

A GAME OF CHARACTERS, AMERICAN

DIRECTIONS FOR THE GAME.

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1. Any number of persons may take part in this game. To determine who shall distribute the cards, let each one draw a card for the highest number. Distribute one card at a time from right to left until all have three cards. Place the remainder face downward on the table. The answer to each question is the name at the top of that card. The player at the left of the distributor is entitled to begin. We will call the first player A. He asks B at his left hand any question from any card in his hand. If B answers it he takes the card and turns it face down on the table to begin a book. If B does not answer the question it goes around the circle to the left, until it is answered, or all have had a chance. The one who answers it gets the card. No one can try more than once, and the person who asks the question must not answer it, even if nobody else does. If the question is not answered, A keeps the card and B takes his turn at asking. Now B asks C at his left hand the second question in the same way. B may ask any question in his hand. C asks D the third question, and each takes his turn at asking, whoever answers the questions. When any player has asked a question, and given up the card to the one who answered it, he must draw another from the top of the pack, so that each player holds three cards all the time. If any player finds that he has a card from which nobody can answer any question, he may reject the card and draw another. When a player has won four cards he calls it a book. The number of books to win a game depends on the number of players. If two or three persons are playing, four books constitute a game. When there are four or five players three books make a game. For six or more players, two books make a game.

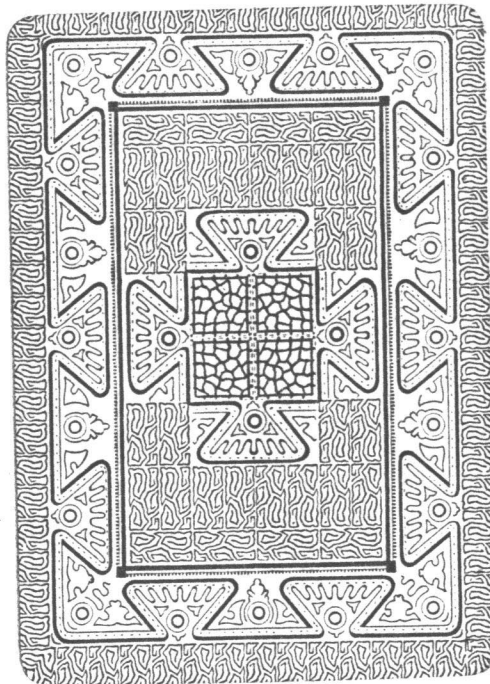
2. This game may be played in partnership by any even number of players. The partners sit opposite each other and count their cards together to make a book. In estimating the number of books for a game the two partners count as one player.

3. In a large company it may be necessary to vary the rules a little. One book may be taken for a game, if desired. A less number than three cards may be given to each player if the company is so large that the pack does not go around.

4. An easy game for young players may be made by selecting the more familiar cards.

5. IN A LARGE COMPANY, OR AT SCHOOL, a nice way is to choose sides, as at a spelling match. Let one be appointed questioner. He selects two leaders who choose the players alternately. They take their places on two sides, as they are called. The questioner mixes the cards and places them on a table with the faces downward. He then picks up the top card and asks one of the leaders a question. If he does not answer it, the question goes from one side to the other until it is answered. The questioner then takes the next card and asks the next player a question. The game may be continued until the pack is played out. The side holding the most cards wins, and the person who holds the greatest number is entitled to the honors of the game. Instead of passing cards to the winner, one may keep tally if preferred.

6. A spirit of generous rivalry may be aroused by conducting the game as in spelling down in a spelling class.



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GEO. WASHINGTON.

Born 1732.

Died 1799.

Who was the first President of the United States, and was called "The Father of his Country"?

Who was commander-in-chief of the American forces in the Revolutionary War?

Who was the hero of Valley Forge and also received the surrender of Cornwallis at Yorktown?

Who was president of the convention that framed the United States Constitution?

Of whom was it said, "He was first in war, first in peace, and first in the hearts of his countrymen"?

What American's birthday is celebrated as a national holiday?

Whom did Lord Byron call "The first, the last, the best, the Cincinnati of the West"?