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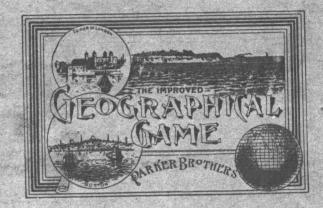
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## Directions for Playing



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### DIRECTIONS FOR PLAYING

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# GEOGRAPHICAL GAME.

- 1. The game consists of a number of cards having Headings, with one or more Geographical Questions beneath each heading referring to it.
  - 2. First divide the cards equally among the players.
- 3. The game is commenced by a player asking one of the questions on one of his cards of the player on his left.
- 4. If the player called upon answers correctly, he takes the card, and lays it aside; if not the first player draws a card from him and lays it aside, and in the latter case asks the same question of the next player,

and if he fails also, draws a card from him. He continues until he has asked all the players the same question, or until a player answers correctly. The first player answering correctly takes the card.

- 5. If all fail he must ask another question from the same card, and continue asking until some one answers correctly, or until all the questions on the card are exhausted.
- 6. If no player can answer correctly, the questioner keeps the card himself, and proceeds to ask questions from another card.
- 7. After a question is answered, it becomes the turn of the next player on the left to ask questions.
- 8. When a player gives a wrong answer the questioner must draw a card from him as a forfeit.
- 9. After the cards are exhausted, the player having laid aside the most, WINS THE GAME.