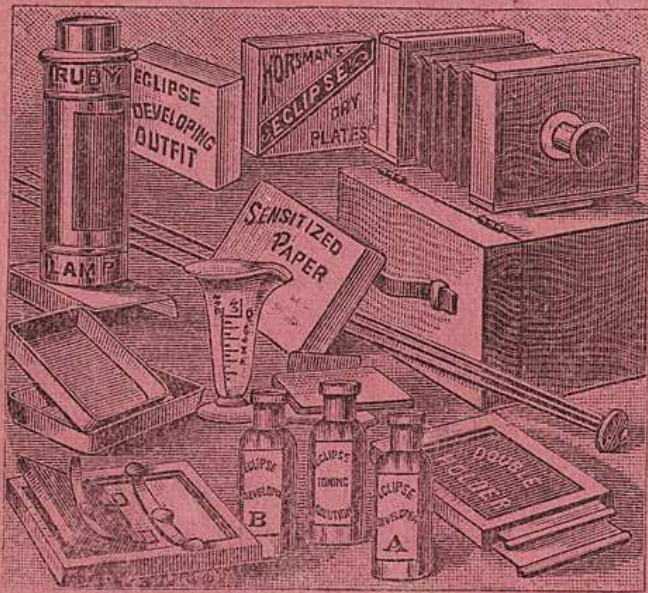


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How to Give a



PROGRESSIVE

"HALMA" PARTY.

LP1313

HOW TO PLAY

PROGRESSIVE "HALMA."

(Copyrighted 1889, by "The Halma Company.")

PUBLISHED BY E. I. HORSMAN,
NEW YORK.

REMARKS.

THIS truly fascinating and scientific game well deserves its universal popularity. It amuses and entertains an evening company better than any other progressive game.

Progressive "Halma" entertains the young and old alike, and is the means of "opening the doors" of many houses to a social evening gathering.

As the means of making people acquainted with one another, Progressive "Halma" is unexcelled. When the game is conducted according to rule, the change of partners each time gives the gentlemen an opportunity to play with almost every lady in the room.

361 WEST 73RD STREET

Dear Sir

I am quite delighted with the photographs you took of me with your "Eclipse" outfit. Please send me a camera with bill I think every body should possess one. Yrs faithfully
Lillie Lawrence
To Mr. Horsman
80 Mill St. N.Y.

This combination of several "tables" playing a connected game increases the enjoyment and social features of the occasion.

PROGRESSIVE "HALMA" HAS COME TO STAY.

INVITATIONS.

Invite an even number of congenial people; as many ladies as gentlemen, if you can get them.

By all means see that you introduce your company. It is more important to have your guests acquainted in a game of Progressive "Halma" than in any other entertainment.

Four to ten couples may take part in the game, although sixteen persons make the most interesting party. Rules apply to any number of tables.

RULES.

1. Four or more tables may be used, numbered, from one upwards, and arranged in line if parlor admits. Each table should be provided with a whistle, or a bell may be used.

2. Sides are chosen as in Progressive Euchre, and Tally Cards A and B with gold ribbons are drawn for among the ladies, while Tally Cards A1 and B1 with red ribbons are drawn for among the gentlemen.

3. In the first game lady A plays black and her partner A1 plays yellow; while the opposing lady B plays red and her partner B1 plays green

4. In each corner of the board is a *yard of ten golden squares*, upon which the men are placed.

5. A lady or gentlemen acts as *director* for the evening, gives the signal to start, and should any question or dispute arise, the director's decision must be final.

THE GAME.

6. The object of each player is to transfer his or her men into the opposite yard, and the player who first accomplishes it *at any table* wins the game, and should immediately *blow the whistle*, when play must instantly stop at all tables. The winner with his or her partner then advances to the next table, and changes partners. A complete change of partners is then necessary at all the tables.

7. When whistle is blown, *the side* which is ahead at other tables is entitled to progress. This is determined by ascertaining which side has most men into the opposite yard. Should there be a tie, it must be decided by each lady drawing a slip of paper from a book in hands of director. The one drawing longest slip will progress.

8. After whistle has blown, director will mark stars with colored pencil for all who have progressed, and after seeing that all players have their men properly arranged upon board, will blow whistle as a signal for starting a new game, and no one is allowed to commence playing until such signal is given.

