



Played all over the world. For Laughter,  
Fun and Excitement, **PIT** is unequalled.

Ask Your Dealer For It— 50 Cents

# ROOK

Patented  
March 22,  
1910.

The Most Popular Game in the World.

The greatest success in games for 50 years.  
Played with handsome, finest quality round-  
cornered cards (as pictured).

In addition to **ROOK** (the favorite game),  
the great games "Parkette," "I Doubt It,"  
"Flip," "High 14," "Panjandrum" and other  
famous games are played with the same cards.

Clear **RULES** for all. 10 GAMES IN ONE.

Several of the games, such as "Flip," and "I Doubt It," are light, bright and spirited,  
others afford a field for deeper or more scientific play. Rules come for all. There are  
games for all ages and tastes. Sold by all dealers or mailed postpaid for price, **50c.** by

**PARKER BROTHERS, Salem, Mass., or Flatiron Building, New York.**



**PLAY ROOK!**

THE GAME OF

# History Up-to-Date.



Published by

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

Last question 1918

Box - from before incorporation

### 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 ANSWER

ING 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. 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.