likes to sleep by the fire.
The dog draws the cart.
The dog catches rats.
The dog draws the sled.
The dog barks.



The Dog.

The dog draws the cart.
The dog eats meat.
A dog loves a good master.
It likes to sleep by the fire.
The dog catches rats.
The dog draws the sled.
The dog barks.



The Dog.

The dog barks.
The dog eats meat.
A dog loves a good master.
It likes to sleep by the fire.
The dog draws the cart.
The dog catches rats.
The dog draws the sled.



The Pup.

The pup laps milk.
The pup eats meat.
It likes to sleep by the fire.
It likes to play.
A pup loves a good master.
The pup barks.
The pup is a young dog.



The Goose.

The goose chases the boy.
The goose eats grain.
Its flesh is good to eat.
The goose swims.
It is hatched from an egg.
The goose lays eggs.
The goose squawks.



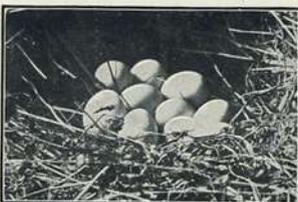
The Goose.

The goose lays eggs.
The goose eats grain.
Its flesh is good to eat.
The goose chases the boy.
The goose swims.
It is hatched from an egg.
The goose squawks.



The Goose.

The goose swims.
The goose eats grain.
Its flesh is good to eat.
The goose chases the boy.
It is hatched from an egg.
The goose lays eggs.
The goose squawks.



The Duck.

The duck lays eggs.
The duck eats grain.
Its flesh is good to eat.
The duck swims.
It is hatched from an egg.
The duck quacks.



The Duck.

The duck eats grain.
Its flesh is good to eat.
The duck swims.
It is hatched from an egg.
The duck lays eggs.
The duck quacks.



The Duck.

The duck swims.
The duck eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The duck lays eggs.
The duck quacks.



The Duck.

The duckling swims.
The duck eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The duck lays eggs.
The duck quacks.



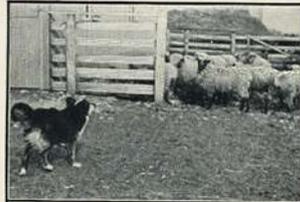
The Sheep.

The sheep eats grass.
Its flesh is good to eat.
It is afraid of the dog.
Leather is made of its skin.
Its wool is made into cloth.
The sheep bleats.



The Sheep.

The sheep bleats.
The sheep eats grass.
Its flesh is good to eat.
It is afraid of the dog.
Leather is made of its skin
Its wool is made into cloth.



The Sheep.

The sheep is afraid of the dog.
The sheep eats grass.
Its flesh is good to eat.
Leather is made of its skin.
Its wool is made into cloth.
The sheep bleats.



The Lamb.

The lamb bleats.
The lamb eats grass.
Its flesh is good to eat.
It is afraid of the dog.
Leather is made of its skin.
Its wool is made into cloth.



Horse

A horse loves a good master.
The horse eats grass.
The horse carries loads.
The horse draws loads.
The horse runs fast.
A young horse is a colt.
The horse neighs.



The Horse.

The horse draws loads.
The horse eats grass.
The horse carries loads.
A horse loves a good master.
The horse runs fast.
A young horse is a colt.
The horse neighs.



Horse.

The horse eats grass.
The horse carries loads.
The horse draws loads.
A horse loves a good master.
The horse runs fast.
A young horse is a colt.
The horse neighs.



Horse.

The horse carries loads.
The horse eats grass.
The horse draws loads.
A horse loves a good master.
The horse runs fast.
A young horse is a colt.
The horse neighs.



The Pony.

The pony eats grass.
The pony eats grain.
The pony carries loads.
The pony draws the cart.
The pony runs fast.
A young pony is a colt.
The pony neighs.



The Pony.

The pony carries loads.
The pony eats grass.
The pony eats grain.
The pony draws the cart.
The pony runs fast.
A young pony is a colt.
The pony neighs.



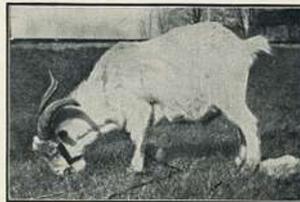
The Colt.

A young horse is a colt.
The colt eats grass.
The colt eats grain.
A colt loves a good master.
The colt runs fast.
The colt neighs.



The Goat.

The goat gives milk.
The goat eats grass.
The goat eats grain.
The goat draws the cart.
Leather is made of its skin.
The goat chases the boy.
The goat bleats.



The Goat.

The goat eats grass.
The goat eats grain.
The goat gives milk.
The goat draws the cart.
Leather is made of its skin.
The goat chases the boy.
The goat bleats.



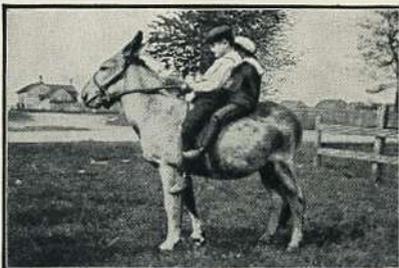
The Goat.

The goat draws the cart.
The goat eats grass.
The goat eats grain.
The goat gives milk.
Leather is made of its skin.
The goat chases the boy.
The goat bleats.



The Kid.

The kid eats grass.
It is afraid of the dog.
Leather is made of its skin.
The kid bleats.
It likes to play.
Its flesh is good to eat.
The kid is a young goat.



The Donkey.

The donkey carries loads.
The donkey eats grass.
The donkey eats grain.
The donkey draws the cart.
The donkey draws loads.
A young donkey is a colt.
The donkey brays.



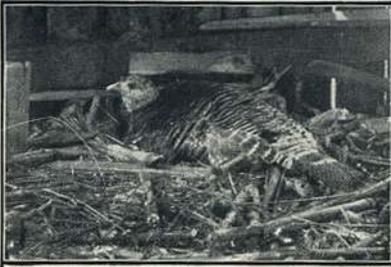
The Donkey.

A young donkey is a colt.
The donkey eats grass.
The donkey eats grain.
The donkey draws the cart.
The donkey carries loads.
The donkey draws loads.
The donkey brays.



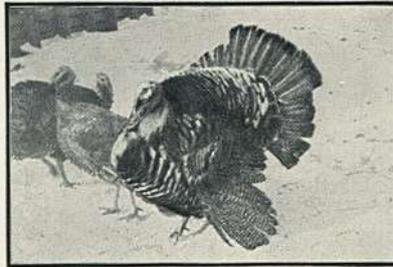
The Donkey.

The donkey carries loads.
The donkey eats grass.
The donkey eats grain.
The donkey draws the cart.
The donkey draws loads.
A young donkey is a colt.
The donkey brays



The Turkey.

The turkey lays eggs.
The turkey eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The turkey chases the boy.
The gobbler struts.
The turkey gobbles.



The Turkey.

The gobbler struts.
The turkey eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The turkey lays eggs.
The turkey chases the boy.
The turkey gobbles.



The Turkey.

The turkey eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The turkey lays eggs.
The turkey chases the boy.
The gobbler struts.
The turkey gobbles.



The Chicken.

The hen lays eggs.
The chicken eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The chickens roost.
The hen cackles.
The rooster crows.



The Chicken.

The chickens roost.
The chicken eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The hen lays eggs.
The hen cackles.
The rooster crows.



The Chicken.

The chicken eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The hen lays eggs.
The chickens roost.
The hen cackles.
The rooster crows.



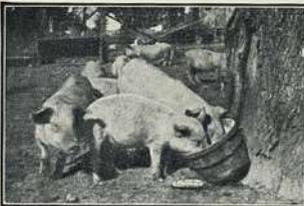
The Chicken.

The rooster crows.
The chicken eats grain.
Its flesh is good to eat.
It is hatched from an egg.
The hen lays eggs.
The chickens roost.
The hen cackles.



The Chicken.

It is hatched from an egg.
The chicken eats grain.
Its flesh is good to eat.
The hen lays eggs.
The chickens roost.
The hen cackles.
The rooster crows.



The Pig.

The pig eats grain.
The pig eats meat.
Its flesh is good to eat.
It is afraid of the dog.
The pig roots in the ground.
The pig squeals.
The pig is a young hog.



The Hog.

The hog squeals.
The hog eats grain.
The hog eats meat.
Its flesh is good to eat.
It is afraid of the dog.
The hog roots in the ground.
The hog grunts.



The Hog.

The hog roots in the ground.
The hog eats grain.
The hog eats meat.
Its flesh is good to eat.
It is afraid of the dog.
The hog squeals.
The hog grunts.



The Hog.

The hog eats grain.
The hog eats meat.
Its flesh is good to eat.
It is afraid of the dog.
The hog roots in the ground.
The hog squeals.
The hog grunts.

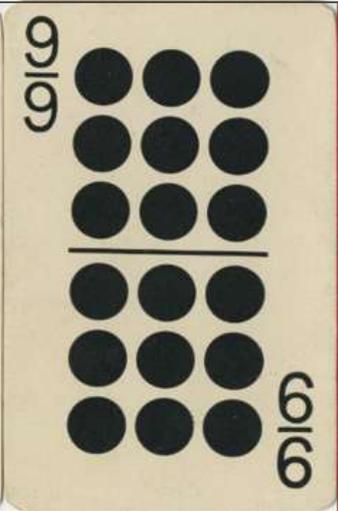
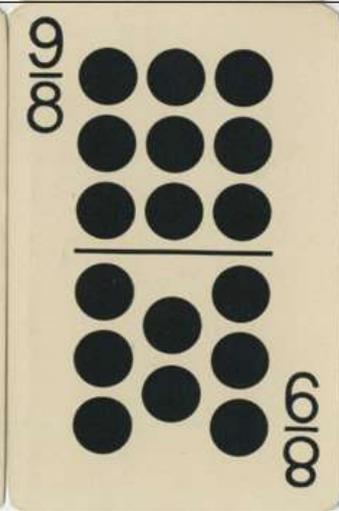
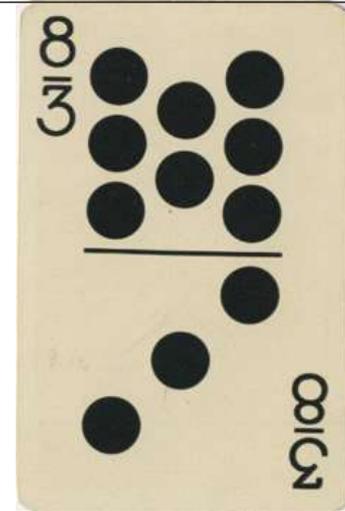
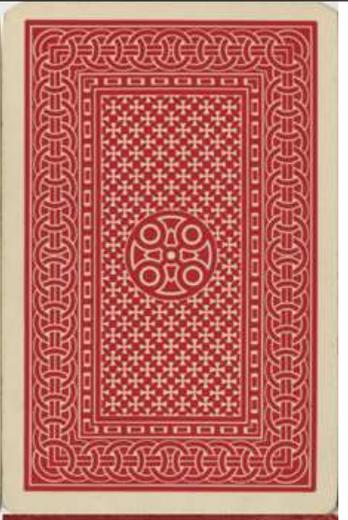
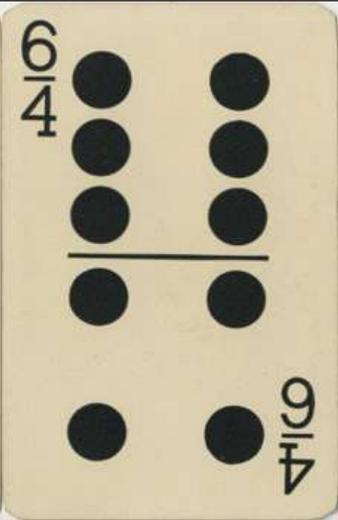
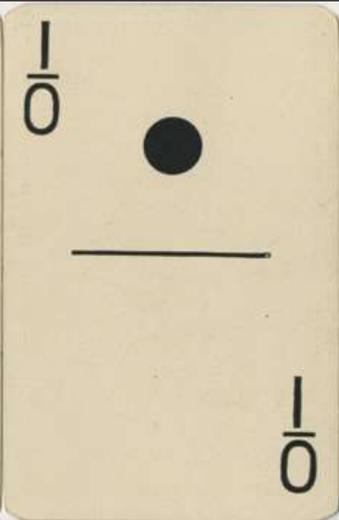


2390 - USPCC - Card dominoes double 9's

Nome	U.S. Card dominoes double 9's
Fabbricante	The US playing card co.
Paese	U S A
Numero carte	55
Anno	1942
Tipo mazzo	Domino
Dimensioni	mm. 89x57

Il mazzo presenta le carte per il gioco del domino, non quello *Doppio 6* che usiamo in Italia, ma quello *Doppio 9* detto anche *Domino cubano* che ha 55 tessere invece delle 28 del domino cui siamo abituati.

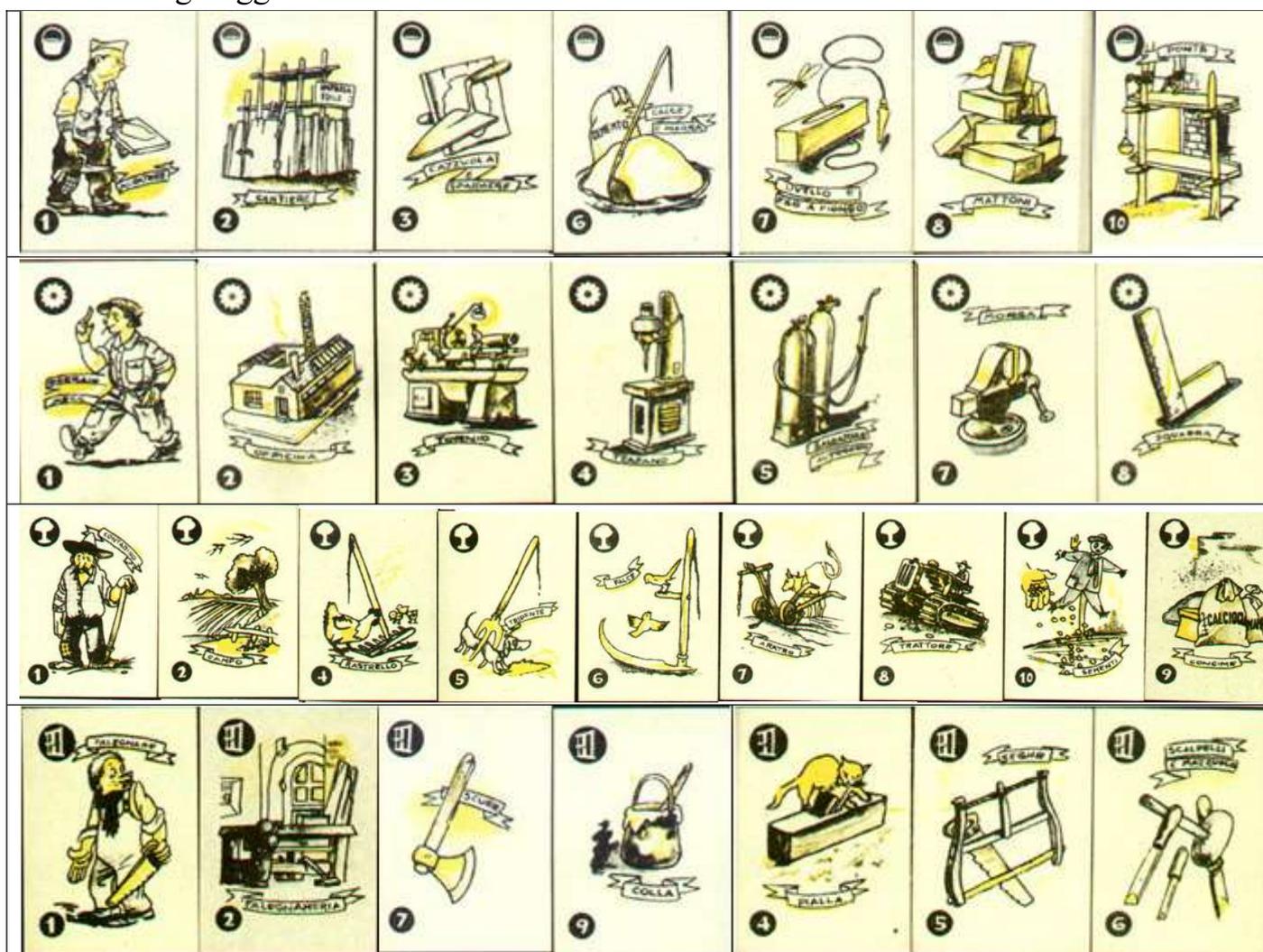
La prima edizione di questo mazzo risale al 1908, come indicato sulla carta con il doppio 0. Agli indici troviamo il numero dei pallini che ci sono sulla carta.

