

RECTIONS FOR PLAYING THE Young Folks' Geographical Game.

THE YOUNG FOLKS' GEOGRAPHICAL GAME affords a method by which the leading facts of Geography may be fixed in the mind while indulging in a pleasant pastime.

To begin a game, the cards should be dealt equally among the players.

The cards have upon them headings, consisting of Geographical names, while below each heading is one or more statements of fact respecting it.

The player on the left of the dealer reads from one of his cards one of the statements upon it. If there are several statements under one heading, he may read any one of them, but must say to what class of names the heading belongs (as, city, river, etc.), and also give the figures of population, if there are such.

The player next on the left must then, if he is able, say what the heading is. If he gives it correctly, he takes the card and lays it aside. If he cannot answer correctly, the next player must try, and, if he fails also, the turn passes round until some one gives the right answer, or all have tried and failed.

If all fail, the first player will read another statement under the same heading, if there is another. He will continue to read from the same heading until some one names it correctly, or all the statements under it have been exhausted.

In either case, the turn to read then passes to the next player on the left.

The game continues until either all the cards have been laid aside, or the inability of the players to capture them shown.

When this point has been reached, the cards laid aside by each player are counted up, and the one having the most wins the game.

Cards left in the hands of players through the inability of the others to take them are, of course, not included in the final count.