

## A STORY AND A GAME

Arranged for the Children by Ada Chester Bond



"BLOSSOM"

**BLOSSOM**—  
"May"  
— "Mary Elizabeth Akers"— they were all three the names of the little girl here pictured with her hat decked and her hands filled with wild flowers, and her hair streaming in the breeze as she joins

quite merrily in the very interesting game of "Follow My Leader."

I am going to tell you about "May's picnic," as her mamma called it; "Blossom's freak," as teasing Dick dubbed it; but the little girl whispered it to herself as "My King's Daughter's work."

To begin at the beginning we must go back two years to the day when Mrs. Akers began to wear a little silver cross and explained to her little daughter that the cross meant that her mamma was a daughter of the King—our Lord Jesus.

"But I belong to Him too, mamma; I must wear the pretty cross too."

"If Blossom wears the cross she must do a really hard thing."

"Is it as bad as taking medicine, mamma?"

"It is to give up trying to make Blossom happy, and instead to think of Bridget, Tottie and Dick. It will not always be easy, my pet; it is not always easy for mamma."

"Is that the reason you gave away your concert tickets?" asked the little girl.

Her mamma whispered, "Yes, but I did not mean any but the King to know."

Blossom said no more at that time, but her mother noticed that the little girl was very careful to put others before herself, and about a fortnight later she said:

"I wish, mamma, you'd let me wear the cross for a 'try' week. I'll take it off if I'm selfish."

That was the beginning. Two years later came a summer in the country, when Blossom at once set about picking flowers twice a week for the Flower Mission. One day she came running in with her flowers, calling for mamma:

"Oh, I've such an idea! Such a lovely plan if you can only let me do it."

"Well?"

"It's a big plan," said Blossom slowly, "and a 'spensive one, I'm afraid, but—mamma, aren't you going to get me a lovely white sash and a Leghorn hat?"

"Yes, dear, I've promised myself that treat."

Blossom's face fell. "Why, did you care, mamma? I didn't know that your heart was set on it—just like mine."

"Don't you love to see Tottie in her pretty new dress and slippers?"

"I guess I do! Isn't she cunning! And do you feel that way 'bout me? Oh, I see! And papa feels that way 'bout you! When you put on that pretty tea-gown he looked so pleased!"

"But what's your plan, Blossom?"

"Well, I thought if you didn't buy me the sash and the hat, perhaps you could buy tickets for some girls to come here for a week that can't go to the country. We'd have a picnic and give them lots of good times—in His Name."

"I am not sure that papa would care to have rough children spending a week with his youngsters."

"I didn't mean truly poor, but friends, only we'd pick out poor friends. There's Maggie and Jessie Loring. Then the twins, Ruth and Rufus—Ruth won't go without her brother."

"Four visitors mean a good deal of extra bed-making and dish-washing."

"I'll do all I can to help, mamma," said Blossom very earnestly.

Mamma hadn't the heart to tease her dear little girl another moment. "Let me do the extra work for my share," she said.

"I'm sure papa will agree, so you can plan your party for the first week in July."

What a happy little girl Blossom was!

She ran off to tell Dick, who, to tease her, called the picnic a "freak," but he went quietly to his mother and said:

"Mother, won't you put Blossom up to asking Joe Loring? He's a real nice fellow. Then there's a boy in our Sunday-school class that's an orphan; can't you ask him?"

"Certainly. I'll tell Blossom you—"

"Now, mother, don't! I wouldn't have her know! But you write to Miss Williams and see if Tom Driscoll can't come—I'd just like to have him see a real mother!"

That made six, and at the last moment Miss Williams asked if little Jim Parker could be taken with Tom. Ten children in one house! Can't you imagine the fun. They came out with Mr. Akers late on Friday afternoon.

The week fairly flew; but as the picnic was to be on Friday that did not matter.

look on her fair face that Mrs. Akers called her husband to see it.

"She does indeed 'Follow the Leader,' doesn't she?" said Mrs. Akers.

### FROM START TO FINISH

THIS game must be played by four persons, each one of whom uses three buttons, of a color that will not conflict with the others when moves are being made. All that is needed beside the board and buttons are a dice-box and one die, a sheet of paper and a pencil with which to keep tally. The player who wins the first place, by throwing the highest number, proceeds to start the game by throwing the die; if he gains four or over he places one of his buttons on the circle marked 1, and gets one mark. Then the player at his left throws, and if successful places his button on number 2, and has one mark credited to



him; then the other players follow suit, until all the numbered circles are covered with buttons. The first to have the circles covered is entitled to move toward one of the "rests." These moves are made without the die, a move being from circle to star, or from star to star; a move to "rest" counts 2. When a piece has reached the "rest," the die must be brought in play again if the player wants to move to "finish." A throw of four or more entitles a player to take his button from "rest" and place it upon any unoccupied space in the "finish," placing to his credit the number marked on the space. Only three buttons can occupy one "rest" at the same time. No button can pass or jump another button on the paths. When a player has a button on "rest," and one on a path, he can move the latter or throw to "finish." When all the buttons reach "finish" the game is given to the one having the highest number on the tally sheet.

And when Friday came and the picnic, the children sang and feasted, and, last of all, they started "Follow My Leader," and Tom led them such a dance!

And when the day was over Blossom lay in her own little bed with such a happy

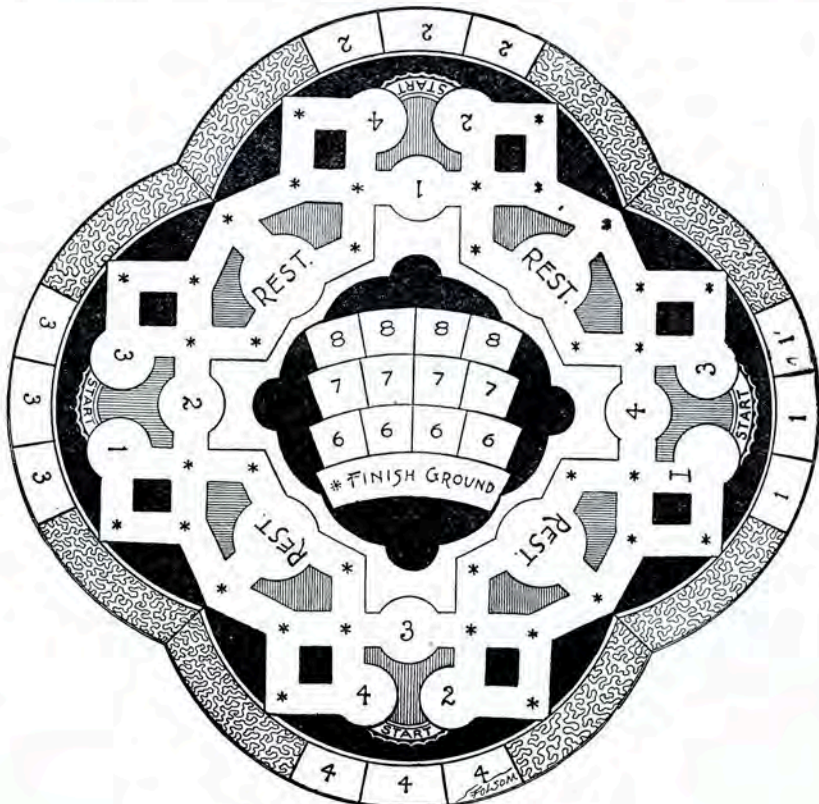


DIAGRAM OF "FROM START TO FINISH"