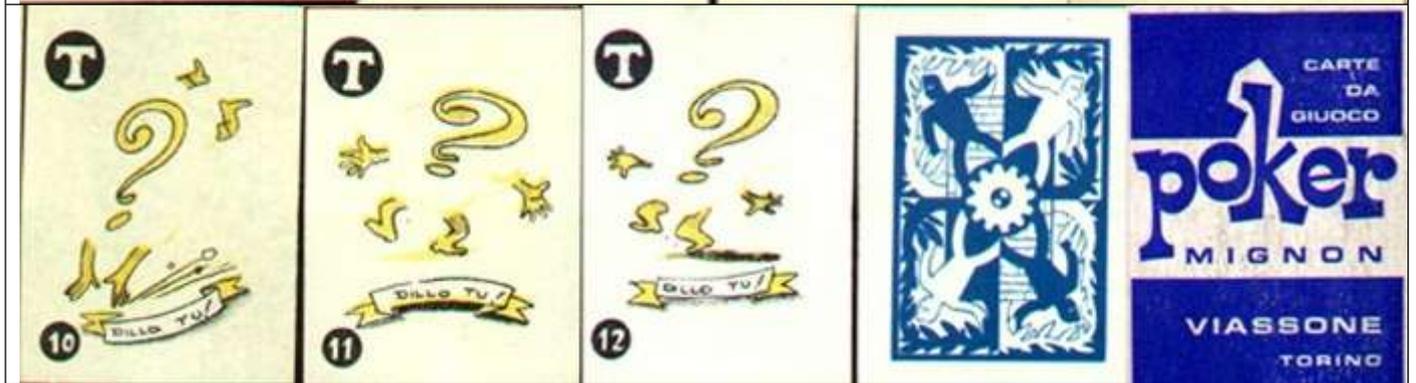
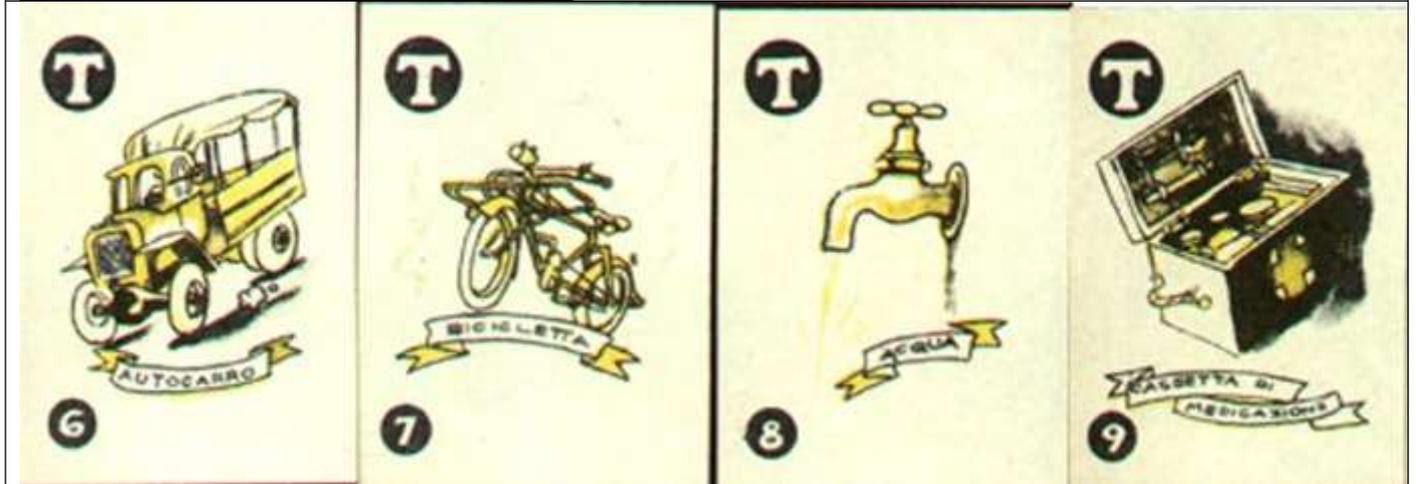


2069 - Viassone - I mestieri

Nome	I mestieri
Fabbricante	A. Viassone
Paese	Italia
Numero carte	52 + 1 presentazione
Anno	196x
Tipo mazzo	
Dimensioni	mm. 45x32

Il mazzo presenta disegni di 4 lavoratori: muratore, operaio meccanico, contadino e falegname. 36 carte mostrano attrezzi di lavoro, con in alto a sinistra un piccolo disegno che indica a quale lavoratore servono. Questi indici possono essere più di uno: la cazzuola serve solo al muratore, ma la mola smeriglio può essere utile al falegname, al contadino e all'operaio meccanico. 12 carte hanno una T come indice: su queste ci sono disegni di cose che servono a tutti i lavoratori: buona sorte, tuta da lavoro, acqua, denaro, autocarro e bicicletta. 3 carte con indice T hanno un punto interrogativo e la scritta *Dillo tu*, evidentemente servono come jolly. La scatola non porta il nome del gioco, ma la generica dicitura *Poker mignon*. Scopo del gioco è creare gruppi di carte che comprendono il lavoratore e gli oggetti che usa.





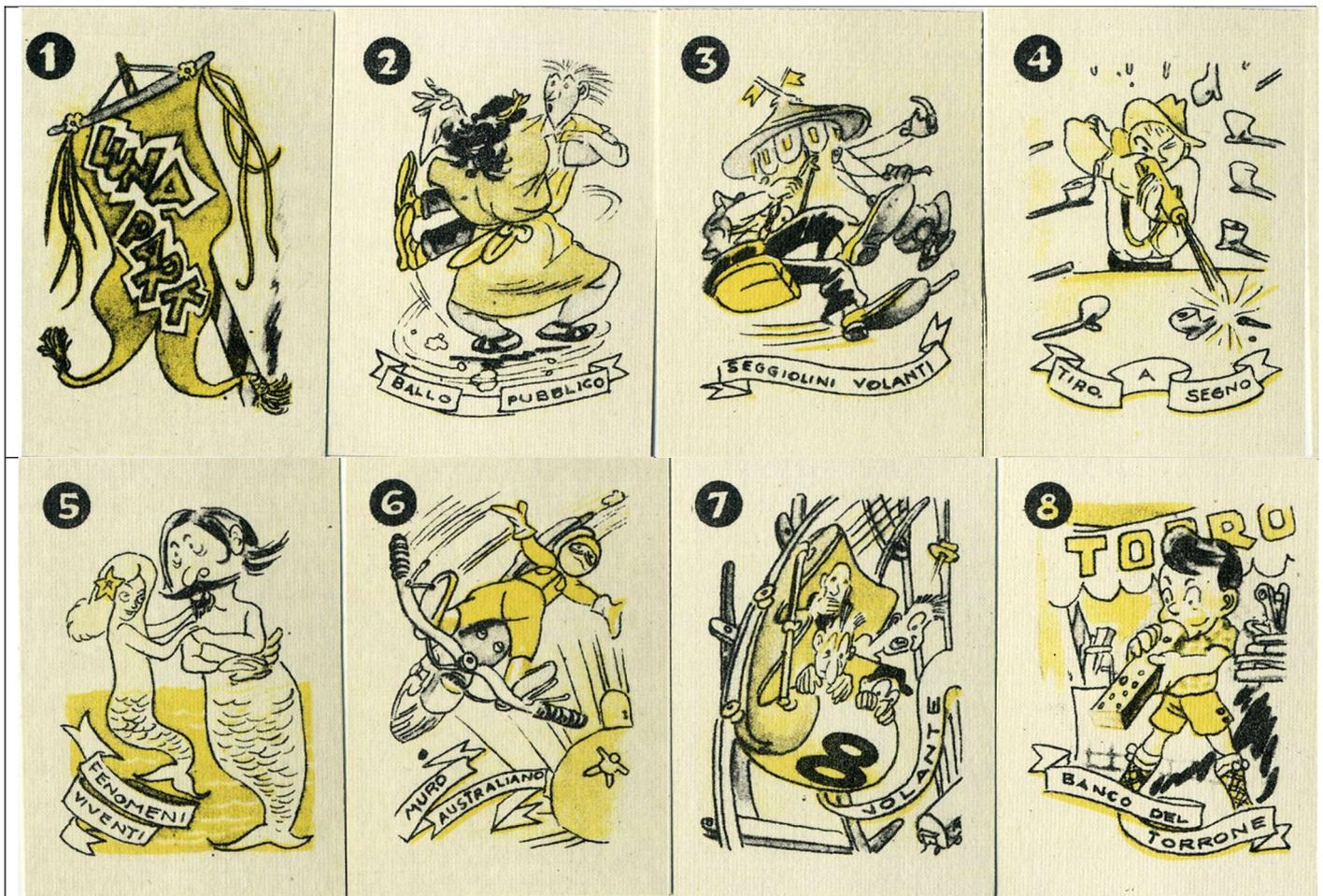
1867 - Viassone - Vado ...

Nome	Vado ...
Fabbricante	A. Viassone
Paese	Italia
Numero carte	52 + 1 presentazione
Anno	1945
Tipo mazzo	
Dimensioni	mm. 45x32

Le carte del mazzo sono divise in 4 gruppi di 12 carte, numerate da 1 a 12, con i luoghi in cui andare: luna park, museo egiziano, zoo e mostra dei fiori.

Scopo del gioco è deporre sul tavolo le carte immediatamente precedenti o successive a quelle che già ci sono. I jolly possono sostituire qualsiasi carta; se il giocatore che segue ha la carta sostituita dal jolly può deporla su questo e giocare un'altra carta possibile.

Scopo del gioco è liberarsi di tutte le carte per vincere, mentre gli altri giocatori verranno penalizzati in base al numero di carte che hanno ancora in mano.



