

- | | |
|------------------------|----------------|
| 60. Plantain. | 66. Madder. |
| 61. Rhubarb. | 67. Bind-weed. |
| 62. Hyacinths. | 68. Rosemary. |
| 63. A Horse-chestnut. | 69. Box. |
| 64. Pennyroyal. | 70. Elder. |
| 65. Bachelors' Button. | |

AGCA
ARCHIVES

G A M E

OF

P L A N T I N G .

BY THE AUTHOR OF THE POPULAR GAME OF
"COMMANDERS."

CONCORD, N. H.:
EDSON C. EASTMAN.
BOSTON: LEE & SHEPARD.

18. Plant a broken roof.

What will come up?

64. Plant an English coin.

What will come up?

70. Plant a country minister.

What will come up?

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|------------------------|----------------|
| 60. Plantain. | 66. Madder. |
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THE

GAME

OF

PLANTING.

BY THE AUTHOR OF THE POPULAR GAME OF
"COMMANDERS."

CONCORD, N. H.:
EDSON C. EASTMAN.
BOSTON: LEE & SHEPARD.

PLANTING.

Entered, according to Act of Congress, in the year 1865,
By EDSON C. EASTMAN,
In the Clerk's Office of the District Court of New Hampshire.

THIS new and amusing game (which, by the way, does not bear the slightest resemblance to "the popular game of Authors") may be played by any number of persons from two to seventy. It is best adapted to a large and mixed company. If it be played by a few persons, part of the cards can be laid aside. The game of Planting is played in the following manner:—

1. One of the players who is most familiar with the game shall be selected to have the general direction. This person shall have no cards nor counters dealt him, but shall hold the printed directions containing the answers to the questions. He may be called, for convenience, the Keeper of the Pool.

2. The cards shall be well shuffled and equally distributed by the Keeper of the Pool to the different play-

ers. Each player (except the Keeper of the Pool, whose gains will accumulate with sufficient rapidity) shall also be furnished with an equal number of counters. A roll of lozenges apiece, a few kernels of corn or coffee, will answer this purpose very well. Ripe strawberries would be very nice for counters about Christmas time.

3. The Keeper of the Pool shall call upon some one of the players to ask from some card in his possession a question which must be proposed first to his left-hand neighbor, and pass in regular order around the circle, coming last (unless sooner answered) to the Keeper of the Pool, who will find the correct answer on the printed list opposite the number corresponding to that on the card. The game will proceed in this manner till all the questions are exhausted.

4. The answer to each question will be the name of some tree, plant, or flower. For instance, to the question, "*Plant a kiss. What will come up?*" the correct answer is, "*Tulips*" (Two-lips); though some have been known to say, "*Lettuce*" (Let us!). To the question, "*Plant a shepherd. What will come up?*" the correct answer is, "*Phlox*" (flocks). It will be seen that in every instance there is, or is intended to be, a play upon words, or, as A. Ward would say, "A Goak."

N. B. This game has been prepared in full consciousness of the critical *dictum* that "punning is the very

lowest kind of wit," but sustained by the assurance that "the worst puns are always the best."

5. Each person who fails to answer a question proposed to him shall pay one counter to the person who asks it. Each person who correctly answers a question shall receive from the person proposing it three counters. If any question passes round to the Keeper of the Pool, and is correctly answered by that Public Functionary, he (or she) shall receive from the person who first proposed the question all the counters which had been received from the other players as a penalty for failing to answer that question.

6. Any person who, when a question is correctly answered, fails to "see the point of it," shall pay to the person who makes the joke plain to the dullest comprehension the sum of three counters. If the Keeper of the Pool fails to appreciate the mingled simplicity and beauty of an answer *which he has himself given*, he shall be ignominiously deposed from office, and exchange places with the player who gives a satisfactory explanation.

7. By vote of a majority of the players rewards shall be paid from the pool for unusual brilliancy, and fines imposed for ludicrously erroneous answers. For example, when this game was first played, a young lady

drawled out, in answer to the question "*Plant a menagerie. What will come up?*" the single word, "*Grapes.*" Upon being made to realize that she intended to suggest the idea of "*Gray apes!*" the Keeper of the Pool voluntarily paid to her the sum of ten counters.

8. Each player whose counters become exhausted may borrow of his neighbors if possible. If not, his cards shall be equally distributed among those holding counters.

9. The one who holds the most counters when all the questions have been answered is to be declared the victor, and may be very appropriately presented with "a leather medal." He should certainly be expected to propose an original question similar to those on the cards, of which a large number have been rejected by the author, greatly, doubtless, to the players' joy.

10. The answers to the questions are as follows:—

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| 1. Furze. | 8. Anemone, or, as some would say, Ivy. |
| 2. Papyrus. | 9. Toddy-blossoms. |
| 3. Grape. | 10. Balsam. |
| 4. Dates. | 11. Thyme. |
| 5. A Jack-in-the-pulpit. | 12. A Reed. |
| 6. Mushroom. | 13. Yew. |
| 7. Verbena. | |

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| 14. A Tomato. Do you "acknowledge the corn?" | 37. Timothy. |
| 15. Laurels. | 38. The Spindle-tree. |
| 16. Stocks. | 39. Burdock. |
| 17. A Palm. | 40. Touch-me-not. |
| 18. House-leek. | 41. Honeysuckle. |
| 19. Maize. | 42. Frequently, Bouncing Bess; always, Milkweed and Buttercups. |
| 20. Shamrock. | 43. Barberry. |
| 21. Lupine. | 44. Candy-tuft. |
| 22. First, Eglantine; then Chickweed. | 45. Ashes. |
| 23. Phlox. | 46. The Elm. |
| 24. The Currant. | 47. Motherwort. |
| 25. The Birch. | 48. Parsnip. |
| 26. A Prickly Pear. | 49. A Blackberry. |
| 27. Tiger Lilies. | 50. Willow. |
| 28. Hops. | 51. Larkspur. |
| 29. Lichen. | 52. A Juniper. |
| 30. Tulips. | 53. Ladies' Delight. |
| 31. Thimble-berries. | 54. Crocuses. |
| 32. Beeches and Bays. | 55. Rose. |
| 33. Henbane. | 56. A Bulrush. |
| 34. Hemlock. | 57. Coltsfoot. |
| 35. Wormwood. | 58. Spirea. |
| 36. The Plane-tree. | 59. Brakes. |