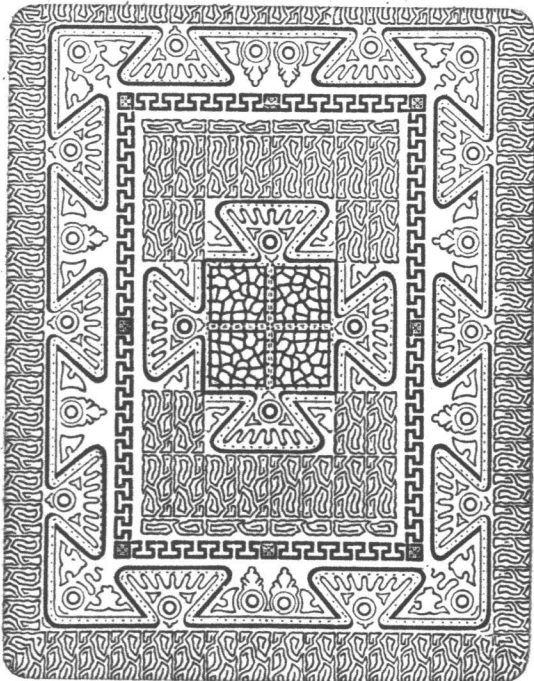


### EASTERN HEMISPHERE.

Area 98,500,000 sq. m. Pop. 1,330,000,000.

- WHICH hemisphere contains four of the six continents?
- IN which hemisphere were all the early historical nations of the earth?
- IN which hemisphere are found the most ferocious wild animals?
- IN which hemisphere do most of the mountain ranges extend east and west?
- IN which hemisphere are all the largest deserts and salt lakes?
- WHICH hemisphere has nine-tenths of all the inhabitants of the earth?
- WHICH hemisphere has twice as much land as the other?
- WHICH hemisphere contains the whole of one ocean and a part of the other four?
- WHICH hemisphere contains the seats of all the monarchies of the world?
- OF which hemisphere are four of the five great races of mankind native?



### 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 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 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 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 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 reserve, so that each player holds three cards all the time. 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 cards will 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 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.
6. A spirit of generous rivalry may be aroused by conducting the game as in spelling down in a spelling class.

A GAME OF THE WORLD