9



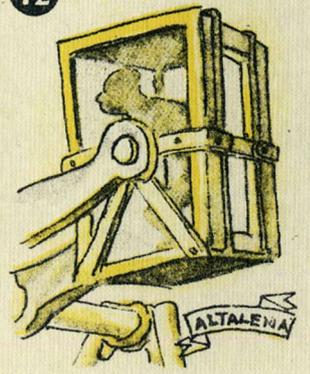
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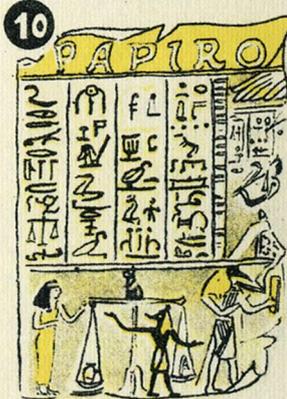
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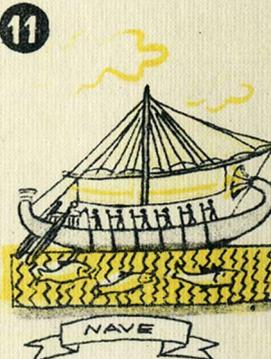
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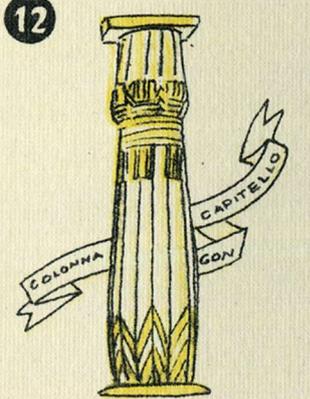
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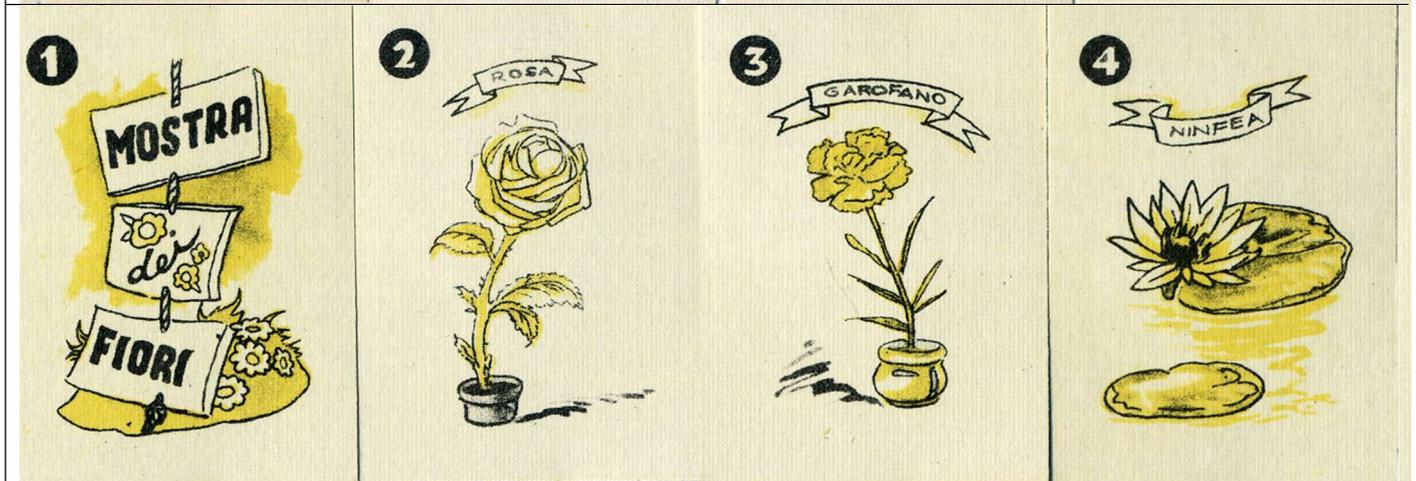
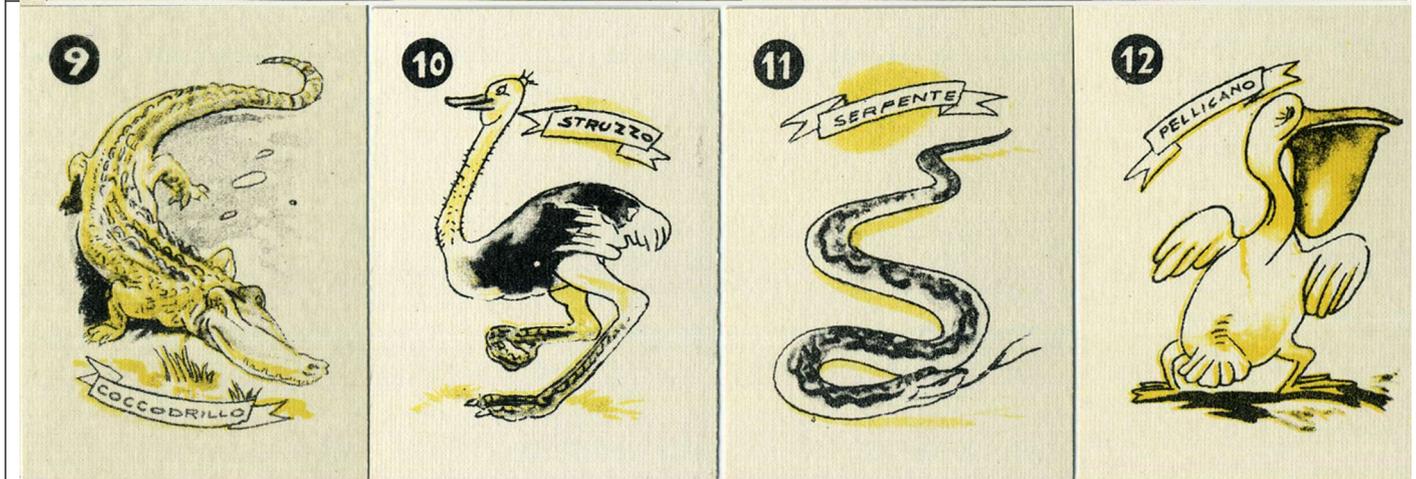
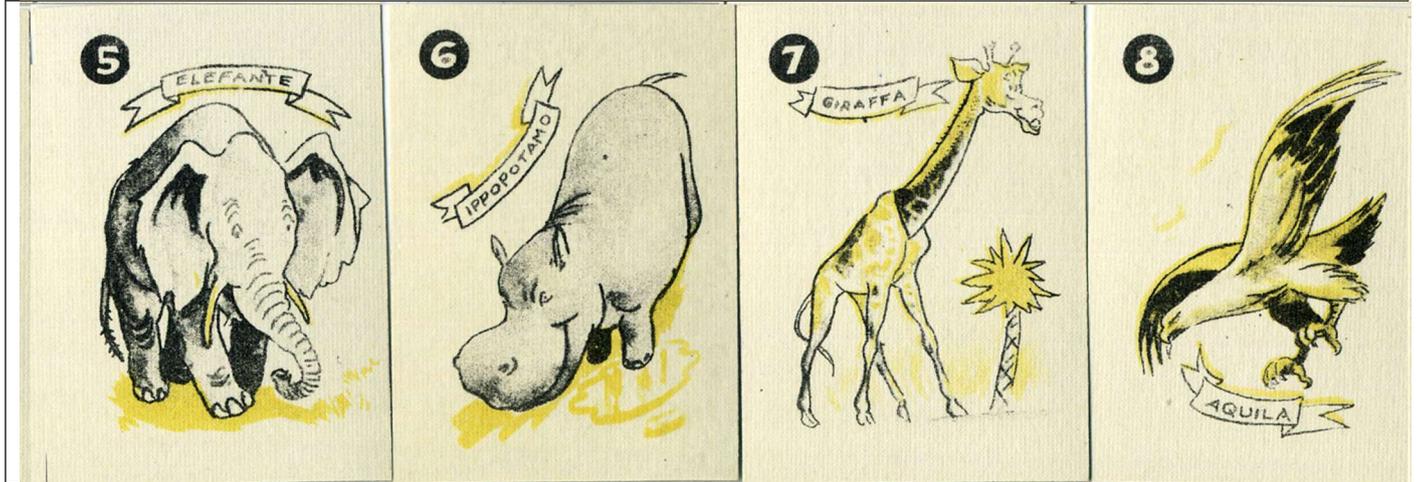
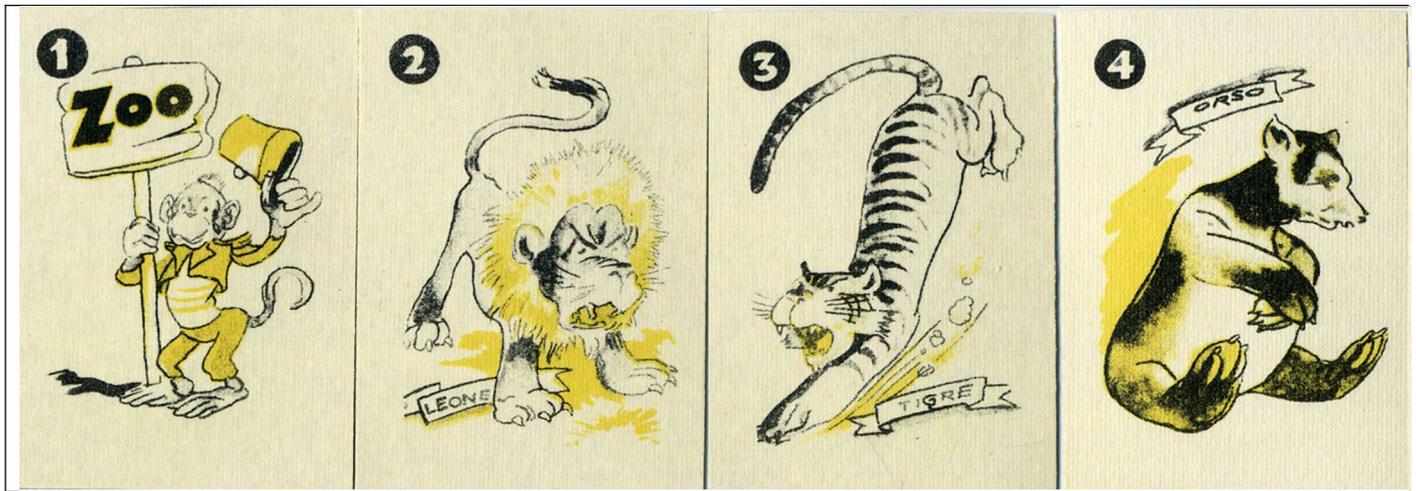


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FIORALISO



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ORCHIDEA



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GIGLIO



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VICIA



11

GIACINTO



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STELLA ALPINA



4



4



4



4



A. Giassone Torino



VADO...



A. Giassone Torino

VADO...
A. Giassone Torino



SPIEGAZIONE DEL GIUOCO

Il mazzo si compone di 52 carte così suddivise:

- 12 della serie « Vado allo Zoo »;
- 12 della serie « Vado alla Mostra di Floricoltura »;
- 12 della serie « Vado al Museo Egiziano »;
- 12 della serie « Vado al Luna Park »;
- 4 Jolly.

Ogni carta di ciascuna serie è numerata da 1 a 12. I quattro Jolly non hanno numero.

Può partecipare al giuoco un numero indifferente di giocatori.

Scelto a sorte il mazziere, questi mescola le carte, le fa coppare dal giocatore seduto alla sua sinistra e le distribuisce tutte fra i partecipanti al giuoco cominciando da quello posto alla sua destra e consegnandole coperte una alla volta.

Aprè il giuoco chi possiede la carta contrassegnata col n. 1 della serie « Vado allo Zoo », il quale la depone scoperta sul tavolo. Spetta ora di giocare al giocatore seduto alla sua destra, a cui si offrono due possibilità:

- 1) deporre la carta n. 2 della stessa serie;
- 2) aprire la serie della Mostra di Floricoltura, deponendo la carta n. 1 di questa nuova serie.

Nel primo caso il terzo giocatore avrà l'alternativa di calare sia la carta n. 3 della serie ZOO, che la n. 1 di quella della Mostra dei Fiori.

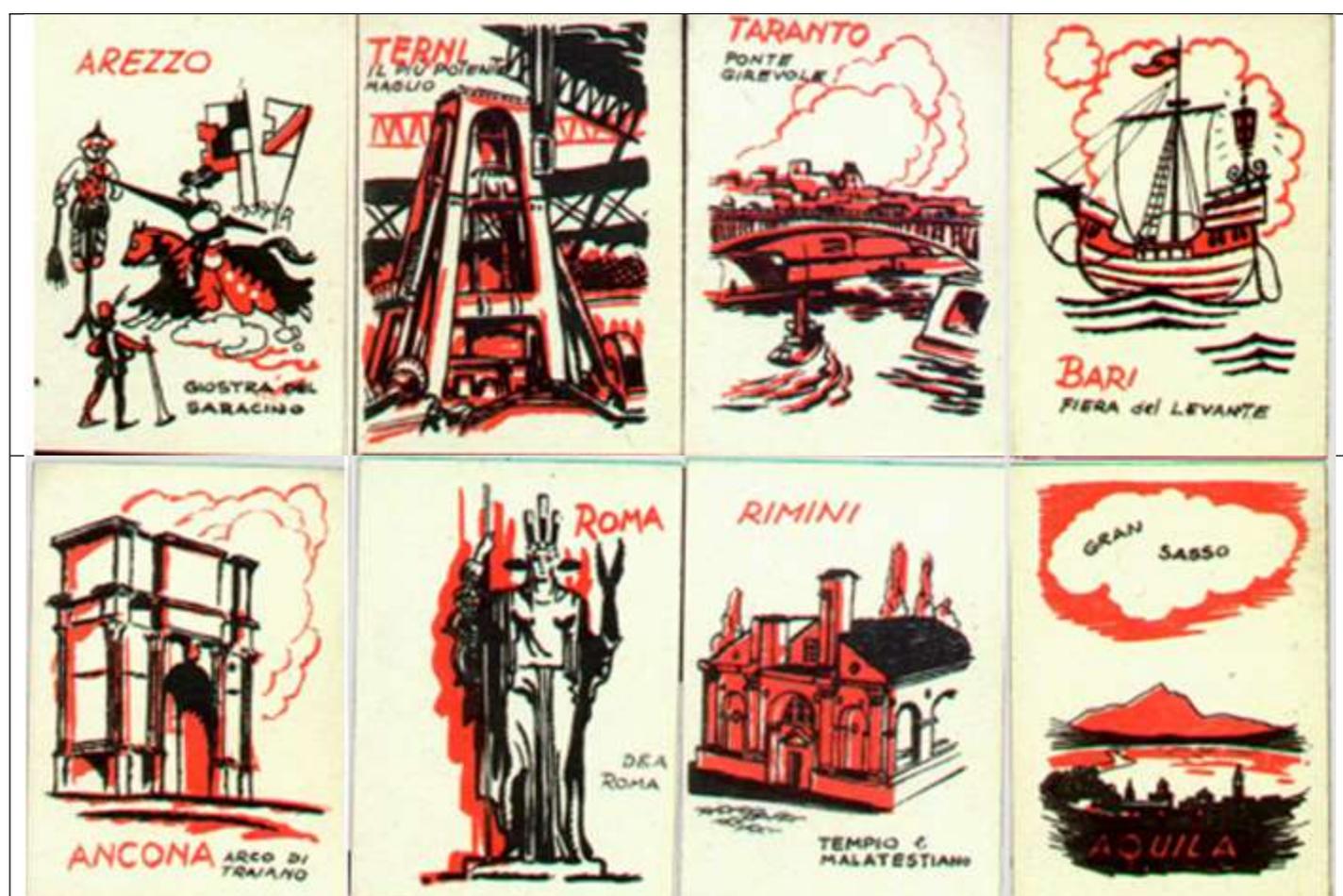
2068 - Viassone - Visitiamo l'Italia

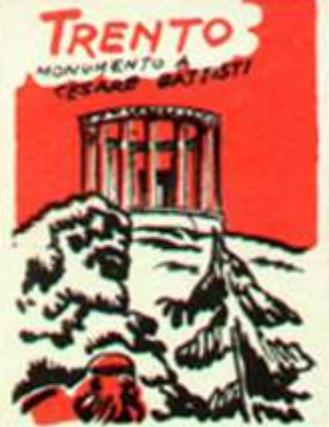
Nome	Visitiamo l'Italia
Fabbricante	A. Viassone
Paese	Italia
Numero carte	40
Anno	196x
Tipo mazzo	
Dimensioni	mm. 45x32

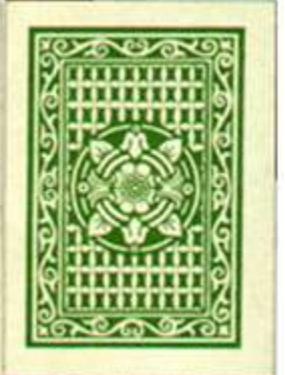
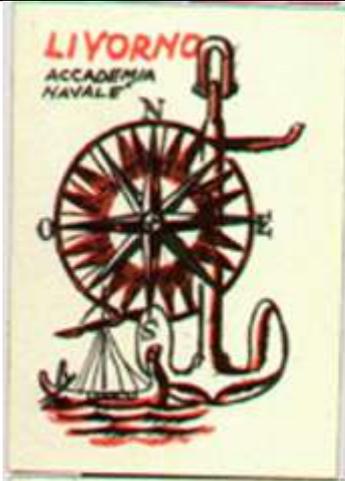
Il mazzo è composto da 40 carte: ognuna illustra un personaggio, un monumento, un avvenimento o un costume tipico legato a una città italiana.

Per fare alcuni esempi troviamo la Giostra del saracino ad Arezzo e la Fiera del Levante a Bari, la Lanterna a Genova e la Mole Antonelliana a Torino, il carretto siciliano a Messina, la paranza a Pescara e il traghetto per la Sardegna a Civitavecchia, i costumi tipici di Potenza e Sassari, Giuseppe Verdi a Parma, Marco Polo a Venezia e Dante Alighieri a Firenze.

Mancando il foglietto di istruzioni, i ragazzi che giocavano con questo mazzo non erano molto ordinati, non conosco qual'era il gioco.







