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PARKER BROTHERS, Inc.  
SALEM, MASSACHUSETTS  
NEW YORK, CHICAGO, LONDON

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*Rules for*  
**QUICK  
WIT**

REG. U. S. PAT. OFFICE  
PATENT PENDING

★  
ANY NUMBER  
MAY PLAY

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## RULES FOR QUICK WIT

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### IDEA OF THE GAME

A pack of 52 cards bearing all letters of the alphabet (except X and Z) in the center and classifying words at the top and bottom is used to test the quickness of each player's wit. A classification is read from one card and a letter is then quickly exposed on another. The first player to call a word in that classification beginning with that letter wins a card. When the pack is all used the player having the most captured cards Wins the Game.

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### RULES

#### Preparation

Seat all players around a table in such position that they may all see the cards as they are exposed on the center of the table.

Select some one player to act as Dealer. He may be changed at the end of each hand and another player selected. Also select some player to act as Umpire to decide upon the correctness of words players may call.

#### Any Number May Play

The Dealer shuffles the whole pack and places it face up in the center of the table—carefully piled so that only the top card shows.

#### To Play

The Dealer asks if all are ready and then reads the subject in black at the top of the exposed card. (Note—Other subjects are printed in red and may be used in later games. The RED subjects are more difficult than the BLACK subjects. Always use either the red or black subjects for a single game, never both). As soon as the dealer has read the subject he slips off the top card of the pack (from which he has read the subject), with a quick motion toward himself and exposes the next card to the view of all players.

#### Calling the Word

Now each player tries to be the first to call a word of the classification (subject) read from

the top card, but beginning with the letter on the next card below just exposed by the dealer.

(Example. The original top card may have the headings "Fruit or Vegetable" in black and "Medicine" in red. The letter on the next card below, exposed by the dealer, may be "Q". If playing the black line a player might call "Quince". If playing the red line he might call "Quinine".

#### Winning a Card

The player calling a correct word FIRST wins the card WHICH WAS LIFTED OFF THE PACK.

Note the above carefully. Also note that the card bearing the letter which began the word is left on the pack and the next play is made by reading the classification at the top of this card, pulling it off quickly as described above and calling a word beginning with the letter on the next card exposed.

#### Scoring

After going entirely through the pack (the bottom card is left unused on the table) players count the cards they have won, which gives them their score.

Each hand may be counted as a Game and

the Player with the most cards wins, or a definite total may be set, such as 25, 50, or 100, and the score of each hand kept on paper. The first player whose score totals this amount, after a number of hands, then Wins the Game. If two or more players score more than the total agreed on (such as 100 points) in the same game the player with the highest score wins.

#### NOTES ON THE GAME

1. There is no "X" or "Z" card in the pack.
2. Remember the card won by a player is the card which carries the subject (or classification) which the dealer has drawn off and is not the card left on the top of the deck, from which the initial letter was read.
3. The umpire's word is final. If the majority of players do not like his decisions a new umpire may be appointed at the end of any hand.
4. When a word cannot be found quickly for any subject place the drawn card aside on the table. The umpire shall decide when enough time has been taken. The player to win the next card then wins both.
5. Use either the black or the red subjects

throughout each full hand, never both. (The Red subjects are more difficult than the Black subjects.)

6. If two players call together the card drawn from the top bearing the subject is put aside to be won by any player who wins the next play.
7. Dealer's Choice. The Dealer has the right to choose any subject he wishes for these particular cards.
8. Compound names, accepted slang, or any words may be used to win if they apply correctly. If compound words are used the first letter of the first word must agree with that of the initial card.
9. Names of live or dead people, existing or extinct animals, manufactured articles in or out of production, etc., may be used.  
Example: Washington, Dodo, Maxwell Automobile.
10. No two games will be alike because the subject and the initial used are from two different cards.

Questions on QUICK WIT will be answered gladly if 3c stamp is enclosed.