

RULES FOR THE EDUCATIONAL 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 each has three cards. Place the remainder face downward on the table as a reserve. 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 pile. 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 places the card on the table to begin an "Ignorance Pile" and draws another card from the reserve. (If the players are beginners they may ask more than one question from the card before placing it on the "Ignorance Pile.") B then takes his turn at asking. Now B asks C 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 reserve, so that each player holds three cards all the time. When a player has won ten cards he has won the game. But if the number of players is large a less number of cards may be agreed on.

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.

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

4. 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 all the cards are 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.

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

6. A very informal way to use the cards in a general company is to select a leader who stands while the company sits in a circle. The leader reads questions rapidly, and the first person who gives the answer correctly gets the card. A page should hand the cards to those who answer. When the game is over all count their cards.

7. No player must feel embarrassed when he must say, "I do not know." The object of the game is to learn something as well as to find entertainment.