0474 - Viassone - Vocabolo

Nome	Vocabolo
Fabbricante	Viassone
Paese	Italia
Numero carte	2 x 64
Anno	197x
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 87x62

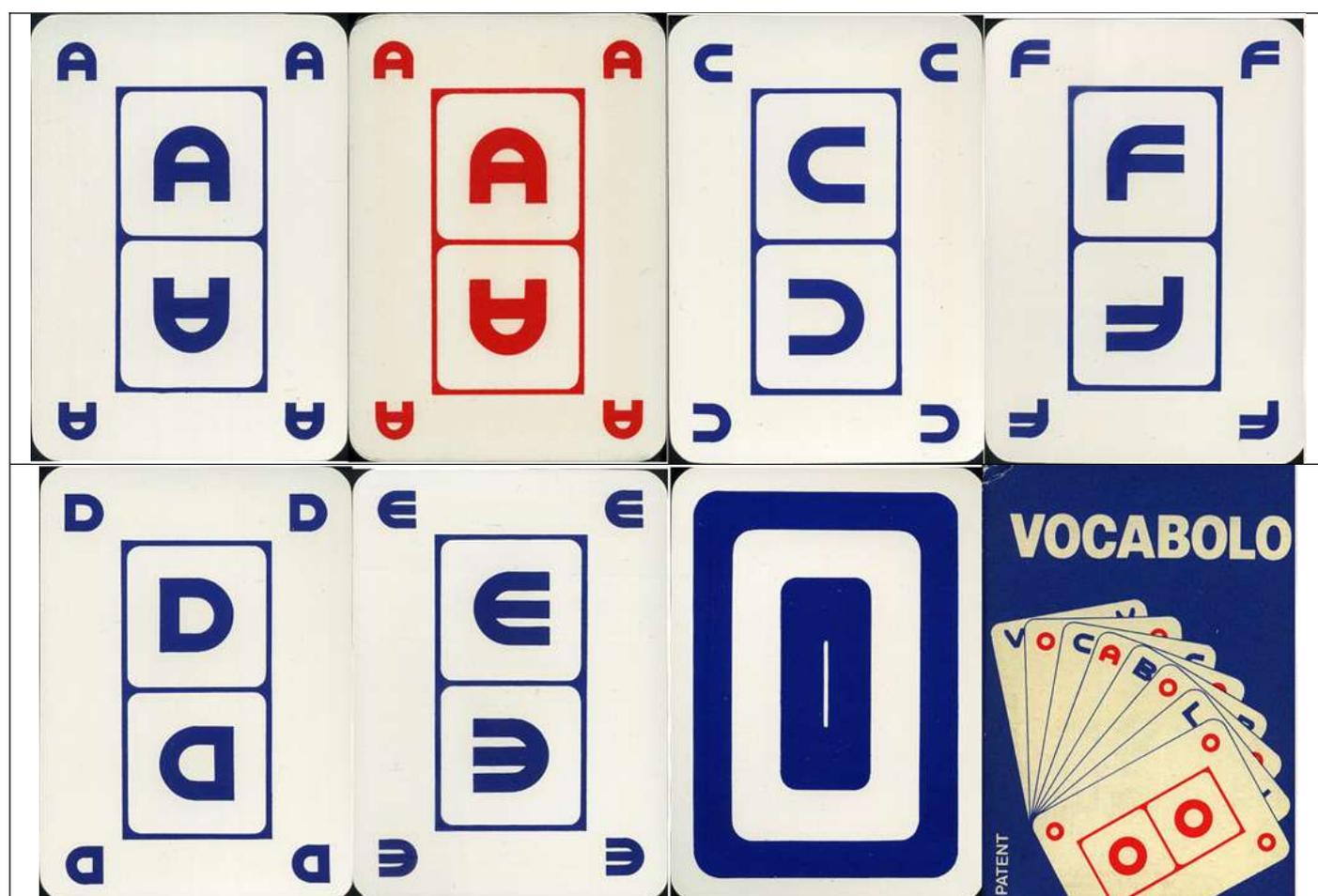
La confezione comprende 2 mazzi da 64 carte con tutte le lettere dell'alfabeto inglese: 84 consonanti (4 per tipo), 40 vocali (8 per tipo) e 4 jolly che possono sostituire qualsiasi lettera che non sia l'iniziale o la finale di una parola.

È possibile mettere sul tavolo parole di almeno tre lettere, parole intere o parti di parole che possono essere successivamente completate solo dal giocatore che le ha depositate.

Le parole già deposte sul tavolo possono essere scomposte per creare altri termini.

All'inizio del gioco si può decidere di ritenere valide solo parole di un certo tipo: nomi di animali, di fiori, di città, di mestieri ecc.

Un esauriente foglietto illustra le regole del gioco.



2556 - Waddington - Crown the queen

Nome	Crown the queen
Fabbricante	John Waddington Ltd
Paese	Gran Bretagna
Numero carte	54
Anno	1952
Tipo mazzo	
Dimensioni	mm. 89x58

Il mazzo è stato ideato da Elaine Burton per l'incoronazione di Elisabetta II nel 1952.

Il mazzo comprende: 4 carte con la regina Elisabetta II e 4 con l'arcivesovo di Canterbury che l'ha incoronata, 5 carte uguali con poliziotto, soldato, marinaio, aviatore, carrozza reale e paggio. Inoltre ci sono 14 carte singole: trombettiere, stemma reale, Buckingham Palace, House of Parliament, Big Ben, Marble Arch, Hyde Park, e bandiere del Regno Unito, Canada, Australia, Nuova Zelanda, Sud Africa, India e Ceylon, diventato Sri Lanka nel 1972. Il retro mostra l'abbazia di Westminster. È un gioco emozionante, o almeno così è definito, e molto "aperto" che consente ai ragazzi di creare il proprio corteo per l'incoronazione della regina, come si legge sul foglietto di istruzioni.



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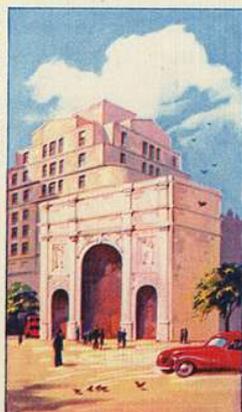
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WADDINGTON'S
New Game

“CROWN THE QUEEN”

For
CHILDREN and GROWN-UPS

A thrilling game where players
arrange their own Coronation
Procession with Sailors, Soldiers,
Airmen, Coach, Page, etc., and
finally the Crowning of the Queen.

*Every Card
in Brilliant Sunshine Colours
Easy but interesting*



Invented by Miss ELAINE BURTON
Member of Parliament

574-3812 - Waddington - Lexicon

Nome	Lexicon
Fabbricante	John Waddington Ltd.
Paese	Gran Bretagna
Numero carte	51 + 1 carta Master
Anno	1933
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 89x58

La Waddington fu persuasa da David Whitelaw (1875-1970), un famoso scrittore inglese che scrisse oltre 50 romanzi, a stampare un mazzo basato sulle lettere dell'alfabeto, che fu chiamato Lexicon.

Il gioco fu posto in vendita nell'estate del 1932, ma fu un insuccesso commerciale, con vendite praticamente nulle.

Successivamente il gioco fu stampato in confezione più attraente e con prezzo aumentato da 1/9 a 2/6. La messa sul mercato, preceduta da una intensa campagna pubblicitaria sui giornali, questa volta ebbe un notevole successo, tanto che il mazzo continua ad essere stampato in numerose edizioni.

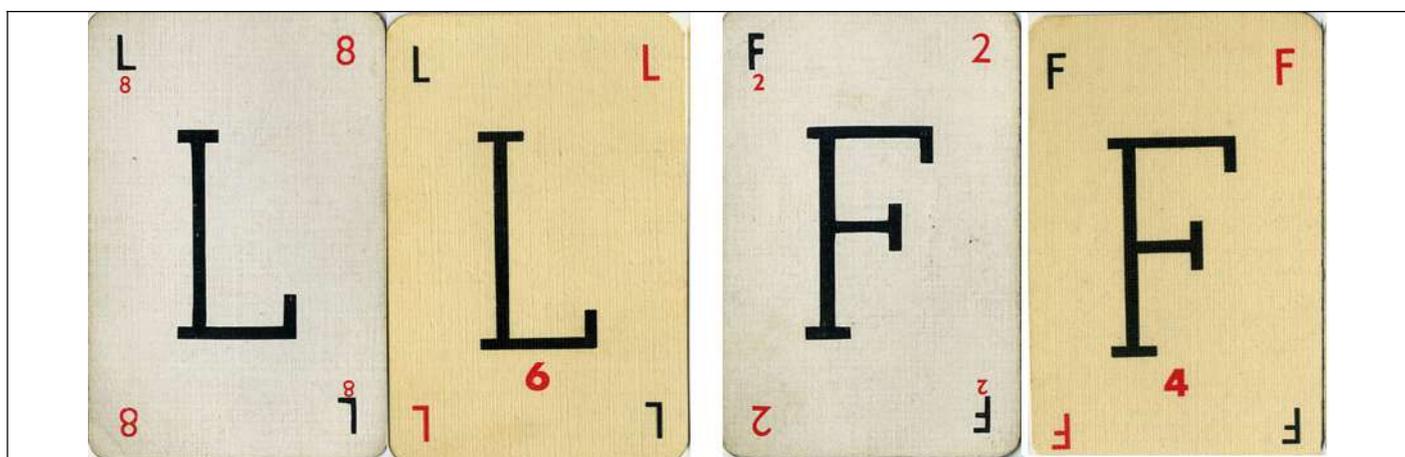
In Italia è stato stampato negli anni '40 da Editrice giochi (*vedi 3422*) e da SAGDOS (*vedi 1797*). Sembra sia stato stampato anche da Masenghini.

Il gioco consiste nel porre sul tavolo carte che formano una parola cui è possibile aggiungere altre lettere. Ogni volta che si forma una parola di senso compiuto si contano i valori delle singole lettere che la compongono e il giocatore che l'ha formata aggiunge questo valore al suo punteggio.

Di seguito sono illustrate alcune immagini delle varie edizioni di questo gioco.

I mazzi di Waddington hanno indici con la lettera in alto a sinistra e in basso a destra; negli altri 2 angoli hanno il punteggio della lettera. I mazzi stampati in Italia hanno la lettera ai quattro angoli e il punteggio della carta sotto la lettera stessa.

I punteggi cambiano perché la ricorrenza delle lettere nelle varie lingue è diversa.

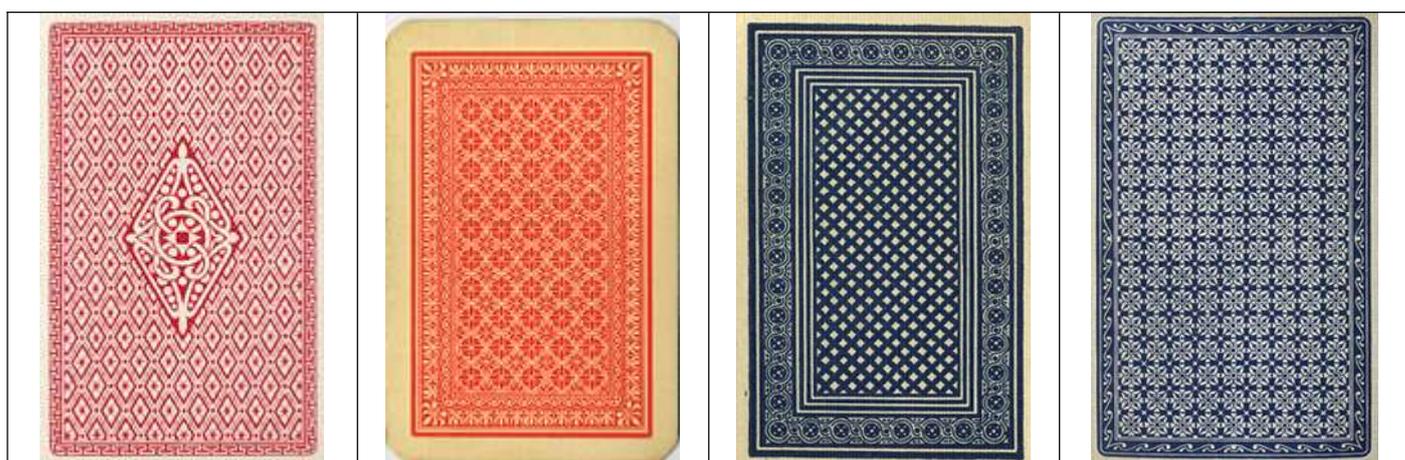


Nel mazzo che la carta jolly per Waddington porta la scritta *Master card*, mentre nei mazzi italiani la scritta diventa *Serve per tutte le lettere*.

Sempre nei mazzi italiani il bollo veniva apposto sulla carta con la lettera O.



Retri diversi



Alcune confezioni



Manuali sia in inglese che in italiano



3989 - Waddy - Fleet street

Nome	Fleet street
Fabbricante	Waddy Productions Ltd
Paese	Gran Bretagna
Numero carte	52
Anno	193x
Tipo mazzo	
Dimensioni	mm. 88x58

Sul libretto con le regole del gioco il mazzo è definito “*Topical screaming absurdity amongst card games*” (l'urlante assurdità di attualità tra i giochi di carte).

Il mazzo consiste in 7 serie di carte: *fire* (fuoco), *arson* (incendio doloso), *strike* (sciopero), *riot* (rivolta), *fog* (nebbia), *crash* (incidente) e *spies* (spie), ovvero gli avvenimenti che danno luogo a titoli da prima pagina sui giornali. Ogni serie ha la stessa carta ripetuta 6 volte, cambiando il colore del nome: verde, blu, giallo, viola, marrone e arancio.

Inoltre ci sono 7 carte *Players note* con l'elenco delle serie e 3 carte *Penalty* con il “falso allarme”.

Scopo del gioco è collezionare le 7 carte di ugual colore senza carte *Penalty* in mano; quando un giocatore ci riesce deve urlare “*Stop press*” (fermate la stampa).

Chi lo urla per primo vince.





La Waddy Productions Ltd faceva parte del gruppo Amalgamated Press, "la più grande casa editrice dell'Impero", e pubblicò giochi di carte per un breve periodo negli anni '30.

Fleet Street è una strada di Londra, che ha preso il nome da un fiume di nome Fleet che un tempo intersecava la strada e che ora scorre sotto di essa. Essa è stata la sede dei maggiori quotidiani inglesi fino agli anni ottanta. Anche se l'agenzia Reuters fu l'ultima testata del giornalismo britannico a lasciare questa località nel 2005, *Fleet Street* è rimasto come sinonimo di giornalismo britannico.

1903 - Warne - British wild animals

Nome	Observer's picture cards - British wild animals
Fabbricante	Frederick Warne & Co. Ltd.
Paese	Gran Bretagna
Numero carte	32
Anno	
Tipo mazzo	
Dimensioni	mm. 114x63

Il mazzo ha i disegni di 32 animali selvatici che si possono trovare in Gran Bretagna.

Sul retro di ogni carta c'è la descrizione dell'animale raffigurato, con misure, luoghi dove lo si può trovare, caratteristiche principali ecc.

Troviamo il daino, il porcospino, il pipistrello, serpenti come la coronella, la vipera e la natrice, sauri come l'orbettino e la lucertola, mustelidi come la lontra, l'ermellino, la martora e la donnola, e molti altri animali selvatici.





WILD CAT



RED DEER



FOX



COMMON FROG



SLOW-WORM



PINE-MARTEN



WEASEL



HEDGEHOG



ADDER



COMMON BAT



FALLOW DEER



DORMOUSE



LONG-TAILED FIELDMOUSE



COMMON TOAD



STOAT



BROWN HARE



OTTER



RABBIT



BROWN RAT



SMOOTH SNAKE



HOUSE MOUSE



HARVEST MOUSE



GREY SQUIRREL



RED SQUIRREL



WEASEL



WEASEL

Smaller than the Stoat, but similar in colour, the Weasel has no black tip on the tail. Like the Stoat, it has been found white in winter occasionally in this country, and in more northern parts. Its limbs are short, its body long and slender, the average length 9 or 10 inches. The Weasel sometimes hunts in couples or family packs. Its diet includes rats, mice, frogs, birds and chickens, although it is less trouble to the farmer than its near relation, the Stoat, and is even valuable for keeping down the destructive rat. Found in England, Wales and Scotland.

MADE IN GREAT BRITAIN

Wat

**OBSERVER'S
PICTURE
CARDS**

32 Cards in Full Colour
with Descriptive Text

III
**BRITISH
WILD ANIMALS**

WARNE

WARNE'S
**OBSERVER'S
PICTURE CARDS**

A series of nine sets of picture cards:

- I BRITISH BIRDS
- II WILD FLOWERS
- III BRITISH WILD ANIMALS
- IV DOGS
- V DOMESTIC ANIMALS
- VI TREES
- VII FLAGS
- VIII SHIPS
- IX INSECTS

Every set consists of 32 cards, each of which bears on one side a picture in full colour of an individual example and on the back a panel of clear descriptive text explaining the distinguishing features of the subject.

FREDERICK WARNE & CO.,
LIMITED
LONDON AND NEW YORK

3847 - William Sessions - World Weddings

Nome	World Weddings
Fabbricante	William Sessions ltd. - The Tbor press
Paese	Gran Bretagna
Numero carte	52
Anno	
Tipo mazzo	
Dimensioni	mm. 81x56

Il mazzo “Matrimoni nel mondo” mostra coppie, marito e moglie, di varie parti del mondo. Due carte di ogni coppia sono colorate, mentre altre due sono in bianco e nero, probabilmente per permettere ai ragazzi di abbellirle con i colori preferiti.

