

DIRECTIONS FOR PLAYING THE YOUNG FOLKS' HISTORICAL GAME.

THE YOUNG FOLKS' HISTORICAL GAME affords a method by which the leading facts of American History 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 the names of Historical personages, places, and events, while below each heading is one or more questions to which it always forms the answer.

The player on the left of the dealer reads from one of his cards one of the questions upon it. If there are several questions under one heading, he may read any one of them.

If the player next on the left cannot answer, he must then, if he is able, say what the answer is. If he gives it correctly, he takes the card and lays it aside. If he cannot answer correctly, the next player must say, 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 question 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 questions under it have been exhausted.

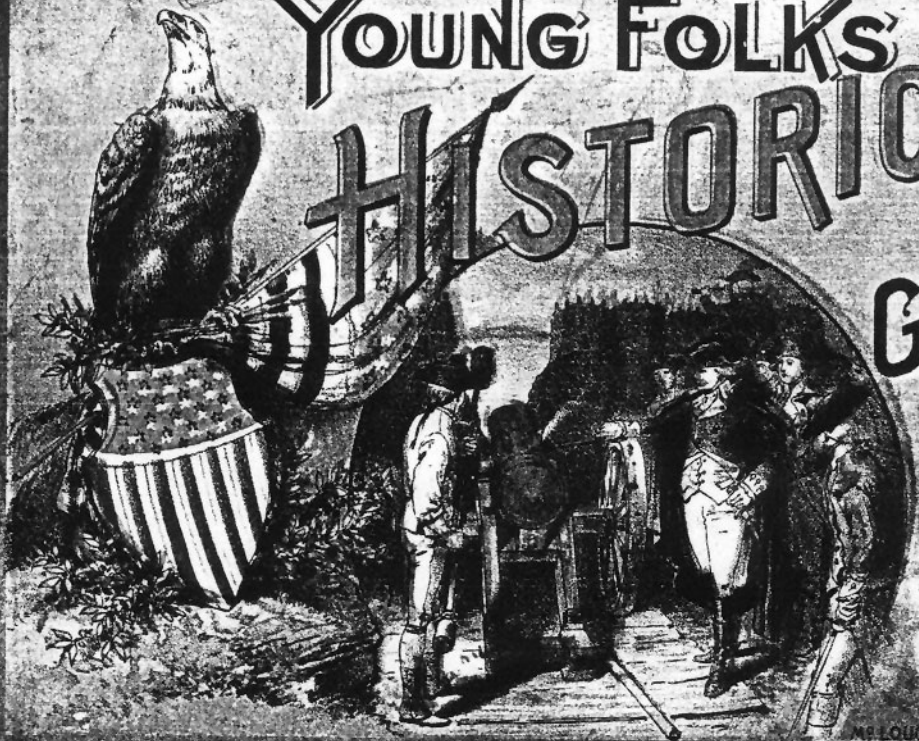
In either case, the turn to read then passes to the next player on the left.

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.

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McLOUGHLIN BROS. New York