

Rules for Playing ^{The} 400

Aristocrat of Games

THE 400" is a game planned for the dual purpose of entertainment and education. It is suitable for individual entertainment or for groups of any size. It may be played in several different ways, the rules for which are given herewith.

"The 400" books, each covering a different subject, are prepared for you by competent authorities. Acquaint yourself with this series, and watch for the new "400" subjects as they come out. To become a "400" fan is to make the most constructive and enjoyable use possible of your leisure time.

THE SPINNER: To use the spinner, place the two arrows together and twirl both at the same time with the forefinger. The arrows, in combination, may select any number from 1 to 400. The short arrow selects the hundreds and the long indicator selects the proper number to and including 100. For example: if the short arrow lands in the 200 segment and the long arrow stops at 37, the number is 237. If the short arrow lands in the upper right-hand segment and the long arrow stops on 75, the number is 75. If an arrow comes to rest on a dividing line, always take the larger number.

SOLITAIRE "400": If you're playing the game alone, try yourself out on a page at a time. At first you may find that you can answer perhaps less than half of the questions. Soon, however, you will find your familiarity with the subject growing. Divide the book into four parts of one hundred questions each, and familiarize yourself with each part. Then, when you feel fully prepared, test yourself with the "400" spinner. Test yourself first on the questions from 1 to 100 by selecting, with the spinner, 20 questions, using the long arrow only. When you have tested yourself similarly on all parts of the book, you may use the spinner to select 20 questions at large. Score 5 for each correctly answered question. Grade yourself on the following basis:

A grade of:

60.....	Passing	90.....	Expert
75.....	Good	100.....	Perfect

TWO-HANDED "400": Here's a good game for husband and wife, or any two with a spare hour. Each take a score sheet, take turns with the spinner, and select 20 questions. Answering the same questions, see who scores highest. As a variant, let each person—with the spinner—

select 20 different questions for the other. The highest score wins. Be sure, as you answer the questions, to put down the number of each question, to avoid confusion in scoring.

GROUP "400": The game may be played by any number from 3 to 100, or more. Give each contestant a score sheet and pencil. Appoint a referee who will select 20 questions with the spinner. Each person, competing against every other person, selects down the number of the question and the answer. Pass sheets to the person on your left for marking. The highest score wins. In case of a tie, the leaders can spin until they break the deadlock. A variant of the group game is to divide into teams. The combined scores of the individuals on a team comprise the team score. . . . There are limitless possibilities in team play. Men can compete against women; two classes in school against each other; one club may challenge another.

ORAL "400": In this form the score sheet isn't necessary. Appoint a referee. Using the spinner, the referee asks Contestant No. 1 a question. If No. 1 answers correctly, the referee turns to No. 2. If No. 2 misses the first question, the referee immediately asks him another. If No. 2 misses three questions he is eliminated. Conduct the elimination in this manner until finally only one person is left. Penalize the irrepressible person who speaks out of turn by charging him with one error. If he speaks out of turn twice eliminate him.

SCORING: Give each full question a value of 5. For two-part questions, score 3 if one part is answered correctly, and 5 for both parts. For three-part questions, score 2 for one part, 4 for two parts, and 5 for all three parts. In case of approximate or partly correct answers, the referee or host will decide what value to give the contestant.

If you wish to make the game 40 questions, score just the same as in the 20-question game. A perfect score will be 200 instead of 100. In case of a 10-question game a perfect score will be 50.

THE SCORE SHEET: "The 400" score pads may be procured at your store at a nominal cost. A score sheet accommodates up to 20 answers on each side. If the pads are not available you may rule off your own, with a line for the contestant's name, and columns for the number of the questions, the answer, and the grade.

Rules of the game are also with each score pad— and on inside cover box of spinner.

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NEW RECREATIONAL AGE

AMERICA has entered a new era—the era of intelligent recreation. To more and more families NRA stands for something more than a code of business practices; it stands for the sudden discovery of millions of hours of leisure each year. It opens a fresh and scarcely explored world of play; and we are learning how to let down in this intense industrial age—how to have our good fun!

IN CREATING and sponsoring nationally "The 400" we have had in mind America's desire for a pastime which will not only amuse but benefit. Many months were spent in planning the variety of our subjects. They are full of quizzing challenges; alive with eager doubts; sparkling with gay and fun-ful answers. To play "The 400" is to add to the store of knowledge of the whole family.

A NATION that knows the art of recreation along with its sciences, its commerces and its civics, is a stronger and a wiser nation for it. A family that balances its fun with its philosophy, its intellect with its emotion, its love of congenial recreation with its business of making a living and balancing the budget at home—such a family knows the delight of the full, well-rounded life. "The 400" is designed for that family—*for you!*

SOME DAY we shall no doubt have at Washington a Secretary of Recreation, and when that day arrives it will be a landmark in our civilization, for we shall then be fairly on the way to realizing the social ideal—for every factory smokestack a center of recreation or playground, for every added production line, another chapter in the book of happy hours of fun and recreation.

Morris Steinberg

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