Le coppie indossano i costumi tradizionali della loro nazione: Olanda, Grecia, Russia, Francia, Svizzera, Cina, Inghilterra, Galles, Irlanda, Scozia, Spagna e Stati Uniti, denominati semplicemente America, e Norvegia.

Non è presente il libretto con le regole del gioco, ma il mazzo di presta per numerosi giochi, quali snap, quartetto, memory ecc.



MR SWITZERLAND



MISS SWITZERLAND



MR CHINA



MISS CHINA



MR ENGLAND



MISS ENGLAND



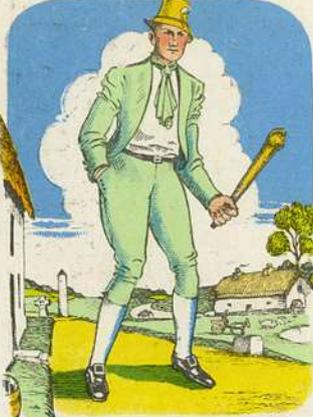
MR WALES



MISS WALES



MR IRELAND



MISS IRELAND



MR SCOTLAND



MISS SCOTLAND



MR SPAIN



MISS SPAIN



MR AMERICA



MISS AMERICA



MR NORWAY



MISS NORWAY



MR NORWAY



MISS NORWAY



WORLD
WEDDINGS

World Weddings



THE NEW CARD GAME

WORLD WEDDINGS

An ingenious and fascinating card game which is educative, sharpens the observation and trains the memory.

Depicts many national costumes, beautifully illustrated in detail and colour.

For any number of players, it also gives lasting pleasure and interest as a "patience" game.

Copyright by
WILLIAM SESSIONS LTD., The Thor Press, YORK.

3560 - Fabbricante sconosciuto - Domino

Nome	Cartine da gioco Domino
Fabbricante	Sconosciuto
Paese	Italia
Numero carte	28
Anno	195x
Tipo mazzo	Domino
Dimensioni	mm. 44x22

Classico mazzo da domino senza alcuna indicazione del fabbricante.

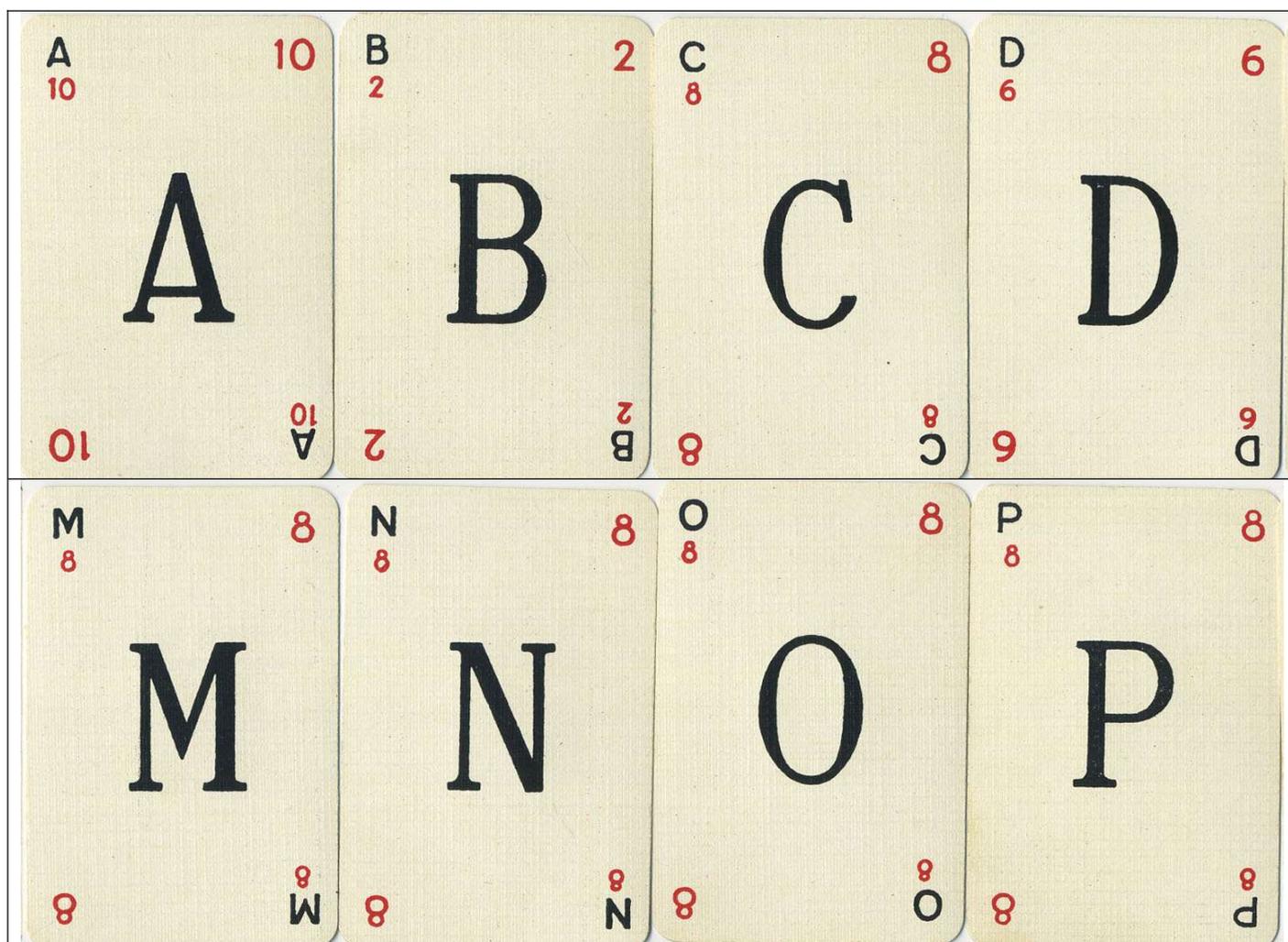


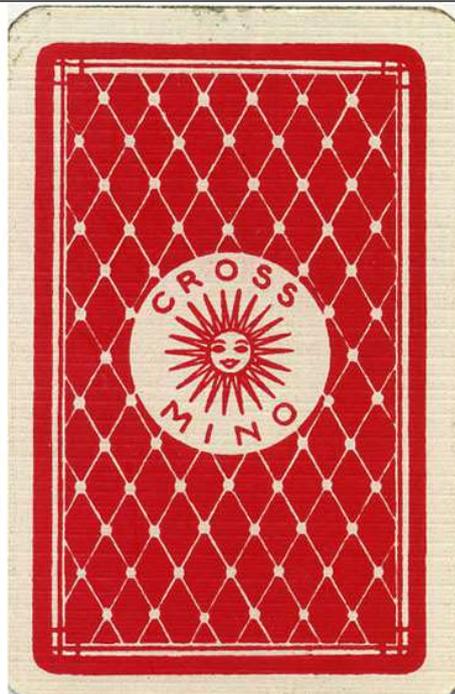
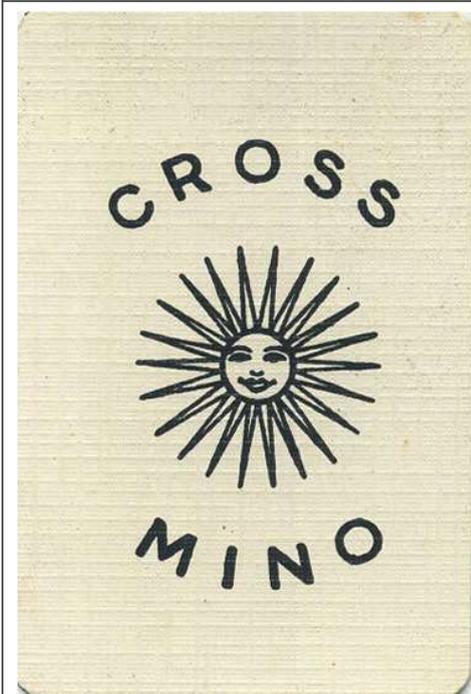
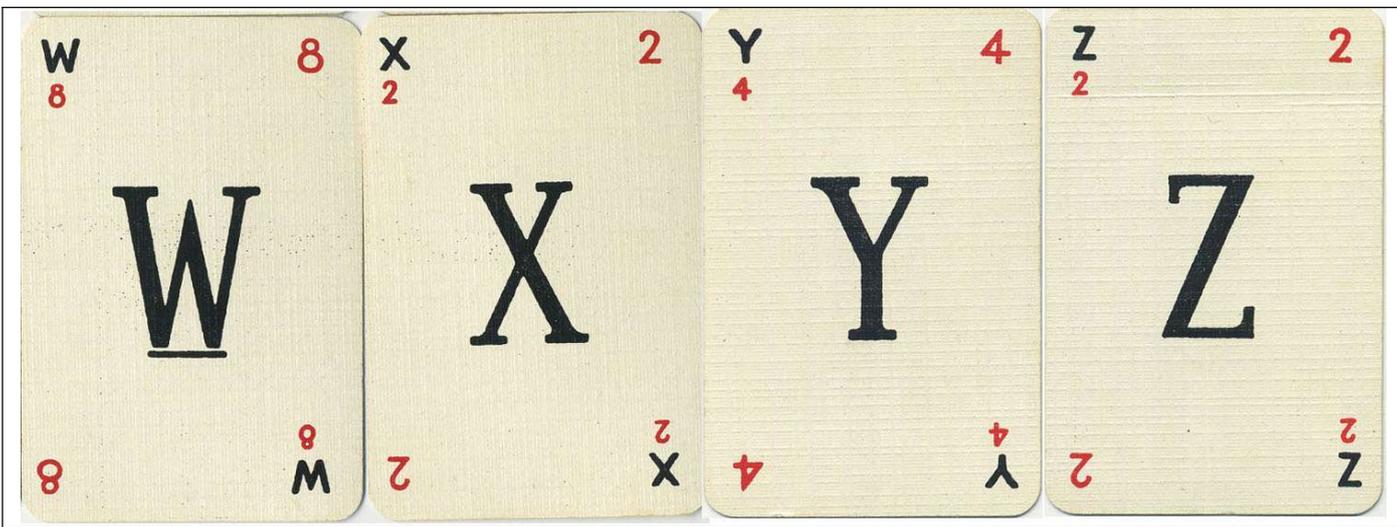
3811 - Fabbricante sconosciuto - Cross mino

Nome	Cross Mino
Fabbricante	Sconosciuto
Paese	Francia ?
Numero carte	66
Anno	
Tipo mazzo	Lettere alfabeto
Dimensioni	mm. 64x42

Probabilmente francese è questo mazzo con le lettere dell'alfabeto, un'imitazione del classico Lexicon.

Le carte con la scritta *Cross mino* sostituiscono qualsiasi lettera nella formazione delle parole.





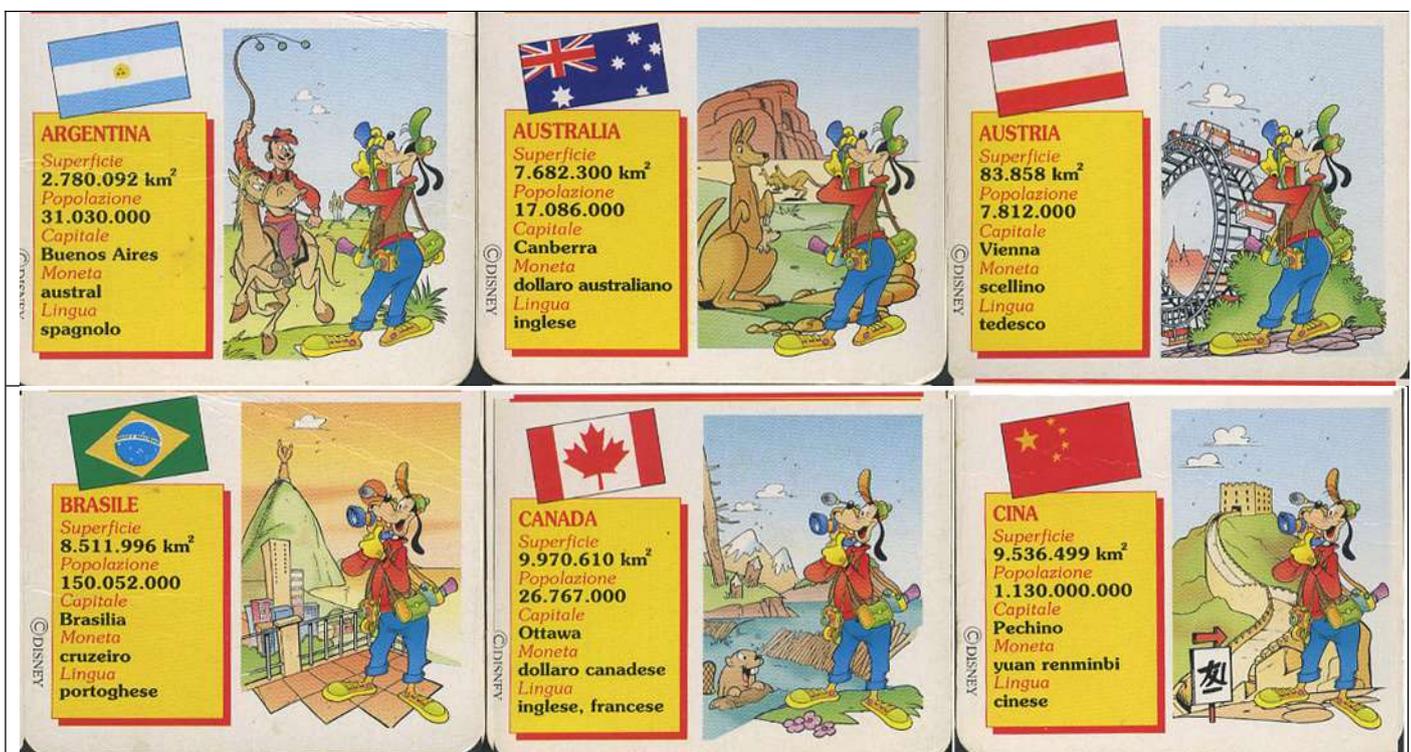
2929 - Fabbricante sconosciuto - Geo-domino yuk yuk

Nome	Geo-domino yuk yuk - Il divertente gioco per imparare la geografia
Fabbricante	Sconosciuto
Paese	Italia
Numero carte	60
Anno	<2000
Tipo mazzo	Domino
Dimensioni	mm. 106x66

Il gioco tipo domino ha sulle due metà della carta il nome di una nazione, la sua bandiera, la superficie e la popolazione, la capitale, la moneta e la lingua in uso, oltre a Pluto, il personaggio di Walt Disney, durante un viaggio in quella nazione.

Le nazioni citate sono : Argentina, Australia, Austria, Brasile, Canada, Cina, Costa d'Avorio, Egitto, Finlandia, Francia, Germania, Giappone, Gran Bretagna, Grecia, India, Italia, Kenya, Malaysia, Marocco, Messico, Nepal, Nuova Zelanda, Olanda, Papua Nuova Guinea, Perù, Repubblica Sudafricana, Russia, Spagna, Stati Uniti e Thailandia

Visto che non si parla di euro come moneta il mazzo risale alla fine del secolo scorso ed è stato distribuito come pubblicità della Nestlé.



