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DIRECTIONS.

The game consists of thirty cards, some with one heading and several questions, and others with several headings on each and one or more questions for each heading. The heading is always the answer to the questions below it.

Divide the eards equally among the players. The game is commenced by the dealer asking the player on his left the question from one of his cards. 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 (or another question having the same answer), and if he fails also, draws a card from him. All cards thus laid aside count one point at the end of the game.

He continues until he has asked all the players, or until a player answers CORRECTLY, the first player answering correctly taking

the card. If they all fail, the questioner lays aside the card and asks questions from another card.

When a question is answered correctly, the questioner loses his turn, and it becomes the turn of the one who answered to ask questions.

When a player gives a wrong answer, the questioner must draw a card from him as a forfeit.

After the cards are exhausted, the player having laid aside the most cards, WINS THE GAME.

Another popular method affording considerable amusement. Adapted for a large company.

One person is elected Reader by the company, who, taking the pack of eards, reads any question from any eard, and asks the company to answer. Every one in the company who knows, or who thinks he knows, or who desires to use the American privilege of guessing, at once replies. The person whose voice is first heard to name the correct answer, is recognized (i. c., named) by the Reader and given the card.

If no one can answer *correctly*, the Reader names the answer and keeps the eard. When all the eards have been given out, the game ends, the player having the *most*, WINNING.