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Diamonds, Watches and **Jewelry** stand unrivaled in gift desirability and your gift may cost much or little as you choose. We are celebrated **Diamond Cutters**, we cut the prices of diamonds, which interests the public most. The millions of dollars' worth of diamonds we have sold in the past is the best evidence of the fact that we do sell cheap and satisfy our legion of customers. Our low rent and small expense, together with facilities for obtaining diamonds out of ordinary trade channels, permit us to undersell them all.

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One Knight Templar Ring, set with blue white diamond $50.00
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CHRISTMAS GAMES

Tricks With Sheets to Divert the Christmas Company

A SHEET should always be provided for children's Christmas games. Arranged as a screen it serves many purposes besides shadow pictures and lantern shows.

Two capital games are played in this manner. For one an opening about six inches wide should be cut in the sheet at a convenient height for different persons to stand and show only their eyes. No light should be back of the sheet, and the company seated in front must guess whose eyes are staring at them.

A variation of this idea may be even more amusing because it affords opportunity for misleading the guessers. Instead of an opening the sheet is drawn up a few inches from the floor in order to show the feet of those who stand behind it. Boys accordingly put on skirts, and girls slip their hands into their fathers' shoes, getting down on all fours in order to deceive.

Another mirth provoking trick for children of all ages and one that will be heartily appreciated by adults is called mesmerism. Blacken the center of the under side of a small plate by holding it over the flame of a candle, being careful not to soil the edge or top. Put this plate upon another and place them in front of you. The person to be mesmerized must be seated so that by no possibility can he see his reflection in the glass, but must be in full view of the audience.

The mesmerist says impressively: "You must look me steadily in the eye all the time. Don't remove your eyes an instant from my face, but do just as I do slowly—see (picking up the blackened plate and handing it to the victim so that the black is toward the spectators). Hold it so (taking up the other plate and holding it with the concave side toward himself). Now this way (rubbing his finger round and round the back of the clean plate and the one who is mesmerized drawing his round the blackened one unconscious of its condition), now so (drawing the finger down the right cheek). Never mind how they laugh. You must not look down. Steady. Now again (rubbing the finger as before and drawing it across the other cheek). The operation may be repeated until the face of the one mesmerized presents a most comical appearance and the audience is convulsed with laughter.

SNIGGLE THE SPRIG.

"Sniggle the sprig" means simply snare or catch the sprig. Any bit of green plant will do for the latter, and any number of children can play the game. Some one who is not playing hides the sprig, and all search for it. When found it has to be carried to a fancifully trimmed pole and tied there. This is no easy matter, for the sprig must first go through the hands of every player, and it is every one's aim to catch it before it reaches the pole. No attempt to do this can be made, however, until the sprig has returned to the hands of the finder and that player is running for the goal.

In the midst of the general search, when the finder has found the sprig, he approaches his nearest neighbor and quietly hands it to him. At the same time he gives his neighbor No. 2, which means that this one is the second person to hold it. The latter in turn as carefully passes it on and numbers this player a unit higher. So the game goes on until the last of the players has held the sprig. This one knows that he is the last, for the reason that before the game began a count was taken, and each participant knows just how many persons are taking part.

When the number is given to each player the first name of the finder is whispered also. As soon as the last player receives the sprig he passes it to the finder, who at once runs for the goal with it. All follow and give chase except the last player, who is not permitted to run.

In the scrimmage that follows the sprig may be snatched a dozen times. That one is victor who succeeds in placing it on the pole. Should it be the finder, then his triumph will have been so much the greater, for he will have had the most difficulties to overcome in doing this.

A CAROL CONTEST.

A carol contest affords exercise and fun. A young lady is requested to take her place at the piano and play gay Christmas music. Some chairs are placed down the center of the room, back to back, just one less in number than the players. Suppose there are twelve children to play. You place eleven chairs, ten back to back, one extra. Then the twelve children dance hand in hand around the chairs in time to the music.

