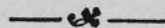


GRANDMA'S GAMES

A Series of Six Kinds



- GAME OF USEFUL KNOWLEDGE ❖
- ❖ GEOGRAPHICAL GAME ❖
- ❖ ARITHMETICAL GAME ❖
- ❖ GAME OF RIDDLES ❖
- ❖ OLD TESTAMENT GAME ❖
- ❖ ❖ ❖ ❖ NEW TESTAMENT GAME



Each game is complete in itself. The Series affords a means of conveying to children, in the form of play, a vast amount of desirable information. All six games should be in every household.

PRICE. 30¢ EACH



McLOUGHLIN BROS.
890 Broadway, New York

GRANDMA'S

ARITHMETICAL GAME

DIRECTIONS
AND
ANSWERS



PUBLISHED BY
McLOUGHLIN BROS.
NEW YORK

DIRECTIONS FOR PLAYING

GRANDMA'S

ARITHMETICAL GAME



ANY NUMBER OF PERSONS CAN PLAY



- 1.—Select one to act as teacher, and hold the book of Answers. The rest of the players are called scholars.
- 2.—The teacher mixes the cards, and gives at least six to each player, who places them before him on the table, face downwards.
- 3.—The teacher then asks the scholar on **his** left to turn up one of his cards and **read** aloud the question on it.
- 4.—If the one turning up the card cannot answer the question, he passes it to **the** scholar on his left, who, upon failing to answer it, passes it to the scholar on **his** left, and so on around, until it comes to the teacher, who reads the answer **from** the book.

- 5.—If any scholar answers the question, he is entitled to the card, and lays it aside for game.
- 6.—The teacher then asks the next, or second, scholar on the left, to turn up a card, which is read and disposed of in the same way as the previous one.
- 7.—Each scholar must, in turn, be given a chance to answer all questions passed around, before they are returned to the teacher.
- 8.—As soon as a question is answered, the next player on the left of the one who last played, must turn up a card, and read its question.
- 9.—No scholar can answer a question out of turn. If he does so, the card will be won by the scholar who at that moment held it.
- 10.—When all the cards have been used, the scholar who has answered the greatest number of questions (which is shown by the cards held) wins the game.

ANSWERS



1. Two.
2. Twenty-five.
3. Twelve dollars.
4. One dollar,
5. Two oranges.
6. Twelve plums.
7. Twenty-one.
8. Six.
9. Three hours.
10. Nine cents.
11. Six.
12. Twelve.

13. Ten.
14. Thirty-two.
15. Twenty-four.
16. Twenty.
17. Sixteen.
18. Two and a half.
19. Four.
20. Four.
21. Four.
22. Two.
23. Four.
24. Sixty-three.
25. Two hogsheads.
26. Two.
27. Two.
28. Eight.

29. Four.
30. Ten.
31. Ten.
32. Ten.
33. Five.
34. Six.
35. Fifteen.
36. Fourteen.
37. Sixteen.
38. Six.
39. Twenty-four.
40. Two.
41. Six.
42. Eighteen.
43. Fourteen.
44. Twelve.

45. Sixteen dollars.
46. Eighteen cords.
47. Forty cents.
48. One hundred and fifty cents.
49. Forty-eight apples.
50. Eighteen cents.
51. Nine cents.
52. Eight cents.
53. Sixteen dollars.
54. Three.
55. Ninety-six cents.
56. One hundred and eight.
57. Forty-eight.
58. One hundred and eight dollars.
59. Thirty-two miles.
60. Seventy-two cents.

61. Fifty-six cents.
62. Seventy-two cents.
63. Forty-five dollars.
64. Forty-eight cents
65. Five dollars.
66. Fifty-six.
67. Eighteen.
68. Four.
69. Seven cents.
70. Four apples.
71. Nine.
72. One hundred and twenty.
73. Twelve.
74. Three.
75. Eight.
76. Twelve,

77. Twelve.
78. Twenty.
79. Fifty-six.
80. One hundred and ninety-six.
81. Twenty-four
82. Twenty
83. Folio.
84. Quarto.
85. Octavo.
86. Duodecimo.
87. Sixteen mo.
88. Six.
89. Thirty-six cents.
90. Seventy-seven cents.
91. Seventy-four miles.
92. One hundred and nineteen.

93. Four cents.
94. Twelve sheep.
95. Fourteen weeks.
96. One hundred and twenty-six cents.
97. Fourteen.
98. Twelve.
99. Three.
100. Six.
101. Ten.
102. Twelve.
103. Twenty-one.
104. Four dollars.
105. Eight marbles.
106. Twenty.
107. Six barrels.
108. Eight tons.

109. Seventy-two hundred seconds.
110. Six.
111. Five.
112. Ten shillings.
113. Four, and two over.
114. Seven, and three over.
115. One and one-quarter.
116. One hundred and forty-three.
117. Eighty-four..
118. Twelve miles.
119. Fifty-four.