**COSTA D'AVORIO**

Superficie
322.463 km²
Popolazione
12.135.000
Capitale
Abidjan
Moneta
franco C.F.A
Lingua
francese

**EGITTO**

Superficie
942.247 km²
Popolazione
48.205.000
Capitale
Il Cairo
Moneta
sterlina egiziana
Lingua
arabo

**FINLANDIA**

Superficie
338.145 km²
Popolazione
4.974.000
Capitale
Helsinki
Moneta
markka
Lingua
finnico

**FRANCIA**

Superficie
543.965 km²
Popolazione
56.614.000
Capitale
Parigi
Moneta
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Lingua
francese

**GERMANIA**

Superficie
356.957 km²
Popolazione
79.753.000
Capitale
Berlino
Moneta
marco
Lingua
tedesco

**GIAPPONE**

Superficie
372.819 km²
Popolazione
123.612.000
Capitale
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**GRAN BRETAGNA (Regno Unito)**

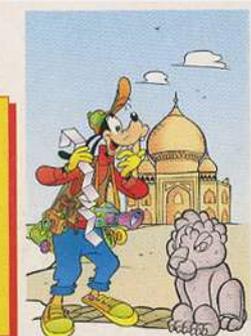
Superficie
244.100 km²
Popolazione
55.488.000
Capitale
Londra
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**GRECIA**

Superficie
131.957 km²
Popolazione
9.740.000
Capitale
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dracma
Lingua
greco

**INDIA**

Superficie
3.287.782 km²
Popolazione
844.324.000
Capitale
New Delhi
Moneta
rupia
Lingua
hindi, inglese

**ITALIA**

Superficie
301.302 km²
Popolazione
56.411.000
Capitale
Roma
Moneta
lira
Lingua
italiano

**KENYA**

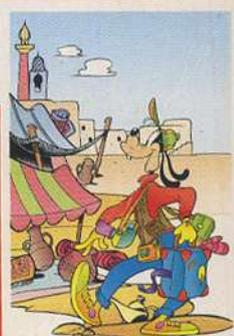
Superficie
582.646 km²
Popolazione
23.882.000
Capitale
Nairobi
Moneta
scellino del Kenya
Lingua
kiswahili, inglese

**MALAYSIA**

Superficie
329.758 km²
Popolazione
17.861.000
Capitale
Kuala Lumpur
Moneta
dollaro malese
Lingua
malese

**MAROCCO**

Superficie
458.730 km²
Popolazione
24.521.000
Capitale
Rabat
Moneta
dirham
Lingua
arabo

**MESSICO**

Superficie
1.972.547 km²
Popolazione
81.141.000
Capitale
Città del Messico
Moneta
peso messicano
Lingua
spagnolo

**NEPAL**

Superficie
147.181 km²
Popolazione
18.916.000
Capitale
Katmandu
Moneta
rupia nepalese
Lingua
nepalese





NUOVA ZELANDA

Superficie
270.534 km²
Popolazione
3.389.000
Capitale
Wellington
Moneta
dollaro neozelandese
Lingua
inglese



OLANDA (Paesi Bassi)

Superficie
41.574 km²
Popolazione
14.892.000
Capitale
Amsterdam
Moneta
fiorino
Lingua
olandese



PAPUA NUOVA GUINEA

Superficie
462.840 km²
Popolazione
3.600.000
Capitale
Port Moresby
Moneta
kina
Lingua
inglese, pidgin



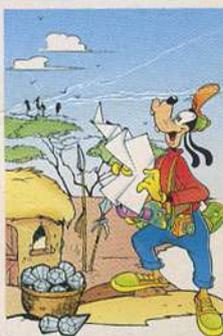
PERU'

Superficie
1.285.216 km²
Popolazione
21.792.000
Capitale
Lima
Moneta
nuovo sol
Lingua
spagnolo



REPUBBLICA SUDAFRICANA

Superficie
1.123.226 km²
Popolazione
30.224.000
Capitale
Pretoria
Moneta
rand
Lingua
inglese, afrikaans



RUSSIA

Superficie
17.075.400 km²
Popolazione
147.386.000
Capitale
Mosca
Moneta
rublo
Lingua
russo



SPAGNA

Superficie
505.954 km²
Popolazione
38.426.000
Capitale
Madrid
Moneta
peseta
Lingua
spagnolo



STATI UNITI (USA)

Superficie
9.372.614 km²
Popolazione
248.710.000
Capitale
Washington
Moneta
dollaro USA
Lingua
inglese



THAILANDIA

Superficie
513.115 km²
Popolazione
54.532.000
Capitale
Bangkok
Moneta
baht
Lingua
thai



Nestlé

1,50 €

IL GEO-DOMINO YUK YUK

il divertente
gioco per imparare
la geografia



GEO-DOMINO YUK YUK

è il simpatico gioco che insegna, divertendo, la "carta d'identità" di alcuni fra i più importanti e caratteristici paesi del 5° continente.

Si gioca come il domino e possono partecipare 2 o più giocatori, fra i quali si suddividono le carte del mazzo. Inizia il giocatore estratto a sorte e il giro prosegue in senso antiorario.

Il 1° giocatore pone in tavola una carta a scelta.

Il 2° giocatore deve "attaccare" la carta con la nazione corrispondente (Italia con Italia, Australia con Australia, ecc.), e così via.

Se uno dei giocatori non ha la carta con la nazione da "attaccare", salta il turno ed il gioco passa al giocatore successivo.

Vince chi per primo ha attaccato tutte le proprie carte... e tutti avranno imparato un pò di geografia.

1834 - Fabbricante sconosciuto - Pubblicità Cibalgina

Nome	Pubblicità Cibalgina
Fabbricante	Sconosciuto
Paese	Italia
Numero carte	60
Anno	
Tipo mazzo	
Dimensioni	mm. 54x38

Il mazzo ha 14 carte con una mano che mostra una pillola di Cibalgina con i numeri da 1 a 4, più altre 4 carte, 2 con scritto Rottura, e 1 con Accelera e Rallenta.

Sono andate smarrite le istruzioni per il gioco.



0566 - Fabbricante sconosciuto - Know your navy

Nome	Know your navy
Fabbricante	Sconosciuto
Paese	Gran Bretagna
Numero carte	52 + 1 regole gioco
Anno	1980
Tipo mazzo	
Dimensioni	mm. 87x56

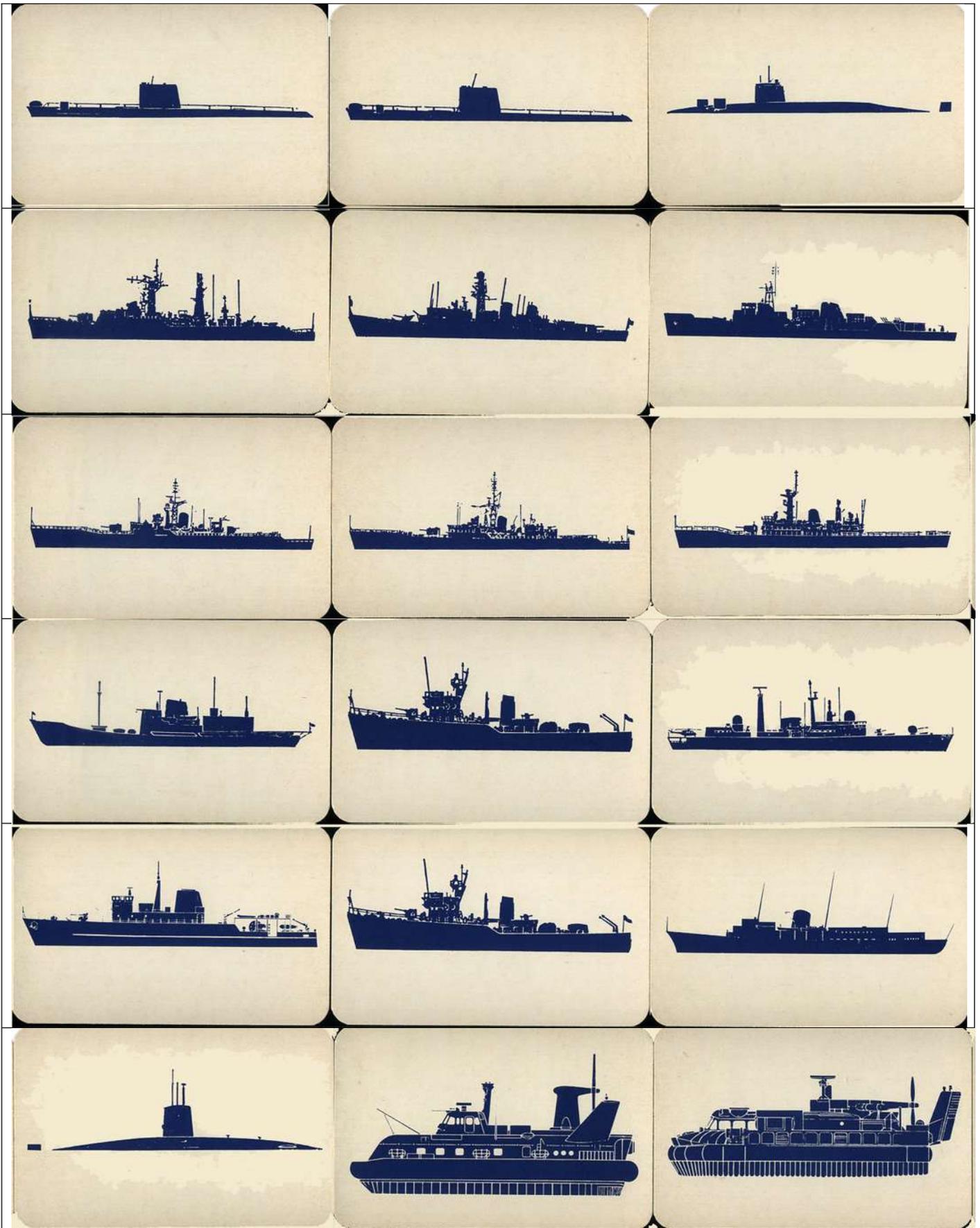
Il mazzo, commissionato dal *Royal Navy Careers Service*, mostra i mezzi della marina britannica: navi, sottomarini, aerei, elicotteri, hovercraft e missili.

È stato pubblicato per essere diffuso dall'ufficio reclutamento della marina, come indicato sul joker.

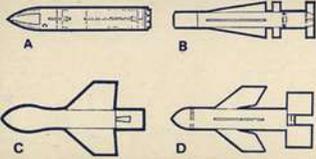
Il verso della carta mostra la silhouette del mezzo mentre il retro ne mostra il tipo, il nome e le caratteristiche tecniche.

La carta extra suggerisce alcuni giochi possibili con questo mazzo.









A—POLARIS

Submarine launches ballistic missile fitted with a nuclear warhead. Range: 2,500 nautical miles, with solid fuel propulsion. Guidance is an inertial system.

B—SEADART

Ship-to-air medium-range missile which also has an anti-ship capability. Propulsion is by Ramjets.

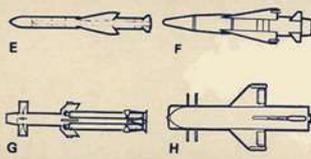
C—AS 12

This air-to-surface wire-guided and spin-stabilised missile is derived from the SS 11. It has a range of 6,000 metres. It is operated in Wasp and Wessex helicopters and is used mainly as an anti-fast-patrol boat missile.

D—SEACAT

A highly efficient close-range anti-aircraft missile which can also be used in a surface-to-surface role. Guidance is by radio-controlled visual tracking. Propulsion by solid fuel.

51



FRIGATE (Yarrow Type)
General Purpose
Mermaid (F.76)

2,300 tons displacement
330 ft. length (100.8m)
40 ft. beam (12.2m)
186 complement

18



HOVERCRAFT BH 7
(Wellington Type)

50 tons displacement
78 ft. length (23.8m)
45.5 ft. beam (13.9m)
2 crew

Attached to R.N. Hovercraft trials unit, Lee-on-Solent

36

FIGHTER-BOMBER

Phantom F4K

(AJI-Weather Strike)

58 ft. length (17.7m)
38 ft. span (11.6m)
2 Rolls-Royce Spey turbo-jets
Speed: Mach 2 plus.
Pilot and observer
Air-to-air missiles
Conventional/nuclear bombs

42

PATROL SUBMARINE Oberon Class

Oberon (S.09)
Ocelot (S.17)
Odin (S.10)
Olympus (S.12)
Onslaught (S.14)
Opossum (S.19)
Oracle (S.16)
Osiris (S.13)
Otus (S.18)

Onyx (S.21)
Opportune (S.20)
Orpheus (S.11)
Otter (S.15)

1,610 tons displacement
295 ft. length (90m)
26.5 ft. beam (8.1m)
68 complement

21

HELICOPTER

Anti-submarine

Wessex Mk 3

65 ft. length (19.9m)
56 ft. span (17.1m)
One Rolls-Royce Gazelle engine
Speed: 115 knots.
2 pilots, observer and sonar operator
Load: Advanced radar/sonar equipment and weapons system, and auto flight control

48



Know Your Navy

ROYAL NAVY CAREERS SERVICE
(ROYAL NAVY & ROYAL MARINES)
OLD ADMIRALTY BUILDING
WHITEHALL, LONDON, S.W.1

J
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THE JOKER



CARDPACK
Dept. of Naval Recruiting,
Room 04,
Archway Block North,
Old Admiralty Buildings,
Whitehall,
London SW1.

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THE JOKER



If you require information concerning entry into the Royal Navy, write to the address overleaf.

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KNOW YOUR NAVY

How to become an expert at recognising the ships, missiles and aircraft of the Royal Navy

You can use these cards in many ways that will help you memorise the 'hardware' of today's Royal Navy.

A Recognition Quiz is one game you can play. Each card is numbered so you earn that number of points for every ship you identify.

Here are two card games you can play:

Navy Snap—Deal seven or more cards to each player. Place remainder of pack in centre of table. Play in rotation, each player trying to match from his own hand the top card on the table pack (which is discarded on to a second pile).

Players match cards by producing any ship of the same type—i.e. any class of frigate with any other class of frigate; a nuclear sub with a nuclear sub, but any non-nuclear class of sub with any other non-nuclear.

Players may be challenged on their matching and, if they have mixed one type with another, they have to take their card back and forfeit their throw next time round.

First player out wins.

Navy Rummy—Deal seven cards to each player. Play like ordinary rummy, collecting sets of three (i.e. three subs of any type, three aircraft, three ships of any type) and runs of four (in ascending or descending order of displacement tonnage—i.e. carriers, auxiliaries, cruisers, Polaris subs, missile destroyers, frigates and so on).

First player out wins.
Win a presentation colour picture for your own idea. If you think up a game of your own—which must be simple as well as fun—let's know about it at the address on the other side of this card. If we like it we'll send a presentation colour picture of a modern Royal Navy ship or aircraft.

4226 - Fabbricante sconosciuto - La vie marine en danger

Nome	La vie marine en danger- Top trumps
Fabbricante	Sconosciuto
Paese	Francia
Numero carte	30 + 2 regole gioco + 1 coupon
Anno	201x
Tipo mazzo	
Dimensioni	mm. 100x62

Il mazzo è stato stampato come pubblicità dei fast food McDonald's, inserito nelle confezioni per bambini Happy meal.

Su ogni carta troviamo il nome in francese e quello scientifico dell'animale e alcune notizie sullo stesso. Una serie di valori ci dice la rarità della specie allo stato selvatico (*Rareté*), il numero di zoo o acquari dove è possibile vedere l'animale (*Aquariums*), i rischi che corre l'animale, come variazioni del clima e pesca eccessiva (*Risque de catastrophe*), l'urgenza di cui l'animale ha bisogno per essere protetto (*Nécessité d'action*) e il rischio d'estinzione (*Menace d'extinction*).

