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The incalculable value of "Fruit-a-tives" can best be appreciated when it completely relieves some dangerous, deadly malady that is sapping the health and strength of the sufferer. After reading this letter, it is easy to understand why Mrs. Glover was glad to write about "Fruit-a-tives" in the hope that her experience would guide others to try this wonderful fruit medicine.

"For years, I was a sufferer with chronic Dyspepsia, Indigestion and Constipation; the stomach pains were dreadful and finally my health broke down completely. After five X-rays had been taken, I was advised that my condition strongly resembled Cancer of the Stomach and an immediate operation was necessary. Dreading an operation, I consulted other physicians but grew steadily worse. I had almost given up hope when I decided to try "Fruit-a-tives" recommended by many friends.

Immediately my condition began to improve. Pains disappeared; soon Dyspepsia and constipation were things of the past. After a few months I was perfectly well again and have been in the best of health for over a year now." Mrs. ANNIE GLOVER, 18 Henry Street, Ottawa.

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MAH JONGG

By G. M. LE HAIN
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ARTICLE III.

60.—The "Dead Wall," at the start of the game is the first seven pairs of tiles to the right of the break. If there are no loose tiles drawn during those fourteen tiles "dead."

61.—The Chinese do not worry at all about the dead wall during the playing of the hand. It is only toward the end of the hand that they separate it from the tiles still to be drawn.

62.—This is done in a very simple manner. Starting with the original seven pairs of tiles as a basis—they look around the table, and add one pair of tiles for each "KONG" which has been exposed. The dead wall may start with a lower tile, but that odd one does not count. It works out this way:

The original dead wall, 7 pairs.
If one "KONG" has been declared, 8 pairs.
If two "KONGS" have been declared, 9 pairs.
If three "KONGS" have been declared, 10 pairs.
If four "KONGS" have been declared, 11 pairs.

63.—The pairs must be complete, independent of any odd tile. You will find that this method—the Chinese way, at one sweep does away with the nuisance of the foreigners'

method of constantly marking the end of the "dead wall" throughout the playing of the hand.

64.—"KONG." You will remember that you complete your hand with four sets of three, and a pair. However, suppose you hold three of a kind, say three "five" circles in your hand, and draw the fourth "five" circle from the wall. This gives you four of a kind, called "Kong." In this case it is a "HIDDEN KONG"—that is, you drew all four tiles from the wall yourself. If your wish to have it count as a Kong you declare it by laying it open on the table, on your right. In order to show that it is a "HIDDEN KONG"—you turn the two end tiles face down, and the two centre tiles face up.

65.—NOTE: You cannot claim a tile from a closed "KONG" for "MAH JONGG"—except in one solitary case. You will find that in par. 153 (c) when you come to it.

66.—It may be that for the sake of going "game" more quickly, you do not use the four of a kind as a Kong. You might compete two sequences and have a pair left, useful to go game.

67.—Four of a kind does not count as a Kong unless you declare it. If you do not declare it, the most it can score is a closed "PUNG."

68.—You may hold a closed "KONG" in your hand as long as you wish, and declare it any time when it is your turn to play. You draw first, however.

69.—If you have three of a kind in your hand concealed, and the fourth tile is discarded by another player, you can claim it, and declare a "KONG." This is known as an "Open Kong." You take a loose tile and then discard.

70.—Now you must learn a rule which so many forget, even good players. If you declare a "KONG" and then discard in the ordinary way, you will find that you have only nine tiles in your hand. It is quite evident that you can match these into three,

71.—If, however, you have a 72.—if, however, you have a "PUNG" exposed on the table, and the fourth tile is discarded you cannot claim it for a "KONG"—you can only claim it for a "CHOW" which may even give you "MAH JONGG"—in which case you make that call, and go game.

73.—Draw (Wash Out): In the event of a "draw," that is, the player who draws the last tile cannot call "MAH JONGG"—the hand is a blank—nobody scores anything.

74.—The player who draws the last tile does not draw.

75.—Rounds of the Games: The game consists of four hands around the table—the first four hands are the East Round, the second four hands are the South Round, then the West Round, and last of all, the North Round. The game will be completed in sixteen hands unless the Banker wins a hand, in which case he retains the bank for another hand.

76.—The winds have direct bearing on the scoring, as you will see later. You must imagine in the first round that it is the East Wind that is blowing. In the second round, (the South round) the wind has shifted and is blowing from the South, then it shifts again, and blows from the West, and last of all, from the North.

77.—Wind Indicators: East Wind has charge of the "Wind Box" which he should keep with the dice—on his left. The use of the Wind Box, in ordinary games—is to show the starting point of the rounds, and by means of the indicators to show which round is in progress. When East Wind passes to the next player, East Wind gives up the dice, and the South Wind indicator, East will retain the South, West and North indicators, to show the starting point of the rounds.

78.—When the East Wind indicator reaches North and the Bank passes on again to East—North retains the East Wind indicator and turns it face down on the table. This shows that the East Round is finished—that is, that each player in turn has been East Wind in the East Round. The player to whom the Bank passes becomes East Wind for that hand, and the Winds of the other three players change accordingly.

79.—The original East Wind then starts the South Round.

80.—Passing the Bank: The Banker always passes to the player on the right of the previous Banker—regardless of who goes "MAH JONGG." The Bank does not go to the winner of the hand (unless he happens to be the player on the Banker's right).

81.—In the event of a draw, the Bank passes to the player of the Banker's right, unless the Banker happens to be the player who draws the last tile—in which case he holds the Bank for another hand—

82.—Reserved.

(These will be used for any further explanations which may be found necessary in later issues.)

SETTING UP THE SCORE.

83.—When a player declares "mah jongg" the hand is finished and the players who have any count, expose their hands. If a player has no count at all, it is well to at once throw the hand in the discard.

84.—A player who has a closed "three of a kind" places one of the tiles on top of the other two, this



sets of three (either "PUNGS" or "CHOWS") but you will not have the odd tile to match up for the necessary pair to go game. Therefore, when you declare a "KONG," you at once take an extra tile known as a "loose tile" from the dead-end of the wall. You then discard. If you forget to take your loose tile you will be one tile short, and you cannot go game.

70.—If you have already a "PUNG" exposed on the table, say three "five circles," and you draw the fourth "five circle" from the wall, you may place the tile with the exposed "PUNG," and declare it a "KONG" whenever it is your turn to play afterwards taking a loose tile as already explained. This is also an "Open KONG."

71.—If a player has "three of a kind" hidden in his hand, and the fourth tile is discarded—he can claim it to declare a Kong. Any other player may claim the tile for "MAH JONGG"—and take it from him. But if the player declaring the "KONG" has drawn the loose tile—then no other player can claim the fourth tile from him.

85.—In making up your score—you add every point there is in your hand before you add the bonus points for "mah jongg." It is the total of all these points which you double, for any fans you may have in your hand. The examples on the following pages explain this quite clearly.

86.—The first settlement is made by all players paying the winner his score, East paying double the score.

87.—If East has won, then the other three players pay double the score East holds. East pays double or receives double, the difference between his score and any other player's.

88.—The winner then throws his hand in the discard.

89.—The winner does not pay

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By S. W. Straus, President American Society for Thrift

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