

NEW AND RARE PLANTS FOR 1873.

AMONG the novelties of the season, which we consider the most desirable, are the following, which can be raised from seed; Two new varieties of *Celosia* (cockscumb) which come highly recommended from Germany; one is called Tom Thumb from its dwarf habit, growing only five or six inches high, and forming large combs of a splendid crimson color. Another dwarf variety of an entirely novel and distinct color, *Copper Chamois*, is said to be very beautiful. A third variety comes from London, and is described of a compact, pyramidal form, and bushy habit, profusely branched, each leading branch being tipped with a small spike of bright crimson flowers. As a bedding and sub-tropical plant, it will take a high rank from its fine habit and rich coloring; it is called *Celosia Huttonii*. The next novelty is from Japan, the land of flowers, and perhaps no plant except the *Lilium Auratum*, also from Japan, ever created a greater sensation in England than the *Primula Japonica*, or as it is there styled, the *Queen of Primroses*; it is said to be perfectly hardy in England, the leaves resemble the English Primrose, but are larger; the flowers are produced on a tall scape, in whorls, the color being a rich, rosy purple, with a dark eye. A peculiarity of this plant is that the seed germinates very slowly, and will remain for months in the ground before so doing. We have also a new variety of that favorite flower, the *Pansy*, or *Heartsease*, called *Emperor William*, its distinguishing qualities are its brilliant color of splendid ultramarine blue, with well-defined eye of purple violet, and the great consistency of its large blooms borne well above the foliage.

Among new plants may be mentioned the *Amorophalus Rivierii*, received from Paris, where it is used as a decorative plant, the foliage being beautiful. *Diplopappus Chrysophyllus*, introduced by L. Van Houtte, of Ghent, is a beautiful dwarf evergreen shrub; the plant has a health-like appearance; the foliage is covered with a yellow dust similar to the Golden Ferns. Another rare plant is the *Musa Ensete*, the great Abyssinian Banana; the foliage is magnificent. This beautiful plant is one of the most attractive objects in the grand parks of Paris. A *New White Salvia*, a variety of the Scarlet Sage. New Violet, *Marie Louise*. Several new double geraniums, with *New Zonale Geraniums*, *Fuchsias*, *Roses*, etc., forms one of the largest and most attractive list of seeds and plants ever offered to the public. All of which may be found in *Dreer's Garden Calendar for 1873*. Mailed to all who inclose a stamp to my address.

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In London they have a woman's dress association. By the by here are two declarations of the above society, to be signed by members:—

"Declaration I. (On entering) I certify that I will conscientiously obey the rules of the 'Women's Dress Association' as far as lies in my power. I will not spend more money upon dress than I can honestly afford, nor be in debt. Declaration II. (After a year's membership) I certify that I have obeyed the rules of the Women's Dress Association since I became a member, so far as it has been in my power, and I am not in debt." All that is required of a member on joining is a subscription of 5s. and a promise to keep the rules.

"LOOK here, ma!" said a young lady who had recently commenced taking lessons in painting of an eminent artist: "see my painting: can you tell me what it is?" Ma, after looking at it some time, answered, "Well, it is either a cow or a rosebud—I'm sure I can't tell which."

JUVENILE DEPARTMENT.

GAMES, ETC.

THE WEATHERCOCKS.

THE four corners of the room are named after the four cardinal points, viz., North, South, East, and West. The leader of the game takes the part of Eolus, or the Wind, and stands in the centre of the room; the other players ranging themselves in one or more files. The game begins by Eolus pointing to one of the points from which the wind is supposed to blow, at the same time calling out its name, to which the other players must respond by immediately turning in the opposite direction. For instance, if the wind cries "North," the "Weathercocks" must turn to the south, and so on. At the word "Tempest," every one must turn around three times, returning afterwards precisely to their former position. At the word "Variable," they must *balancer* backwards and forwards until the wind adds the name of one of the cardinal points, "West" for instance, when they must *slowly* turn to the east, instead of, as before, whirling rapidly in the direction opposite to the one indicated. When the wind names a point facing the one then occupied by the Weathercocks, instead of obeying his commands they remain motionless. Any mistake is, of course, punished by the payment of a forfeit.

