



Answers to one set of cards

ANSWERS TO THE HIEROGLYPHIC CARDS.

1. Europe.
2. Eye, L part of house, &. Island.
3. Pen, Inn, Shoe, L.R. Peninsular.
4. Sea, Ape, Cape.
5. A bird in the hand, eye, S, W, Earth, 2 in a bush. A bird in the hand is worth two in a bush.
6. Bee, Knot, W, Ear, Eye, Inn, Well, do, in G. Be not wear in well doing.
7. A wls-well, T, Hat, n, n, well. All's well that ends well.
8. L, ache, Lake.
9. Fight, in G, J, OH; (an R made of Hooks,) Hook H. Fighting Joe Hooker.
10. Plate, O, Plato. Sock, rat, E, E. Socrates.
11. W, in Field, S, Cot. Winfield Scott.
12. Secretary Chase.
13. Gide, on wells. Gideon Wells.
14. Eye, S, Muss. Isthmus.
15. Mill, T, on S, pair of dice. 50 in Roman figures is L, OS Tea. Milton's Paradise Lost.
16. Bee, N, But of a gun, L, Er. Ben. Butler.
17. Pro, Misses, Maid, R, Knot, toe Bee, B, R, oak N. Promises made are not to be broken.
18. Will, eye, arm, H, Sea, War D. William H. Seward.
19. A, Beo, re, Ham, link, on Press, I, dent. Abraham Lincoln, President.
20. Pope's S, A, on man. Pope's essay on man.
21. The, in D, pendant, Irishman, D, parted, withe, a bag of X L. NT Pot, & Os. The independent Irishman departed with a bag of excellent potatoes.

Answers to the other set

ANSWERS TO THE HIEROGLYPHIC CARDS.

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| <ol style="list-style-type: none"> 1. Pick Wick Papers. 2. Brace, Bridge, H, Awl. Bracebridge Hall. 3. Washing, 2000 lbs. Irv, in G. Washington Irving. 4. Chair, I, T, Bee Gin, S at Hoe me. Charity begins at Home. 5. Hen, Rye, Double U, A long-fellow. Henry W. Longfellow. 6. Banks. 7. The Canoe and the Saddle. 8. T, He, O, Door, W inside of T, H, rope. Theodore Winthrop. 9. C, Window Sill, D, Ream of paper. Cecil Dreeme. 10. T, W, Ice, Toll, D, Tails. Twice told tales. 11. Old father time, And, Neck tie, D, Weight, For No, 1. Time and tide wait for no one. 12. Hair, Eye, E, Tea, Beach, R, S, Toe. Harriet Beecher Stowe. 13. Toe, M, Ass, Car, L, Isle. Thomas Carlyle. 14. T, Hair S, no, Rose, Double | <ol style="list-style-type: none"> U, Eye, T, H, out A T, Horn. There's no rose without a thorn. 15. Spot, Window Sill, Weather vane—Ear. Spottsylvania. 16. You'l, Eye, Two Cs, S, Imp, Sun, Gr, Ant. Ulysses Simpson Grant. 17. J, O, Sire, Fishes gill—The bur of a nut, T, Map of Holland. Josiah Gilbert Holland, known also as Timothy Titcomb. 18. M, T, Vessels, Ma, key—Tea, He, Mo, st, no Eyes. Empty vessels make the most noise. 19. He rows, And, A row of hes, Were, Ship. Heroes and hero worship. 20. T, Hares, Man, Y, A, Slip, between the cup at the commencement and the lips at the last end. There's many a slip betwixt the cup and lip. 21. A city in a cap, & I, T, in a birds bill, R, Knot, Sin on a mouse wit, h, S, Inn. In-cap-a-city and in-a-bility are not synonymous with sin. |
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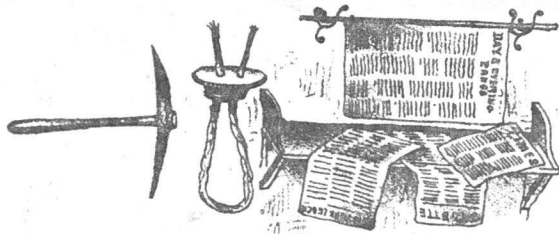
Rules

