

## DIRECTIONS.

The Century Game

The blue cards are the 'Title and Index cards for the books. Each blue card contains the name of the century and five principal events of that century. A book contains six cards, five white and one blue. The white cards may be regarded as "chapters" of the book, and the blue cards as "title covers."

First, distribute the blue Index cards equally among the players, then the white cards.

The Century Game is played much like the old game of Authors, though each white card contains but a single event or short period of time, so that a player may need to call for an Index card to know what cards are necessary for the completion of a book. For instance, if a player has a white card containing the heading "First Century, I." and the event "A. D. 64, "Burning of Rome by Nero" she may call for the blue Title and Index card, "The First Century," which will give the five principal events of the first century. If one happens to know the events of a century without having an Index card, so much the better. If she can complete the chapters of her book from memory of the events with their dates, the one holding the Index card will pass it over to her for a "book cover," without its being called for. This is a slight reward for learning the events of a century. The one who wins the most books in the game receives the Nineteenth Century Review Card, as a reward of merit. If it is distributed with the other cards, it is passed over to the winner without being called for. If one has an Index card and one or two Event cards belonging with it, she would better attempt to complete that book first. Frequent playing of "The Century Game" will be a great aid to historical accuracy. The five given events of each century serve as centres for a vast amount of contemporaneous history. The foot notes on the event cards are simply explanatory, and are there to encourage further investigation of each subject.

E. J. M.

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ORDERS RECEIVED

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## HISTORY OF Nineteen Centuries

PRINCIPAL EVENTS OF 1900 YEARS

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Twenty-two Books of History, consisting of six cards  
each, with Reward card for 19th Century  
and Outlook and Task cards  
for 20th Century