

The person whose voice is first heard to name the correct answer is RECOGNIZED (i. e. named) by the Reader and given the card.

If no one can answer *correctly*, the Reader names the Answer and keeps the card. When all the cards have been given out, the game ends, the player having the *most*, WINNING.

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Seven different merry fun-making games, enclosed in one large box, separated with partitions. For any number of players and for all ages.

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THE GAME OF

History Up = to = Date.



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PARKER BROTHERS, SALEM, MASS., U. S. A.

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DIRECTIONS FOR PLAYING

History Up = to = Date.

A New, Instructive Game for the Home or the Schoolroom.

The game consists of cards, with several headings on each and one or more questions for each heading.

The heading is always the answer to the question below.

Divide the cards equally among the players. The game is commenced by the Dealer, who asks the player on his left a question from one of his cards. If the player called upon answers correctly, he takes the card from the questioner and lays it aside; IF NOT, the Questioner DRAWS A CARD FROM HIM and lays it aside, and asks the same

question of the next player (OR ANOTHER QUESTION HAVING THE SAME ANSWER), and if he fails also, draws a card from him. All cards thus laid aside count ONE POINT at the end of the game.

He continues until he has asked all the players, or UNTIL A PLAYER ANSWERS CORRECTLY; The FIRST PLAYER ANSWERING CORRECTLY TAKING THE CARD. If they all fail, the questioner lays the card aside and asks questions from another card.

When a question is answered, the Questioner loses his turn and it becomes the turn of the player on the left to ask questions.

When a player gives a wrong answer, the Questioner must draw a card from him as a forfeit.

After the cards are exhausted, the player having laid aside the most cards WINS THE GAME.

ANOTHER POPULAR METHOD.

Affording Considerable Amusement. Adapted for a Large Company or School.

One person is elected Reader by the company, who, taking the pack of cards, reads any question from any card, and asks the company to answer. Every one in the company *who knows or thinks* he knows, or who desires to use the American privilege of guessing, at once replies.