BOUTS-RIMES.

This game requires some little cleverness and power of rhyming. Four or more words are chosen, forming alternate rhymes, and this skeleton verse each member of the company has to fill up to the best of his or her ability. The choice of a subject is generally left to the fancy of the writers, but is sometimes given, which of course considerably increases the difficulty of the task. We subjoin an example, in which the subject given was "Remembrance," and the termination of each line as follows:—

"Remembrance."

I would that I had never gazed on	thee,
Since such sweet witchery doth to thee	belong,
Or that thy memory could be to	me
Faint as the murmur of a distant	song.
Why does thy image in the noonday	come?
Why, in the hush of midnight, art thou	nigh?
Like ray of sunlight in the living	tomb
Of him who waits his summons forth to	die.
I know that not a smile will e'er	repay
My worship, yet I bow before thy	shrine;
That from thy thoughts my name has passed	away,
Yet I remember every look of	thine.
Low at thy feet I lay my broken	lute;
Its song was thine, be thine its ruin	too;
Its tuneful chords are now forever	mute—
They burst in bidding thee a last	adieu.

THE BOUQUET.

Each player chooses a flower, the name of which she secretly confides to the leader of the game, who writes them all down upon a card. She then turns to her right-hand neighbor, saying, "I have a bouquet, composed of such and such flowers (naming them); which one will you select, and what use will you make of it?" Her companions, one after another, choose a flower, and state what they will do with it. When all have done this, the leader of the game declares aloud the persons by whom each flower is personated.

Example.

"Ladies and gentlemen: I have here a charming bouquet, composed of a bunch of violets, a white camelia, a damask rose, a sprig of jessamine, a pink rosebud, a brown imperial, a branch of hops, a yellow dahlia, a blue campanula, and a Scotch thistle. Which flower will you select, and what will you do with it?"

A *Lady*. I choose the damask rose, and will wear it in my hair.

A *Gentleman*. And I the bunch of violets, and will put them in a vase on my table.

When the round of the company has been thus made, the leader reveals the names of those personating the different flowers, by saying—

"The damask rose is Mr. —, whom you, Miss —, have chosen to wear in your hair. The bunch of violets is Miss —, who is to be placed in a vase on Mr. —'s table," etc. etc.

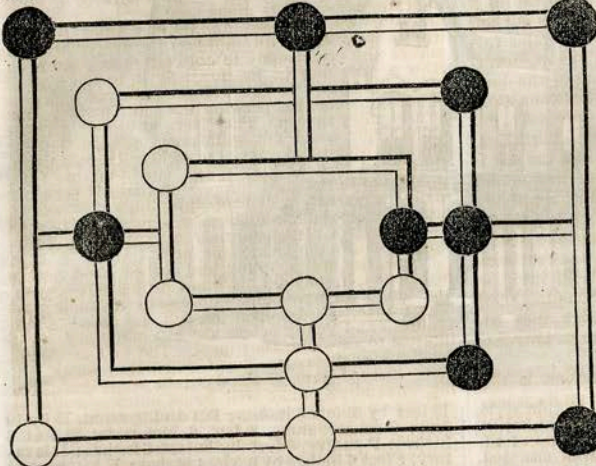
JUVENILE DEPARTMENT.

MILL.

AN EVENING GAME FOR BOYS.

It somewhat resembles draughts, and is easily manufactured as follows: Take a sheet of stiff white card-board, such as is sold for mounting water color drawings, etc., draw on it three oblong squares, one within the other; the outside square say eighteen inches by fourteen inches, the second fourteen inches by ten inches, and the third ten inches by six inches. Unite the three squares by drawing four opposite lines from the centre square to the outside square, so as to make four passages, enabling the players to move their men from one square to the other. We give a sketch of board, with a game in progress, to make our meaning clear.

In this game the black men are supposed to be winning. At the right hand black has a double mill, and a single mill at the top; white has a double



mill also, but is afraid to open it, as black would instantly seize his man.

