

LOCKS & KEYS OF WIT & WISDOM.

Before commencing the game one of the party must be chosen dealer.

The dealer takes all the slips, both *red* and *blue*, keeping the red separate from the blue; he shuffles the *red* slips (which are the puzzle or wisdom slips) and deals them equally around to each and every player including himself; he also mixes the blue slips (which are the keys) well together and keeps them before him on the table, face downwards. Each player lays all his puzzle slips before him on the table, face upwards.

The game commences by the player next the dealer (on his left) drawing one of the blue slips or keys; having drawn it he folds it exactly in the centre (so that the letters are outside), and then tries to solve one of the mysterious sentences on his puzzle slips by laying the key (so folded) half over one of his puzzle slips (the folded edge in the centre). If the first does not match he must try the next, and so on; if he cannot produce a sentence by it on any of his slips he passes it (the key) to the next player (on his left) who tries it in turn; if he can do nothing with it he passes it to the next, and so on, until it returns to the dealer, who keeps it with his puzzle slips. Whenever a player produces a perfect sentence with the key, he keeps it with the puzzle slip it matches (making a pair), face downwards, upon the table before him, and the player on his left draws another key from the dealer.

The game continues in the above manner until all the keys have been drawn from the dealer, when the player holding the largest number of pairs is the winner.

The dealer of course is sure to be able to pair all the keys (returned to him) with his puzzle slips, as the other players have not been able to, and therefore, at the end of the game he is sure to have as many pairs as keys returned to him.

After the first player next the dealer has drawn the first key and tried it on all his puzzle slips without success, and passed it to the next player, he may draw another key from the dealer and be trying it on his puzzle slips while the first key is passing on; but if he succeeds with the key the second player will at once draw the second key. This principal should be carried out all through the game, and no one will then be idle