

Chautauqua Educational Games

DIRECTIONS FOR THE GAME.

Any number of persons may take part in these games, each player having three cards. Place the remainder of the cards face downward on the table. The answer to each question is the name at the top of the card. The player at the left of the distributor is entitled to begin. We will call the first player A. A asks B at his left any question from any card in his hand. If B can answer it he does so from his knowledge as there is no corresponding card—he looks into his mind for the answer instead of at his cards. If he answers it correctly the card is given to him and turned down on the table in front of him. If B can not give the right answer it goes around the circle to the left until it is answered or until each have tried, the one answering gets the card. No one can try more than once and the person who asks the question must not answer it until each have failed. If the question is not answered by anyone A reads the answer, so that the whole company learn one fact that they did not know before, and the card is placed in the centre of the table. It can not be claimed by any of those playing, but is the first of the ignorance collection. Now B asks C at his left a question in the same way, asking any question in his hand; then C asks D and each takes his turn in asking no matter who answers the question. When any player gives up one of his cards he takes another from the top of the package so that each player holds three cards all the time. The game may stop at any time and the person having the most cards in front of him will have answered the most questions and wins the game. These games may be played in partnership. A less number than three cards may be used if the company is very large, or two different games may be combined, such as the American and foreign cards. An easy game for young players may be had by using only the cards that are the best known, then tell them the story or read the history of some of those left out and add them to the game one by one.

In a large company a good way is to choose sides as at a spelling match. Let one be appointed questioner. Selects two leaders who choose the players alternately. They take their places on two sides as they are called. The questioner mixes the cards and places them on a table with the faces downward. He then picks up the top card and asks one of the leaders a question. If he does not answer it the question goes from one side to the other until it is answered. The questioner then takes the next card and asks the next player a question. The game may be continued until there are no cards left. The side holding the most cards wins and the person who holds the greatest number is entitled to the honors of the game. Instead of passing cards to the winner one may keep tally if preferred.

A spirit of generous rivalry may be aroused by conducting the game as in spelling down in a spelling class.

Anyone having ADAMS' HISTORICAL CHART will find both amusement and benefit by locating on the chart each person or event named on the card, associating other events with these. See Chart Circular.

TESTIMONIALS.

John L. Stoddard, the Noted Historical Lecturer: "They are the best games I have ever seen."

Bishop J. H. Vincent says of the new Games of Characters: "I wish you success in circulating this most helpful device."

Dr. J. L. Hurlbut, Prin. C. L. S. C. says: "I give the Character Games my hearty approval and recommend them for recreation and instruction in the home, the parlors of the Y. M. C. A. and the C. L. S. C."

Frances Willard: "The Games of Characters furnish the element of sociability and harmless fun together with the brightening of one's wits."

Prof. J. S. Ostrander, Brooklyn, N. Y., says: "I have examined the Games of Characters and consider them as good as a teacher."

Rev. B. T. Vincent says: "These games must do immeasurable good in displacing meaningless and injurious games and increase both knowledge and interest in the events and people both biblical and secular."

Christian Union: "The mother who inquired last week for games that would be both interesting and instructive will doubtless find what she wants in the Games of Characters."

Golden Rule says of the Games of Characters: "We are always glad to recommend sensible and helpful games for sociable as well as for the family circle."

Mid Continent: "These games work along the line of school studies and help the young to rival their companions in many forms of competitive school work."

Chautauquan: "The games are enjoyed by the boys and girls who 'just hate history and never can remember dates.'"

Fay Huntington in *Herald and Presbyterian*: "I have put one thing down in black and white since visiting Chautauqua—I am going to send for those Character Games for Christmas."

Plain Talk: "They render a real service to the cause of home as against the saloon and card table."

Pansy. "They can not fail to profit the old as well as the young." I wish I could persuade a multitude of families, whom I know, to find in these games their entertainment rather than in certain other amusements so-called.

These cards can be obtained through our authorized agents, which we want everywhere. Cards mailed or expressed prepaid on receipt of price. All enclosures ever reported as sent us with orders for games have reached us safely. U. S. stamps received for single games. Chicago drafts or money orders for larger bills. Please do not send personal checks on local banks. These circulars freely sent on application.

Address all inquiries and orders to

L. J. COLBY & CO.,
3226 Forest Ave.,
CHICAGO, ILL

Sample Card of Bird Game.

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Brown Thrush—Brown Thrasher.

Family *Liotrichidae*.

Arrives in April. Departs in October.

What active, reddish brown bird, with two white bands on its wings, and a long tail, is a well known songster?

What bird, dwelling among thickets and in hedgerows, never sings when near his nest? He usually perches on the topmost twig of a tree to sing his charming, exultant song.

What large bird has a characteristic trait of twitching and thrashing its tail when feeding on the ground? Its food consists of insects and fruit of all kinds.

The song of what bird is surpassed, according to Audubon, only by the mocking bird? It is sometimes called the mocking bird of the north.

NEST—Low, among shrubs, of small dead twigs, lined with fine fibrous roots.

EGGS—Three to five, greenish buff with numerous brown spots.

Sample Card of Mythology Game.

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ASCLEPIUS OR ÆSCULAPIUS.

The god of medicine.

Son of Apollo, from whom he received his gift of healing.

When Hades saw that he snatched back to life those that were at death's door, he complained to Zeus that the great healer was robbing his kingdom.

He was smitten by the thunderbolts of Zeus. Then the sun was veiled, and men and beasts wept, the trees dropped their leaves and the flowers withered, because the gentle physician who had cured all pain and sickness was no longer among them.

At the request of Apollo he was, after death, placed among the stars.

His usual attribute is a staff with a serpent coiled around it.