<p>REQUIN MARTEAU <i>Sphyrna lewini</i></p>  <p>Rareté: 4 Aquariums: 8 Risque de catastrophe: 2 Nécessité d'action: 19 Menace d'extinction: 1</p> <p>Les Requins Marteaux vivent en grand groupe et mangent des petits poissons tels que les maquereaux et les harengs. Ils ne sont généralement pas offensifs envers les humains, ils n'attaquent que s'ils sont effrayés ou sont surpris. Leur nombre est menacé par la pêche de loisir et la pêche commerciale. Attraper une de ces impressionnantes créatures est considéré comme une grande victoire, ce qui est relativement facile puisque les jeunes spécimens vivent en eaux peu profondes.</p>	<p>ORQUE <i>Orcinus orca</i></p>  <p>Rareté: 5 Aquariums: 4 Risque de catastrophe: 5 Nécessité d'action: 20 Menace d'extinction: 1</p> <p>L'Orque ou épaulard est l'une des créatures les plus rapides des fonds marins : elle a été enregistrée à plus de 56 km/h ! Les orques peuvent vivre dans divers océans, des eaux glaciales de l'Arctique aux eaux tropicales du Pacifique. Ils sont des prédateurs versatile qui se nourrissent de poissons et de petits mammifères. Cependant, ils sont menacés par la pollution des océans puisque les proies qu'ils avalent sont souvent contaminées. Les femelles peuvent vivre jusqu'à 90 ans.</p>	<p>THON ROUGE DU PACIFIQUE <i>Thunnus orientalis</i></p>  <p>Rareté: 5 Aquariums: 2 Risque de catastrophe: 3 Nécessité d'action: 22 Menace d'extinction: N/A</p> <p>Les Thons Rouges du Pacifique sont regroupés dans une seule communauté, migrant sur de larges distances (du Japon à la Côte Ouest des Etats-Unis) à travers les océans. Les thons souffrent principalement de la surpêche : ils sont en effet un aliment populaire dans le monde entier. Leur taille fait d'eux une prise attractive et précieuse. Leur conception physique leur garantit la vitesse, grâce à un corps ovale et un étroit gouvernail qui supporte une énorme queue en forme de boomerang, propulsant l'animal à travers l'eau.</p>	<p>MOURINE AMÉRICAINE <i>Rhinoptera bonasus</i></p>  <p>Rareté: 3 Aquariums: 8 Risque de catastrophe: 3 Nécessité d'action: 13 Menace d'extinction: 2</p> <p>Ces raies vivent dans les eaux chaudes et tropicales. Elles ont un très gros appétit et se nourrissent principalement de palourdes. Il n'existe aucune législation protégeant cette espèce mais elle n'est pas non plus victime de pêche commerciale. Si l'industrie de la pêche s'intéressait à cette espèce, on pourrait voir son nombre rapidement décliner. Les petits de la Mourine Américaine grandissent à l'intérieur de leur mère avec leurs ailes repliées autour d'eux qu'ils déroulent à la naissance.</p>
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LOUTRE DE MER

Enhydra lutris



Credit: John Leaver/Media/SCS

Rareté	4
Aquariums	10
Risque de catastrophe	4
Nécessité d'action	14
Menace d'extinction	4

La Loutre de Mer est une créature unique. Non seulement elle flotte sur le dos lorsqu'elle mange en utilisant son ventre comme une « table », mais c'est aussi le seul mammifère (excepté les primates) qui maîtrise l'utilisation d'outils. Les Loutres de Mer utilisent des cailloux pour ouvrir les palourdes et les moules. La principale menace de cette espèce est les déversements de pétrole. Dans les années 1980, une marée noire a causé la mort d'environ 3 000 loutres.

MÉROU GÉANT

Epinephelus itajara



Credit: Jim Lyle

Rareté	3
Aquariums	4
Risque de catastrophe	4
Nécessité d'action	13
Menace d'extinction	5

Le Mérou Géant se trouve généralement dans des cavernes, sous des rochers et dans des épaves où il peut se camoufler. Les Mérous Géants sont carnivores, et mangent de petits poissons, des poulpes et des bêtes tortues de mer. Cette espèce est victime de surpêche à la fois commerciale et récréative. Quand il se sent menacé, ce poisson essaye d'effrayer son adversaire en émettant un grand bruit.

DRAGON DE MER FEUILLU

Phycodurus equus



Credit: Smithsonian Institution

Rareté	3
Aquariums	5
Risque de catastrophe	6
Nécessité d'action	13
Menace d'extinction	2

Les Dragons de Mer feuillus sont l'une des créatures les plus innovantes et intrigantes du monde marin. Leur camouflage est vraiment incroyable, leur permettant de se fondre au milieu des coraux et des algues des eaux australiennes. Cependant, cet habitat est menacé par la pollution et la présence de l'homme. Les Dragons de Mer sont maintenant totalement protégés. Les femelles pondent leurs œufs sur la queue du mâle où ils vont se développer jusqu'à leur éclosion.

REQUIN TAUREAU

Carcharias taurus



Credit: Alamy.com/Steve Probst

Rareté	6
Aquariums	13
Risque de catastrophe	2
Nécessité d'action	25
Menace d'extinction	3

Les Requins Taureau sont menacés dans le monde entier. Ils sont chassés pour leurs ailerons, leurs chairs et leurs huiles. Cette espèce a un taux de reproduction très faible, il faut donc beaucoup de temps pour reconstituer sa population en déclin. Comme tous les requins, il a un sixième sens qui lui permet de détecter les courants électriques qui lui servent à localiser ses proies. Le Requin Taureau est une créature placide malgré son apparence redoutable.

RAIE LÉOPARD

Aetobatus narinari



Credit: George O'Neil/© Thomson Aquariums & Bismarck

Rareté	4
Aquariums	2
Risque de catastrophe	2
Nécessité d'action	23
Menace d'extinction	2

Les couleurs particulières de la Raie Léopard la protègent des prédateurs lorsqu'elle nage en frôlant les fonds marins. La Raie Léopard peut atteindre 2 mètres de long et sa queue très longue est armée d'un dard venimeux. Cette espèce vit dans un grand nombre d'eaux de terre et de nombreux pays la protègent. Les pêcheurs négligents constituent une menace importante pour la raie car elle est souvent étranglée dans leurs filets par accident.

AGUILLAT COMMUN

Squalus acanthias



Credit: Monterey Bay Aquarium Foundation

Rareté	3
Aquariums	2
Risque de catastrophe	2
Nécessité d'action	13
Menace d'extinction	3

Les Aguillat Commun sont en fait de petits requins qui se trouvent dans tous les océans du monde. Des programmes sont mis en place pour protéger ces espèces de la surpêche, puisque ce requin est attrapé pour différentes utilisations. Sa viande est vendue dans le monde entier sous différents noms tel que « saumons des roches » ou « anguille de mer ». Ainsi, la menace de cette espèce a été quelque peu déguisée.

PÉLICAN BRUN

Pelecanus occidentalis



Credit: © 1997, Monterey Bay Aquarium Foundation

Rareté	3
Aquariums	18
Risque de catastrophe	4
Nécessité d'action	10
Menace d'extinction	1

Tous les pélicans ont la particularité d'avoir une poche au niveau de la partie inférieure de leur bec. Le pélican brun est l'espèce la plus petite des pélicans. Comme il niche près de la rive, il est vulnérable aux filets et aux hameçons abandonnés par les pêcheurs. Le nombre de ces oiseaux a augmenté depuis 1972, quand l'utilisation du pesticide DDT a été bannie par le gouvernement américain. Les produits chimiques du DDT rendent les œufs du Pélican Brun très fragiles, augmentant le risque de décès avant éclosion.

LAMPROIE MARINE

Petromyzon marinus



Credit: © David Johnson

Rareté	4
Aquariums	0
Risque de catastrophe	5
Nécessité d'action	20
Menace d'extinction	1

Les lamproies sont nées dans les voies fluviales, elles vivent leur vie d'adulte dans l'océan puis reviennent à la rivière pour se reproduire. Les lamproies sont parasitaires et sont considérées comme un ravageur dans la plupart des endroits où elles vivent. Elles s'attachent à une grande variété de poissons en s'attachant à la peau de leurs victimes et en leur suçant le sang. Des sécrétions spéciales empêchent le sang des poissons de coaguler, entraînant la mort par hémorragie.

RORQUAL COMMUN

Balaenoptera physalus



Credit: Vignier, Aguilhon & Marquis Science Center

Rareté	4
Aquariums	0
Risque de catastrophe	3
Nécessité d'action	17
Menace d'extinction	4

Les Rorquals peuvent voyager à une vitesse proche de 30 km/h ! C'est d'autant plus remarquable lorsque l'on sait qu'ils peuvent mesurer jusqu'à 27 mètres. Entre les années 1940 et 1960, au moins 3 000 Rorquals Communs ont été tués chaque année par des chasseurs en quête de leur graisse, leur fanon et leur huile. Même si la pêche à la baleine a été interdite par la loi, d'autres phénomènes environnementaux menacent les Rorquals Communs.

BALEINE À BOSSE

Megaptera novaeangliae



Credit: U.S. National Oceanic and Atmospheric Administration

Rareté	4
Aquariums	0
Risque de catastrophe	5
Nécessité d'action	17
Menace d'extinction	3

La Baleine à Bosse est présente dans tous les océans du monde, mais elle migre avec les saisons d'un endroit à l'autre. Ses nageoires font entre 4 et 5 mètres de long ! Ces créatures ont été particulièrement menacées en raison de leur chasse commerciale, mais depuis que plusieurs pays ont agi pour leur protection, leur nombre est stable. Les excursions d'observation de baleines sont devenues une attraction touristique où l'on peut apercevoir ces impressionnants animaux marins et entendre leurs magnifiques « chants ».

BALEINE NOIRE DE L'ATLANTIQUE

Eubalaena glacialis



Credit: © NOAA

Rareté	6
Aquariums	0
Risque de catastrophe	3
Nécessité d'action	34
Menace d'extinction	4

De toutes les espèces de « grandes baleines », la Baleine noire de l'Atlantique Nord est la plus menacée, avec une population d'à peine une centaine d'individus dans le monde. Elles risquent principalement une collision avec les hélices des bateaux lors de leur migration à travers les routes maritimes. Elles sont facilement identifiables car sur leur tête on trouve des excroissances rugueuses ou des callosités dont la plus grande porte le nom de « bonnet ».

RAIE MANTA

Manta birostris



Credit: Frank A. Vignier/AMNH

Rareté	6
Aquariums	0
Risque de catastrophe	3
Nécessité d'action	26
Menace d'extinction	2

Les Raies Manta peuvent vivre jusqu'à 20 ans et peuvent atteindre une envergure de 8 mètres et un poids de 3 tonnes. Bien qu'elles soient aujourd'hui une attraction pour les touristes, elles étaient autrefois chassées pour leur foie et leur peau. Leurs larges nageoires leur permettent de se mouvoir gracieusement dans les eaux. Les deux « cornes » situées sur le côté de leur tête leur servent à diriger le plancton vers leur large bouche.

TORTUE DE KEMP

Lepidochelys kempii



Rareté	7
Aquariums	9
Risque de catastrophe	6
Nécessité d'action	30
Menace d'extinction	5

La Tortue de Kemp est l'espèce la plus menacée d'extinction parmi les tortues de mer. Au début des années 1980, leur population ne comprenait que quelques centaines de spécimens. La récolte abusive de leurs œufs par les humains et leur capture accidentelle par les pêcheurs de crevettes permet d'estimer que leur nombre est resté faible. Presque toutes les femelles retournent sur la même plage, au Mexique, chaque année pour pondre leurs œufs. À la naissance, les bébés tortues sont noirs, puis progressivement ils adoptent les teintes jaunes et vertes des adultes.

GRAND DAUPHIN

Tursiops truncatus



Rareté	1
Aquariums	6
Risque de catastrophe	4
Nécessité d'action	3
Menace d'extinction	1

Les Grands Dauphins sont très intelligents et très sociaux, ils communiquent entre eux grâce à une grande variété d'ultrasons. Malheureusement, ils sont gravement menacés par les pêcheurs, ils sont souvent piégés et étranglés par leurs filets destinés à attraper de plus petits poissons. Ils sont ensuite traînés jusqu'à la surface mais il est souvent trop tard pour les sauver. Les dauphins sont protégés par plusieurs accords.

REQUIN BALEINE

Rhinocodon typus



Rareté	6
Aquariums	0
Risque de catastrophe	2
Nécessité d'action	27
Menace d'extinction	3

C'est le plus gros poisson du monde. La bouche du requin baleine s'ouvre d'environ 1,5 mètre ! Mais malgré cette gueule béante, il est totalement inoffensif face aux humains, sa bouche n'étant qu'un filtre à récupérer le plancton. La menace des humains est forte, ils chassent le requin baleine pour son foie qu'ils utilisent en cuisine dans le monde entier. Cette espèce serait vieille de 60 millions d'années.

HIPPOCAMPE RAYÉ

Hippocampus erectus



Rareté	2
Aquariums	13
Risque de catastrophe	4
Nécessité d'action	8
Menace d'extinction	3

De nombreuses espèces d'hippocampes sont monogames, ils passent leur vie avec un seul partenaire. Encore plus intéressant, les femelles donnent leurs œufs aux mâles ; les bébés vont donc se développer à l'intérieur de leur père ! Il existe une grande demande d'hippocampes rayés dans le commerce des animaux et cette espèce est la cible des pêcheurs. La capture de cet animal est contrôlée aux États-Unis mais une attention soutenue est nécessaire pour assurer la continuité de l'espèce.

POISSON-SCIE SEPTENTRIONAL

Pristis microdon



Rareté	5
Aquariums	2
Risque de catastrophe	8
Nécessité d'action	21
Menace d'extinction	5

Le Poisson-scie devient de plus en plus rare dans son habitat naturel, les rivières et les eaux côtières. Beaucoup d'efforts sont faits pour empêcher cette espèce d'être pêchée, tuée et vendue mais une loi serait nécessaire pour empêcher définitivement un déclin de l'espèce. Les Poissons-Scie peuvent peser jusqu'à 350 kg, et certains spécimens ont été trouvés à une profondeur avoisinant les 120 mètres dans le lac Nicaragua.

BELUGA

Delphinapterus leucas



Rareté	4
Aquariums	4
Risque de catastrophe	5
Nécessité d'action	15
Menace d'extinction	3

Les Belugas ont été surnommés "canaris de mer" par les marins arctiques en raison des gémissements et sifflements aigus qu'ils émettent pour communiquer. Ces créatures sont très sociales et se rassemblent en groupes de centaines d'animaux. Les Belugas sont chassés pour leur graisse et sont aussi menacés par les pollutions chimiques, leurs chemins migratoires croisant les voies maritimes. En fait, le Beluga absorbe les toxines si rapidement que si l'un d'entre eux est trouvé empoisonné, il doit être traité comme un déchet toxique.

REQUIN ZÈBRE

Stegostoma fasciatum



Rareté	5
Aquariums	9
Risque de catastrophe	4
Nécessité d'action	23
Menace d'extinction	3

Beau, unique et facilement reconnaissable, le Requin Zèbre est, dans sa jeunesse, recouvert de lignes avant de développer des couleurs plus proches du léopard, lorsqu'il vieillit et grossit. Bien que sa population soit dense au large du nord de l'Australie, le Requin Zèbre est vulnérable car ses ailerons sont prisés pour la préparation de soupes. Il devient donc une cible de la pêche commerciale.

