

**LARKSPUR.** The game is arranged in twelve sets of five flowers each, one garden variety and four wildflowers from the same family. All members of a family will have the same general characteristics although they will differ in coloring. The scientific name as well as the common family name is given for each set. Set F is composed of flowers belonging to the Lily Order and the name of the order is used in this set. We have followed the names as given by Dr. Hylander in "The World of Plant Life," a recognized authority covering the whole United States. Printed in full color.

**CHIPMUNK.** In this game only the mammals are presented. Mammals are animals which feed their young on milk from mammary glands. Because mammals are popularly known as "animals" we use this term in the CHIPMUNK game. There are about 4000 species of mammals which are divided according to their shapes and habits, into orders. The orders are divided into families such as the cat family, or the dog family. In this game there are 13 sets of 3 cards each. Each set represents an order or family with the exception of "Strange Animals" and "Zoo Animals."

**JUNIPER.** All the trees in this game are North American trees except one set of four Trees from Other Lands. There are fourteen sets of four cards. The pictures are in full color and show the shapes of the trees in each family, the leaves, the fruit, and the place where those trees grow.

NATURE GAMES  
Box 201  
Angwin, Calif.

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holding all but one of a set may complete it with a Crown Set card. If a player has three Owl cards, he may complete his set with any one of the Crown Set cards he may acquire. When he has done this, the player who holds the fourth Owl card gives it to the holder of the completed set, thus eliminating the card from play. Each Crown Set card may be used but once in a game.

**Title Card.** Each game has a card corresponding to the title of the game. In the bird game this is Goldfinch. This card may be given a special value in play. After the cards are distributed to the players, they are inspected. Anyone holding the title card may call its name. All players holding or later drawing a card of this set must turn it over to the holder of the title card. If no one has the title card at the beginning of play, the first player drawing it from the reserve must call it immediately or surrender his right to use it as a special card.

**Guess.** Many people prefer this method, which is started in the same way as under the general method. The player calls for a card from the same family as one of the cards he holds. In the animal game it might occur this way: John has the Badger card and calls, "Mary, give me a card from the Weasel family." Mary has the Ermine. She holds up the card showing only the animal. If John can name the Ermine he takes it and continues to play. If he cannot, he loses his turn and takes a card from the reserve. Then the next player begins. Again, the winner is the one completing the most sets.

**Give Away.** This game is adapted to small children who cannot read, as they only need to recognize the numbers and letters. This may also be played in school as no talking is necessary. Two to five may play.

Give five cards to each player, and place the remaining cards in the reserve pile. After inspecting their cards, all the leading cards of each set (those numbered 1-A, 2-A, etc.,

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# Nature Games

by RUTH WHEELER

**Introduction.** There are five Nature Games, one each of Birds, Butterflies, Flowers, Trees, and (Mammals). These games are fun to play, and they help you to learn more about natural history. Learn the Nature Games way, through play.

**Instructions. General Method.** Deal six cards to each of three or more players and place the remaining cards face down in a reserve pile. The player at the left of the dealer begins by calling on some player for a card he needs to complete a family set of which he holds a card. If a player holds the Purple Aster card, he may call on another player for Tidy Tips, Goldenrod, or Black-eyed Susan. Purple Aster is in large type at the bottom of the card, and the other flowers of the set are in smaller type just above. If the one called on has the card he gives it to the player, who may continue calling until he fails. Then he draws a card from the reserve pile. If he draws the card last called for, he may continue to play, if not the next person at his left plays. When any player secures a complete family set, he lays it down. The one having the most sets at the conclusion of the game is the winner.

**Special Methods. Crown sets.** In the bird game, set H has been designated as a Crown Set, which has been given special play value. In the other games, players may set aside certain sets in a similar way. In play, anyone

or A-1, B-1, C-1, etc.) are placed in a row, face up on the table so that all the players may see them. The player at the left of the dealer begins by placing one of his cards below one of the same family group, as under 3-A he might place the 3-C or 3-B card. The player then takes a card from the reserve pile and the next person plays. If a player finds no card in his hand that he can place, he draws a reserve card and the play passes to the next person. If at any time a player draws a card with the leading number he lays it in the row at once, and the play passes to the next person. When the reserve cards are gone, the player passes without drawing. The first player to dispose of all his cards wins the game.

**DESCRIPTION OF GAMES.** Nearly all the sets in nature games are made up of members of the same family. This arrangement makes possible a familiarity with family characteristics, and makes members of the family more easily recognized, as well as the distinctions between family groups. In each game, careful study has been made to include individuals of wide geographical distribution, or representative members of widely separated areas.

**GOLDFINCH.** This game is composed of fifteen sets of four cards each. Thirteen of these sets are Family Groups, one is a set of Baby Birds, and the Crown Set presents four different bird families. The printing is in four colors from watercolor drawings. In playing the game, special attention can be given to the family characteristics of beak, feet, and wings, the shape of the body, and the habitat.

**MONARCH.** Four-color reproductions of sixty butterflies and moths. Shows rare tropical butterflies as well as over fifty species common to most parts of the United States. In choosing the common names we have followed the names given by such well-known authorities as Comstock and Holland.

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