The lines forming each square should be half an inch wide. The board can be made in a few minutes with the help of a flat rule with the inches marked on it. "Mill" is played by two people, each of whom has nine men; draught men will do. Having chosen who is to commence, begin by placing a man on any part of the board, either at the corner of a square or in the centre, or on one of the four lines. *The men must not be placed in the intermediate spaces.* Each line holds a mill, which consists of three men in a row, and the object of each player is to make a mill, and to prevent his adversary from making one. When a mill is made, call out "mill," and remove one of your opponent's men, provided it does not form one of a mill, which cannot be broken as long as it remains closed; try, if possible, to get a double mill, that is, five men so placed that by moving one man either forwards or backwards you make a mill each time. If you can get three men on three corners of one square—which, if your opponent is a good player, he will prevent your doing—you are certain, at all events, of one mill, if not of a double one. When all the men are on the board, you can move a man in any direction on the lines, and up or down the cross lines into the other squares, but you must not cross the squares in any other way but by the passages; each passage will hold a mill. A move is from the corner of either square, on the line, to the centre, or back again, so on around all the squares if necessary—*i. e.*, supposing you have only three men left, the rest having fallen to your opponent's skill, and these three are in different parts of the board, you must move them till you have succeeded in joining them into a mill. When you have one or more mills, open either by moving a man forward (taking care that your opponent has not a mill ready to be closed, as he will then take your man and break your mill), and when you close it again remove one of your adversary's men not

forming part of a mill. When a mill is open, it is of course in danger. The most amusing part of the game is when each has arrived at his last mill and is trying to destroy his opponent's. The board may also be made of two very thin pieces of wood, joined by two hinges in the centre, so as to fold it up when not in use, painted white or black, and the squares and passages painted gold or scarlet. The word "Mill" may be written in gold in the empty space in the middle of the centre square; or a handsome illuminated board can be made if card-board is used. The game will be easily understood when played. The American game squalls is also a nice one for a number to play at, or the race game.

SPORTS AND GAMES.

The King on his Throne.

A large easy chair is placed in the centre of the room, in which a young gentleman of the party takes his place as "King." His Majesty first desires the company to be seated on the chairs which have been previously placed in order, close to the walls around the room. He then calls out "One," when all move to the left; taking the seat next to them, "Two," says the king, and again they move to the left; "Three," and so on up to any number he pleases, when he suddenly calls out "Homage." All must then rush forward to the throne, and make a polite obeisance, regaining their seats before his majesty can count twelve, which he commences to do immediately after calling out "Homage." Should the obeisance not be sufficiently respectful to suit his majesty's notions, he again commands "Homage." If any fail to reach their seats at the appointed time, a forfeit may be demanded. It should here be noticed that the king must count rather slowly, or otherwise, according to the size of the room.

More Haste less Speed.

Form a circle in the centre of the apartment, and take a large ball. This must be thrown by one of the circle to any individual whom he or she pleases, at the same time calling out the name of a place, building, or article of furniture capable of containing something which may be named as the ball is caught, before the thrower can count ten. We will imagine Fred has tossed the ball to Ella, and calls out, "New York," when she, poor girl! just manages to catch it, and gasp out, "Central Park," in time to avoid a forfeit, or being turned out of the game, according to the previous decision of the players. Ella now, we will say, throws the ball to her friend Mary, calling out, "Church;" Mary quickly rejoins, "Pulpit," and transmitting the ball with some speed to Cousin George, calls out, "Stable." Perhaps George loses, to the amusement of all, or he may manage to bluster out in time, "Straw." The game should be carried on as rapidly as possible.

Prohibited Words.

This game is of Italian origin. It consists in answering any questions addressed to you, without making use of certain prohibited words, such as "Yes," "No," "Why," etc. The exercise of a little wit and cleverness is required, both in those putting the questions, and those answering them, so as on the one hand to render it as difficult as possible to avoid breaking the rules, and on the other, to extricate yourself gracefully from the trap laid for you.

Dumb Proverbs.

A player thinks of a proverb, and then, without speaking, tries to make it understood by actions. The player leaves the room, and fixing upon the proverb, "Some are very busy, and yet do nothing," enters again, and goes about lifting and moving various articles, and putting them down again in the same places, doing it very quickly, as though she thought she had much to do, and was very industrious. The one who first guesses the proverb goes out, and returns to act out a proverb of her own selecting.