



NEW YORK, SUNDAY, JANUARY 26, 1890.

ROUND THE WORLD WITH NELLIE BLY.

CUT OUT THIS GAME, PLACE IT ON A TABLE OR PASTE IT ON CARDBOARD AND PLAY ACCORDING TO SIMPLE DIRECTIONS BELOW.

THE WORLD'S GILOBE GIRLER






1st DAY (GO START) 2ND DAY (CLEAR) 3RD DAY (RAIN) 4TH DAY (STORM) 5TH DAY (CELEBRATE) 6TH DAY (BLANKING) 7TH DAY (GOOD BY PHILEAS!) 8TH DAY (MARK SAILING) 9TH DAY (GO TO AMYKES) 10TH DAY (NOT IN THE US) 11TH DAY (NOT IN THE US) 12TH DAY (NOT IN THE US) 13TH DAY (NOT IN THE US) 14TH DAY (NOT IN THE US) 15TH DAY (NOT IN THE US) 16TH DAY (NOT IN THE US) 17TH DAY (NOT IN THE US) 18TH DAY (NOT IN THE US) 19TH DAY (NOT IN THE US) 20TH DAY (NOT IN THE US) 21TH DAY (NOT IN THE US) 22ND DAY (NOT IN THE US) 23RD DAY (NOT IN THE US) 24TH DAY (NOT IN THE US) 25TH DAY (NOT IN THE US) 26TH DAY (NOT IN THE US) 27TH DAY (NOT IN THE US) 28TH DAY (NOT IN THE US) 29TH DAY (NOT IN THE US) 30TH DAY (NOT IN THE US) 31ST DAY (NOT IN THE US) 32ND DAY (NOT IN THE US) 33RD DAY (NOT IN THE US) 34TH DAY (NOT IN THE US) 35TH DAY (NOT IN THE US) 36TH DAY (NOT IN THE US) 37TH DAY (NOT IN THE US) 38TH DAY (NOT IN THE US) 39TH DAY (NOT IN THE US) 40TH DAY (NOT IN THE US) 41ST DAY (NOT IN THE US) 42ND DAY (NOT IN THE US) 43RD DAY (NOT IN THE US) 44TH DAY (NOT IN THE US) 45TH DAY (NOT IN THE US) 46TH DAY (NOT IN THE US) 47TH DAY (NOT IN THE US) 48TH DAY (NOT IN THE US) 49TH DAY (NOT IN THE US) 50TH DAY (NOT IN THE US) 51ST DAY (NOT IN THE US) 52ND DAY (NOT IN THE US) 53RD DAY (NOT IN THE US) 54TH DAY (NOT IN THE US) 55TH DAY (NOT IN THE US) 56TH DAY (NOT IN THE US) 57TH DAY (NOT IN THE US) 58TH DAY (NOT IN THE US) 59TH DAY (NOT IN THE US) 60TH DAY (NOT IN THE US) 61ST DAY (NOT IN THE US) 62ND DAY (NOT IN THE US) 63RD DAY (NOT IN THE US) 64TH DAY (NOT IN THE US) 65TH DAY (NOT IN THE US) 66TH DAY (NOT IN THE US) 67TH DAY (NOT IN THE US) 68TH DAY (NOT IN THE US) 69TH DAY (NOT IN THE US) 70TH DAY (NOT IN THE US) 71ST DAY (NOT IN THE US) 72ND DAY (NOT IN THE US) 73RD DAY (NOT IN THE US) 74TH DAY (NOT IN THE US) 75TH DAY (NOT IN THE US) 76TH DAY (NOT IN THE US) 77TH DAY (NOT IN THE US) 78TH DAY (NOT IN THE US) 79TH DAY (NOT IN THE US) 80TH DAY (NOT IN THE US) 81ST DAY (NOT IN THE US) 82ND DAY (NOT IN THE US) 83RD DAY (NOT IN THE US) 84TH DAY (NOT IN THE US) 85TH DAY (NOT IN THE US) 86TH DAY (NOT IN THE US) 87TH DAY (NOT IN THE US) 88TH DAY (NOT IN THE US) 89TH DAY (NOT IN THE US) 90TH DAY (NOT IN THE US) 91ST DAY (NOT IN THE US) 92ND DAY (NOT IN THE US) 93RD DAY (NOT IN THE US) 94TH DAY (NOT IN THE US) 95TH DAY (NOT IN THE US) 96TH DAY (NOT IN THE US) 97TH DAY (NOT IN THE US) 98TH DAY (NOT IN THE US) 99TH DAY (NOT IN THE US) 100TH DAY (NOT IN THE US)

ALL RECORDS BROKEN

SPEEDING ACROSS THE ATLANTIC

OVER A MILE A MINUTE

Any number of Persons can play. Use checkers, pawns or any kind of counters to represent the voyagers. Use either a "tetrahedron" or dice. A play of "one" puts voyagers at first day, a play of "two" at second day and so on. Follow directions on any given day or space that player may happen to reach, i. e., "go back a day," "lose one throw," etc. If no directions are given, remain on space. The directions, however, are to be followed only when player reaches a space by the throw of dice or any of the "tetrahedron." For instance, having gone back a day or more as directed, players are to disregard the directions round at second resting place. The object of the "game" is to complete the circuit of the world and reach New York first.