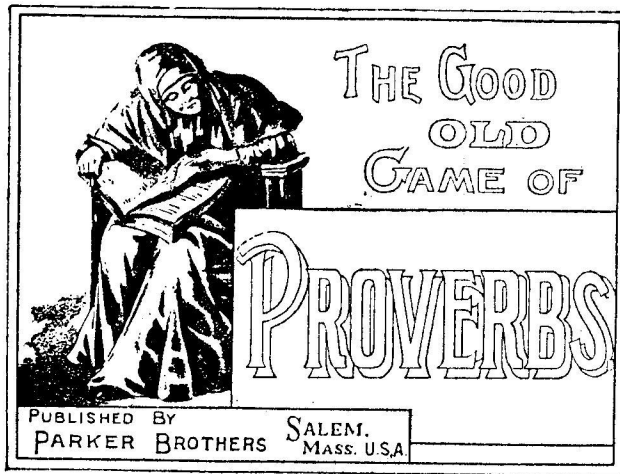


Directions for Playing
THE GAME OF PROVERBS.



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Directions for Playing Proverbs.

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FIRST METHOD. One of the players must leave the room, and the remaining players choose a proverb. Each player in order is then given one of the words which compose it. The guesser is then called and asks a question of each player, who must introduce his own particular word into the answer.

If there are more players than words in the proverb the words may be given out twice or more, and if there are fewer, some of the players may take two words. In either case the guesser must be told where the proverb begins and ends, which player have two words, and whether they intend to put those words in the same answer or different answers.

The word must be given exactly as it appears in the proverbs, not in any other tense, mood or number.

The one from whose answer the guesser is enabled to tell the Proverb must be the next one to take his turn in guessing.

SECOND METHOD. Distribute the cards equally among all the players. Any one may begin the game by reading the first or the last word, or both the first and last words (as may be agreed upon previously) of one of the proverbs in his hand and asking the next player on his left what the proverb is. If he can at once give the proverb, he takes the card and lays it one side, and in the same way reads from a card in his hand and asks the next player on his left.

If any player fails to give the correct answer the turn passes to the left; the one answering it correctly taking the card and asking the next question. If *all* are unable to answer it, the person holding the card reads the proverb and keeps the card himself and then asks another.

When all the proverbs have been used the player having the greatest number is the winner.

SHOUTING PROVERBS. A kind of proverbs in which at a signal from the guesser all the players shout their words at once. This may be repeated a number of times agreed on beforehand. If the guesser tries to listen to all the words at once he will find it very hard to understand any of them, but if he stands near one player at a time and listens only to him the proverb is easy to guess. For this reason a guesser may be required to stand at an equal distance from all players. They may sit in a circle while he stands in the middle.

ACTING PROVERBS. A kind of proverbs in which the players choose sides, and one acts an impromptu play illustrating a proverb, while the other side tries to guess what proverb is meant.

PARALLELS. A game in which one player tells a story to illustrate some familiar proverb, while the others guess what it is. The story continues till the proverb is guessed correctly, when the successful guesser becomes a story teller in his turn.

One way of playing is to choose sides. The sides stand in opposite lines and a story told by a player on one side must be guessed by some player on the other side. At the expiration of some fixed time, generally from one-half hour to an hour, the side, one of whose members is telling the story, is declared winner.

SPLIT PROVERBS. The company sits in a circle. The one beginning the game throws a handkerchief at another player, saying as he does so the first part of a proverb which the other must immediately finish by adding the last half of a different proverb. The two must make a complete sentence, but it may be nonsensical or ridiculous. The one who throws the handkerchief counts ten distinctly as he does so, and if the other does not begin to finish the sentence by the time the first has ended counting, he must pay a forfeit. The one at whom the handkerchief was thrown then continues the game by throwing it at another player and beginning another proverb.

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