ESTURGEON À MUSEAU

Acipenser brevirostrum



Rareté	4
Aquariums	2
Risque de catastrophe	7
Nécessité d'action	21
Menace d'extinction	3

Les Esturgeons à Museau Court passent leur temps à la fois dans des environnements d'eau douce et d'eau salées. Le développement et la pollution de leurs habitats ont causé une diminution de leur population. Cet esturgeon est protégé depuis longtemps sous la loi américaine et plusieurs études ont été menées pour savoir comment sauver cette espèce.

REQUIN PÉLERIN

Cetorhinus maximus



Rareté	5
Aquariums	0
Risque de catastrophe	2
Nécessité d'action	21
Menace d'extinction	3

Le Requin Pèlerin, deuxième plus grand poisson de l'océan, est victime de surpêche. Ce requin est apprécié des pêcheurs car ils l'utilisent pour produire divers produits alimentaires en Asie. L'huile extraite de son foie est aussi recherchée par l'industrie pharmaceutique ou cosmétique. Le futur du Requin Pèlerin est incertain, c'est pourquoi de nombreuses recherches sont mises en place pour déterminer si l'intervention humaine est nécessaire pour protéger cette espèce.

MORSE

Odobenus rosmarus



Rareté	3
Aquariums	4
Risque de catastrophe	3
Nécessité d'action	12
Menace d'extinction	1

Pour de nombreuses communautés indigènes de l'Arctique, les Morses font partie de leur culture et tradition. Bien que les États-Unis aient interdit la chasse commerciale des Morses, les autochtones sont autorisés à les chasser pour la nourriture. Les défenses en ivoire sont souvent gardées et utilisées comme armes. Les morses ont deux prédateurs naturels, les orques et les ours polaires. Les troupeaux de morses passent leur vie à la fois sur terre ou au large.

Grand Requin Blanc

Carcharodon carcharias



Rareté	6
Aquariums	1
Risque de catastrophe	2
Nécessité d'action	25
Menace d'extinction	3

Le Grand Requin Blanc est le plus redoutable des prédateurs vivant dans les océans. Dans la nature, certains spécimens sont marqués et relâchés par des scientifiques pour analyser leur longue migration. Ces informations sont vitales pour les sauver de l'extinction. Leur nombre est en déclin à cause des pêcheurs négligents et de la pêche touristique. Ce requin a aussi une réputation de mangeur d'hommes mais ses attaques sur les hommes sont généralement des accidents ; il préfère le goût des phoques et des otaries.

LAMANTIN DE FLORIDE

Trichechus manatus latirostris



Rareté	5
Aquariums	5
Risque de catastrophe	10
Nécessité d'action	19
Menace d'extinction	3

Les lamantins mesurent près de 3 mètres et pèsent jusqu'à 450 kg. Ils peuvent manger jusqu'à 15% de leur poids par jour ! La principale menace pour les lamantins, en plus d'être tués pour leur huile, leur peau et leur chair, est les bateaux à moteurs. En effet, les lamantins sont lents, curieux et souvent présents dans les eaux peu profondes et donc facilement exposés aux hélices. Ces accidents peuvent entraîner des pertes de sang, des infections, voire la mort. S'ils réussissent à éviter ce danger, les lamantins peuvent vivre jusqu'à 60 ans.

RASCASSE VOLANTE

Pterois volitans



Credit: Bonaventura Aquarium

Rareté	3
Aquariums	16
Risque de catastrophe	2
Nécessité d'action	13
Menace d'extinction	N/A

La Rascasse Volante est un prédateur féroce aussi connu sous les noms de Poisson Lion ou Poisson Scorpion. Quand elle chasse, elle bloque sa proie grâce à ses grandes nageoires et les avalent entièrement en un éclair. La rascasse volante a la capacité de produire du venin par les épines de son corps. Cela signifie qu'une personne peut facilement se faire piquer en touchant ce poisson, malgré cela, les rascasses restent très populaires pour les aquariums personnels et leur nombre pourrait encore diminuer.

MANCHOT EMPEREUR

Aptenodytes forsteri

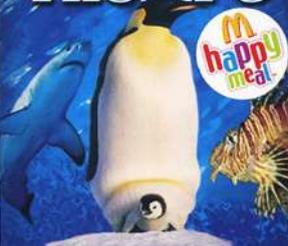


Credit: Getty Images

Rareté	3
Aquariums	8
Risque de catastrophe	4
Nécessité d'action	13
Menace d'extinction	1

Les Manchots Empereurs peuvent plonger à une profondeur de 550 m en retenant leur souffle pendant plus de 20 minutes ! Les tâches parentales sont partagées ; une fois l'œuf pondu, il est couvé par le père pendant que la mère va chercher de la nourriture. Pour combattre le froid, les manchots forment « la tortue » ; collés les uns contre les autres, ils organisent une rotation des bords vers le centre où il fait plus chaud. Les manchots sont protégés des humains par des lois nationales et internationales mais restent la proie de prédateurs naturels.

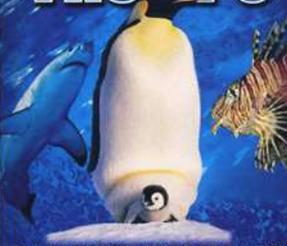
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Ne convient pas aux enfants de moins de 3 ans, certains éléments peuvent être déchirés et avales

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 Les autres joueurs lisent alors le même élément sur leur carte. Celui qui a la plus forte valeur remporte les cartes des autres joueurs et les place avec la sienne sous son tas de cartes.
 Si deux cartes ont la même valeur ou s'il n'y a pas de donnée pour le sujet choisi (N/A), on place les cartes de tous les joueurs au centre de la table de jeu et le même joueur choisit un élément de la carte suivante. Celui qui remporte alors le tour remporte aussi les cartes placées sur la table de jeu.
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EXPLICATION DES CRITÈRES

La « Rareté » indique la rareté de l'espèce à l'état sauvage. Elle est calculée en fonction d'une estimation de la population de l'espèce et le temps que met cette population pour doubler.
 Le critère « Aquariums » indique le nombre de zoos ou aquariums où l'on peut voir cet animal. Ce chiffre se base sur les zoos appartenant à l'Association américaine des Zoos et Aquariums (AZA) et en général, plus le nombre est élevé, plus l'animal est populaire auprès du public.
 Le « Risque de catastrophe » est défini comme le nombre d'événements catastrophiques qui peuvent affecter l'animal (exemple : la surpêche, les catastrophes naturelles).
 La « Nécessité d'action » définit l'urgence avec laquelle l'animal a besoin de protection. Cet indicateur est évalué en fonction des estimations de la population et du nombre de programmes de conservation déjà mis en œuvre par l'AZA.
 La « Menace d'extinction » définit les espèces exposées à une disparition imminente. Elle est basée sur les dernières statistiques du WCU, Union internationale pour la conservation de la nature datant d'Avril 2007. Les cartes indiquant N/A signifient qu'il n'existe pas d'informations disponibles du WCU.

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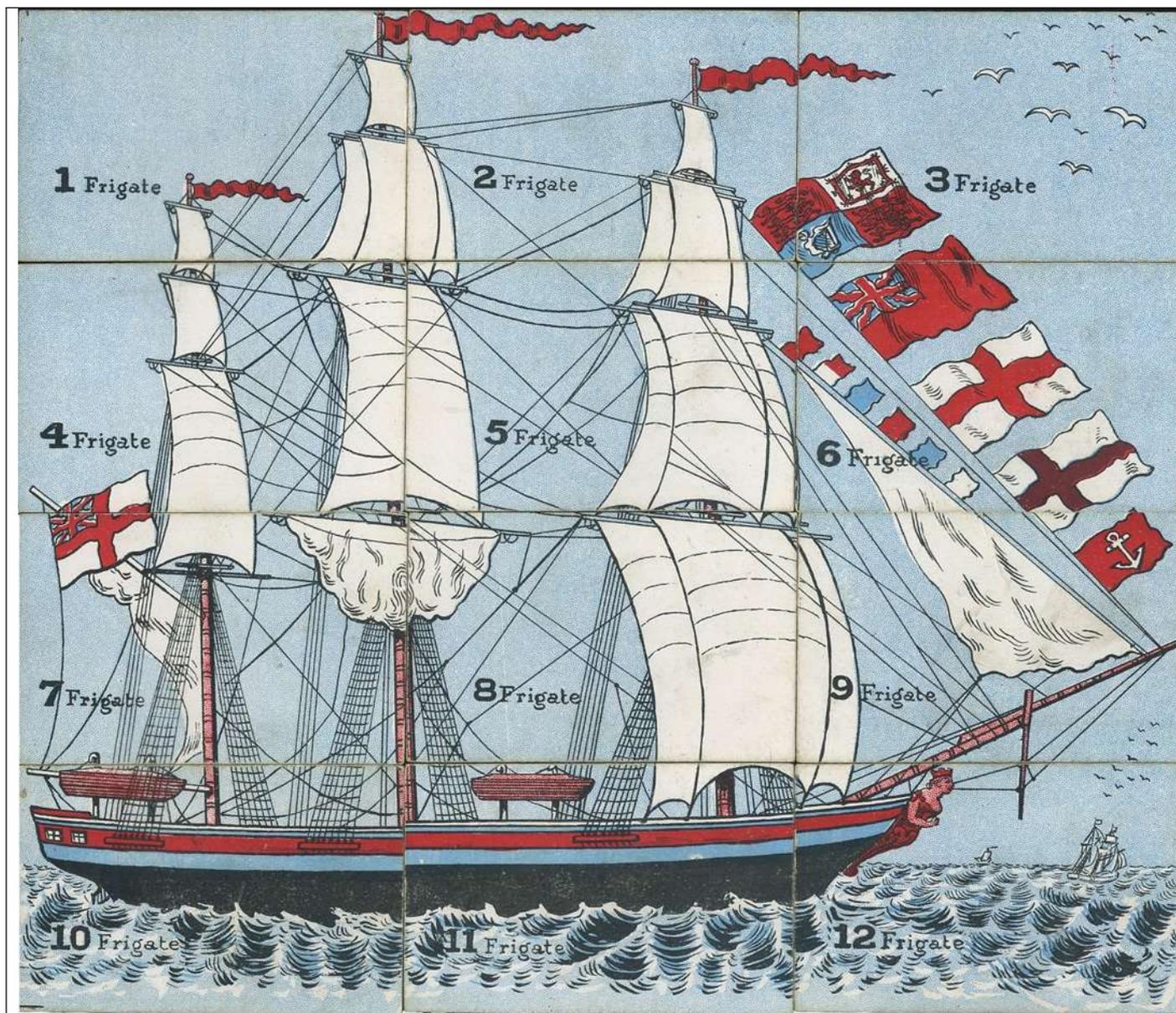
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3998 - Fabbricante sconosciuto - Sailing Ships & Frigates

Nome	Sailing Ships & Frigates
Fabbricante	Sconosciuto
Paese	Gran Bretagna
Numero carte	
Anno	186x ?
Tipo mazzo	
Dimensioni	mm. 92x60

Nel mazzo "Navi a vela e fregate" servono 12 carte per ricostruire l'immagine di una nave mentre carte singole hanno disegni di oggetti navali.





10 Drum.



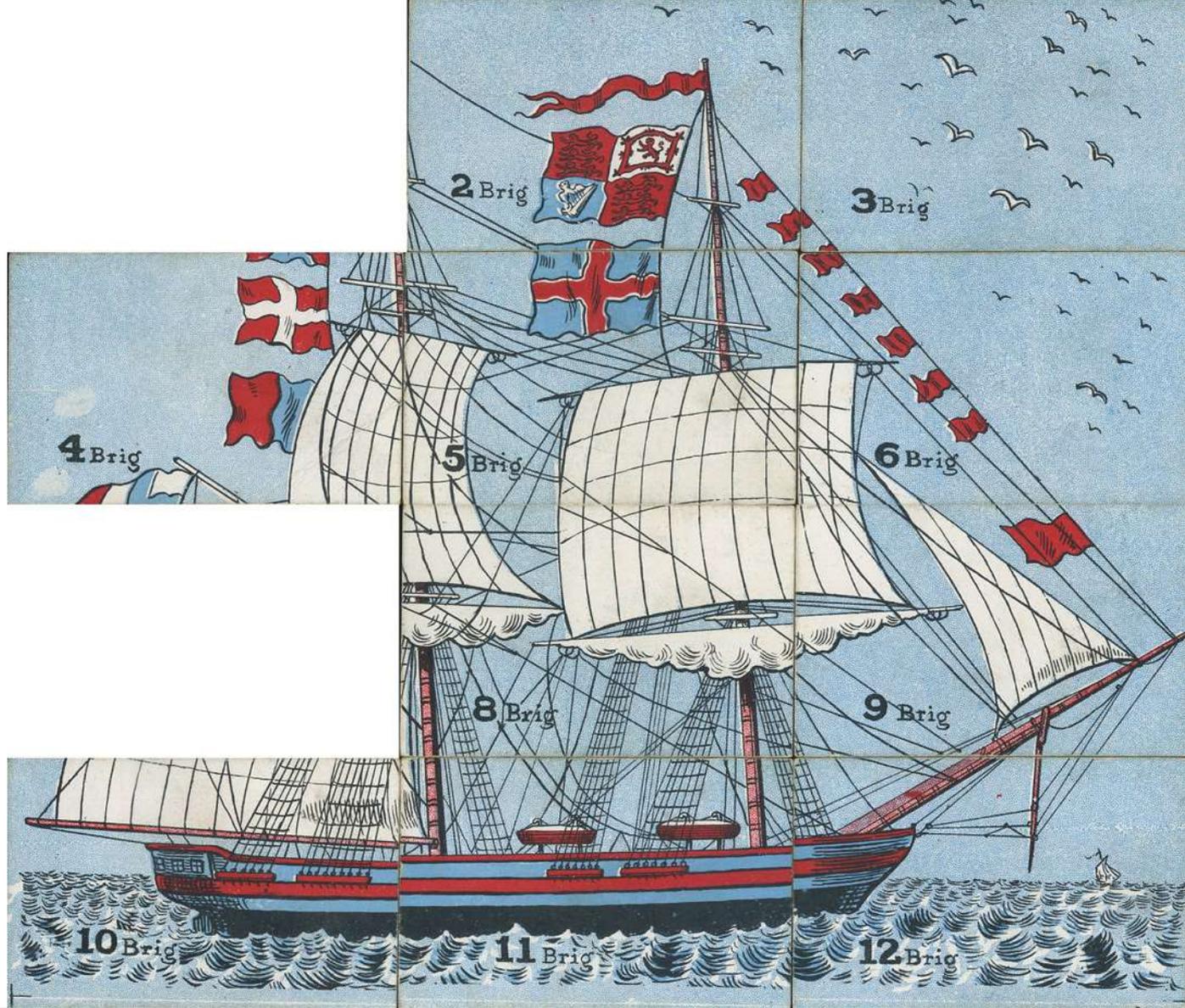
9 Ship.



10 Cannon Balls.



9 Anchor.



Il mazzo è incompleto per cui non è chiaro quale poteva essere il gioco.

0521 - Fabbricante sconosciuto - Topodrin

Nome	Topodrin
Fabbricante	Sconosciuto
Paese	Italia
Numero carte	26
Anno	Settembre 1983
Tipo mazzo	
Dimensioni	mm. 82x58

Il mazzo era allegato all'Almanacco di Topolino e porta la pubblicità dei succhi di frutta Go.



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