9. In first game, lady A begins, and in games which follow lady who has progressed plays first.

10. Talking across the table, or intimating, in any way, to your partner what move to make, is not allowed.

PRIZES.

The taste and ingenuity of the hostess is fully tested in providing prizes.

A first prize, second prize, and "Booby prize" for the ladies, and an equal number for the gentlemen, are all that are required

Progressive "Halma," unlike Progressive Euchre, gives every player at all the tables an equal chance, *as prizes are awarded for progression*, and not for remaining at head table.

When couple at head table progress they change to last table in room.

The lady who has progressed more games than any other lady, and has the greatest number of stars, wins the ladies' first prize. The lady who has the next highest number of stars, wins the ladies' second prize. The lady who has progressed the least number of games takes the Booby prize.

The gentlemen's prizes are distributed in the same manner.

If two or more ladies are "tied" for the first or second prize, they may play a game of "Halma," or draw for it. The one who wins this game, of course, is entitled to the prize. Gentlemen are regulated by the same rule.

When there is a tie for the Booby prize, the contestant must draw for it.

- 1st. Ladies' Progressive Prize.
 2d. " " "
 3d. " Booby "

- 1st. Gentlemen's Progressive Prize.
 2d. " " "
 3d. " Booby "

If desired, to make this game still more interesting, german favors may be awarded to each player throughout the evening, who makes game and blows whistle.

STARTING THE GAME.

Before commencing to play, it is well to decide how long the game shall continue. For example, you play from eight until eleven o'clock.

"POINTERS" FOR PLAYERS.

Bring your wits with you; they will be needed. Do not waste time scolding your partner for making a bad play; you may do worse yourself.

HINTS TO THE HOSTESS.

Do not play yourself, but act as director, and see that all are introduced.

It is best to serve refreshments directly after the game is concluded, rather than divide the game in two.

Bon-bons containing tissue-paper caps serve to decorate the heads of your guests.

You may have two rows, of four tables each, in the same room, playing two separate games of Progressive "Halma."

THE METHOD OF PLAYING.

Only two kinds of moves are permitted, namely, a STEP and a HOP.

By a STEP, or shove, a man may be moved one square in any direction where the square is vacant for him; forward, backward, sidewise or cornerwise.

By a HOP a man may be moved an equal number of squares in any direction, even entirely across the board under favorable conditions. A hop is a move peculiar to this game and gives it its name "*Halma*"—leaping; a man may jump over a man of *either*

color, standing in either of the eight adjoining squares; and then jump again, in *any direction*, forward, backward, sidewise or cornerwise as often and as far as he finds opportunity and chooses; all as part of one move. Each jump of the hop must be over a man and of course into an empty square. A hop may consist of only one jump, or of many, and may be straight, zigzag, or winding. As the object of the game is to transfer all the men from one yard to the other, there of course can be no taking or losing of men, *but all remain on the board from the beginning to the end of the game*, and when a game is finished the board may be turned around and the winner's men are all ready for another game. Of course the players move by turn, the same as in any other game. A step may or may not move a man to a square of a color different in color from that on which it stood; but a hop, short or long, can not possibly take a man to a square different in color from that on which it started. This test will detect the error when a player has inadvertently taken a false jump—as a Knight's move in chess—which is not allowed, but is a very natural mistake with novices and careless players in this game.

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“ECLIPSE” OUTFIT.

Polished Cherry Camera with Tripod, and
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It consists of a finely Polished Hardwood Camera, for plate size $3\frac{1}{4} \times 4\frac{1}{4}$ inches, with Leatherette Bellows; handsomely finished QUICK ACTING BRASS MOUNTED LENS, hinged, ground glass; double Plate Holder, Improved Tripod and Carrying Case. Weight of above two pounds.

The Chemical Outfit for Developing and Printing which goes with above contains a Ruby Lamp, $\frac{1}{2}$ doz. Dry Plates, 2 Japanned Iron Trays, 2 bottles Developer, 1 box Hyposulphite Soda, 12 sheets Silvered Albumen Paper, Printing Frame, 1 bottle Toning Solution, 1 dozen bevel edge Card Mounts.