Modern Hieroglyphics, or Picture Writings for the Times.—A New and Interesting Parlor Amusement for both Old and Young.—This game consists of 21 cards, on each of which are certain figures or pictures that when correctly interpreted form a sentence or word. At the bottom of each card is written the class to which it belongs, as "a Proverb," "Military and Political," &c., serving somewhat as a guide to the mind. These Cards are very interesting for one or more persons to simply translate the characters and pictures into words, but it can be made a highly entertaining and amusing game by observing the following rules: Let as many of the company as are not acquainted with the Cards seat themselves around the room. Now let some person, who may be one acquainted with the game and is called the *Orderly*, take the Cards and deal them to the company, commencing at his left, giving one card at a time to each person, and repeating until the cards are all distributed. Then the *Orderly* shall take a piece of paper and write on it the names of the company. It will be seen that each Card is numbered, the easiest No. 1 and the most difficult No. 21. Now when any person reads a card, the *Orderly* shall place opposite his name the No. on the Card which he has read, the object of the game being to see who shall obtain the greatest amount of numbers: thus he who reads a difficult card will have credit for a higher number, and will gain as much as by reading several easier ones. When any person thinks he has read a Card, he must communicate privately to the *Orderly*, and he is not to give credit until the proper meaning is given to each figure or character, as sometimes a whole sentence may be guessed at without reading one half. Once in five or ten minutes, as can be agreed upon by the company, the Cards should change hands. To effect this, let each person hand his Cards to his left hand neighbor. In this way competition will immediately arise to get the greatest amount of credit for reading the Cards. The game may thus be continued at pleasure, but the whole interest depends upon the silence of the members when the meaning of a Card is discovered, communication being made only to the *Orderly*. These Cards will be sent post-paid to any address on the receipt of 30 cts. by the Publishers whose names are on the cover of the Box.

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Examples of rebuses (2) cards in each set)

1



LITERARY.

1



GEOGRAPHICAL.

2



LITERARY.

2



GEOGRAPHICAL.

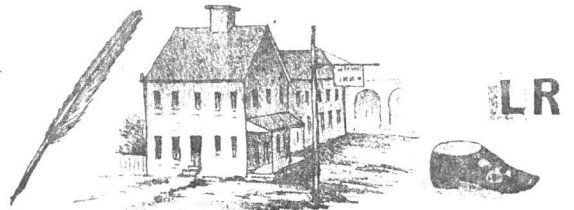
3



LITERARY.



3



GEOGRAPHICAL.



4



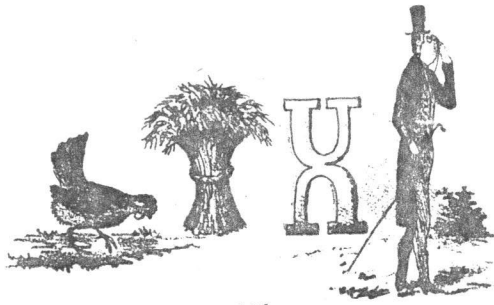
PROVERB

4



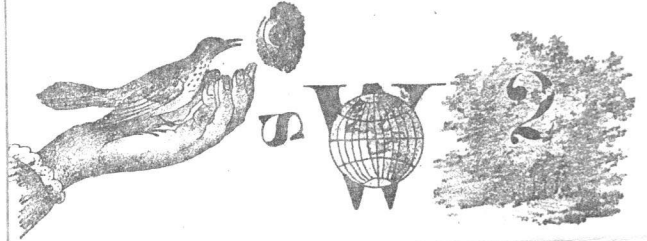
GEOGRAPHICAL

5



LITERARY.

5



A PROVERB

6



MILITARY & POLITICAL.

6



A PROVERB.