Suddenly—sometimes in the middle of a bar—always just when you do not expect it—the player lifts her hands off the piano. Everybody must then attempt to get a seat, and, as there are only eleven, one person will, of course, be left out. She or he is then out of the game and must sit down and watch it.

Then a chair is taken away, ten being left. The dancers resume their dance as soon as the music begins. The moment it stops they try to get a chair each, and one is, of course, again left out. Then another chair is taken away and the dance resumed.

The game goes on, losing a dancer and a chair each time, till two dancers and one chair only are left. Then the two dance wildly around the chair, and when the music suddenly stops one sits down, and the other is "out," like the rest.

IVY AND HOLLY.

A Rhymed Game For the Older Boys and Girls.

Boys and girls enjoy a rhymed pastime called Ivy and holly. Suggest the plan of it to them and they will amuse themselves with the adventures of the two heroines for quite awhile.

Chairs are arranged in two rows, and the children sit facing each other. One youngster begins with some adventure, as "Holly and Ivy went out to a party." The child sitting opposite must complete the rhyme with another couplet—for instance, "Holly and Ivy came back hale and hearty."

Then there is the fun provoking contest called dramatic adjectives. Here the company is divided up into two bands, one of which retires, while the other remains in the parlor and decides upon some adjective to be acted out in gesture language—for example, gay or doleful or vivacious. When the word has been decided upon the absent members must be summoned, and they are called upon to guess from the pantomime of the others what the adjective decided upon may be. If they can guess it in three minutes a point is won by their side, and the others withdraw. After three minutes the pantomime can be kept up if the opposition is determined to discover the right word, but a success point no longer represents a point won. As soon as the word is guessed players turn about, and those who have guessed become actors. Several rounds are played, and the greatest number of points won by either side wins the game. All those who belong to the winning side might draw for a prize if it is desired to make an award.

HURRAH FOR SNAPDRAGON!

An Old Game That Always Commands Applause.

Snapdragon is a diversion at Christmas time in England. The receptacle [illegible] of a large [illegible] are one or two large platters [illegible] roasts are served on these large platters [illegible] raisins, a little brandy [illegible] and a darkened room. [illegible] are arranged [illegible] the room and [illegible] but it is said [illegible] while if the members of [illegible] large than two platters and [illegible] at each end of the table or there may be two small tables with a [illegible] each. Next the raisins are [illegible] each platter, mingly and [illegible] inches apart. A [illegible] brandy or gin is then poured over [illegible] platter and kindled. One [illegible] lights in the room, leaving [illegible] that from the dancing blue flames in the platters. Everybody marvels and feels uncanny, and the fun begins. Each player "snaps" at a raisin on the dish and, hit or miss, the blue flame clings to the fingers in wriggling forked tongues, thus providing the "dragon." The raisins are [illegible] secured, the flames die out, the lights are turned on, and the company is ready for other amusements unless, as is often the case, there is a call to repeat the fun just ended.

A SUGAR PLUM SHOWER.

Scrambling For Them Delicious in Joke Form.

Make a large bag of thin white paper, fill it with sugar plums and tie a string around the top to keep it shut. Then suspend it from the ceiling or from a large door frame and provide a long light stick.

Each child is blindfolded in turn and the stick put into the child's hand. She is led within reach of the bag and told to strike it. If she succeeds in her aim and tears a hole in it the sugar plums are scattered on the floor, and the little ones scramble for them, but it is by no means easy to strike a suspended object blindfolded. Generally many attempts are made unsuccessfully.

Each child is allowed three trials. The maker of the bag can put in it tiny books, pincushions or any little toy with the sugar plums. An older person should always superintend in order that everything may go smoothly.

A SEARCH GAME.

Hunting Holly Leaves All Over the House.

For a pretty Christmas search game which young children as well as the older boys and girls enjoy, cut several hundred little holly leaves from green tinted paper and hide them all around the house. At a given signal the young people scatter off in search for these symbols of the season.

The youngsters [illegible] the greatest number of these [illegible] allowed for the game [illegible] a design representing [illegible]