

Here are specimen groups to illustrate the idea:

Queen Elizabeth—

Sir Walter Raleigh.

William Shakespeare.

Sir Francis Drake.

Louis XIV—

Mazarin.

Colbert.

Racine.

ENIGMATICAL AUTHORS

This game would be much enjoyed by older boys and girls who are fond of reading. It will prove to be a test of their knowledge of books, and of their ingenuity in applying that knowledge.

A list like that given here is prepared by the leader of the game, who reads the enigmas out, one at a time, and the players answer them in turn. This is a simple way to play the game; a more formal one, is for the leader to prepare as many cards as there are players, writing the enigmatical expressions, in order, on each card, with enough space for the answer underneath.

A certain time-limit should be fixed and then the cards gathered in and examined by the leader, and the prizes, if any, awarded.

The following will serve to show how the game is

arranged, but the leader may enlarge the list at his pleasure:

1. Of former date.
2. What the preacher did in church.
3. A flowering tree.
4. A Scotch church and its color.
5. Fond of delicate fabrics.
6. The guardian of treasure.
7. What the dentist gives us.
8. Two marks.
9. A non-commissioned army officer.
10. What your face should wear.
11. Gives notice of danger to a female.
12. How some people climb mountains.

Here are the answers to the enigmas:

1. Prior, Matthew.
2. Praed, W. M.
3. Hawthorne, Nathaniel.
4. Kirk White.
5. Lovelace, Richard.
6. Key, Francis Scott.
7. Paine, Thomas.
8. Mark Twain.
9. Sargent, Epes.
10. Smiles, Samuel.
11. Warner, Charles Dudley.
12. Mulbach, Louisa.

a bowl, and to allow ten minutes for each topic. Some member of the company then draws a slip from the bowl and between first and second bells all present discuss the topic written on this.

Examples of good topics are:

What virtue possessed by a human being gives most pleasure to his fellowmen? (This was a favorite subject in French salons in the time of Madame de Staël. It is equally good today.)

2. Was Judith of the Scriptures justified in the means she took to slay Holofernes?

3. Is the color of the eyes an indication of character?

4. Are American women normally extravagant?

When the bell rings all discussion of a subject comes precipitately to an end. Another slip is opened and conversation begins on a different topic.

Six topics, to extend over an hour, is a good number for an evening's program. When all have been discussed, pass pencils and paper and ask each member of the company to vote for the conversationalist considered cleverest (anyone but himself, of course). Each person voting signs his name to the ballot. As the votes are only seen by the hostess, the names of the voters are not divulged.

The person receiving most ballots should receive an interesting book in appreciation of his conversational powers.

A NEW "AUTHORS" GAME

The old game of Authors never seems to lose its popularity with boys and girls who are fond of reading, and probably never will, since another generation takes it up with new zest as its predecessor lays it down. But a home-made version of the same sport will be found an enjoyable substitute for it evenings at home.

This is called Kings and Queens, and not a little general information is interwoven with the fun of preparing and playing it. Here is the method:

Cut from white cardboard sixty-four blank cards, buying the cardboard with as high a glaze as possible in order to make the cards shuffle well.

Instead of writers of prose and poetry, use the name of some king or queen, with three of his or her most celebrated subjects.

Each of these celebrated persons has a specially dedicated card, with the remaining three names written in smaller lettering below, thus completing a group corresponding to that of the author and three of his works.

The Popes with the great men of their times can be used in the same way, and, of course, our Presidents, too, with contemporary statesmen, generals, and phil-anthropists or philosophers.