

GAME 3—THE SURVIVAL OF THE FITTEST

Form a line or semi-circle. The Wiz then asks the questions of the players in turn, those failing to answer dropping out until the winner is left, like spelling down in a spelling match.

Or this may be varied by the teacher sending the person who fails to answer to the foot of the class in line.

GAME 4—RAZZLE-DAZZLE

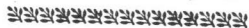
In a large gathering the Wiz reads each question rapidly and gives the card to the first person who answers correctly. When the game is over the cards are counted and honors awarded.

THE QUIZ OF THE WIZ.

Four Fascinating Games In One

H. J. Phillips Co. Inc., Publishers

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Mr. Edison's province has been to electrify us.

The Quiz of the Wiz generates a determination in everyone to be better informed.

To adapt the game to all requirements the questions have been divided into three classes: A Historical and Geographical, B. General, C. Technical,

Young people whose knowledge from books is fresh in mind should be more proficient in Class A. Persons with a longer and wider experience should be better informed on Class B. While Class C is especially interesting to those who have specialized.

One, two or all three classes of cards are used separately or together under all of the following directions and can be reclassified by their numbers.

GAME 1—THE QUIZ

Any number of people can play.

Deal one card at a time from left to right until each player has three cards. Place the remainder of the pack called the "Quiz" stack, face down, in the center of the table. The player at the left of the dealer, who to illustrate, we will call A asks the player at his left called B the question or questions on any card in his hand. If B answers correctly B takes the card and turns it face down in front of him on the table as the beginning of his stack. If B does not answer all the questions on the card correctly A asks the players in turn around the circle to his left until it is answered or all have had a chance. The one who answers gets the card. No one can try more than once and if everyone fails the person who put the question must not answer it but hand the card to the dealer who places it face down to his right to start the "Fiz" stack, which eventually contains the questions which everyone has failed on or fizzled. A then takes the top card from the Quiz. It is then B's turn to ask C and so on in turn as above described.

When the player who asks the question gives up the card to the person who answers it he at once takes the top card from the Quiz so that each player always has three cards in his hand. When a player has won ten cards he has won the game, but a less number may be agreed upon.

The game may be played in partnership by an even number of players. The partners sit opposite and count their stacks together.

GAME 2—THE QUESTIONNAIRE

In a large company or at school, leaders choose up and form their teams into two sides as for a spelling match, one person acting as Wiz or teacher. The Wiz shuffles the cards and places them face down.

He then picks up the first card and asks one of the leaders. The question goes from one side to the other in order until answered, when the card is delivered.

The Wiz then takes up the next card and asks the next person. The side holding the most cards wins, and the person holding the most cards is entitled to the honors of the game. Score may be kept instead of passing the cards.