

The play goes on until all the answer slips are gone. If the question slips are gone first any that have already been used can be used again, otherwise slips which have been read are discarded.

The WINNER is the player having the greatest number of answer slips in front of him.



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— RULES —
FOR PLAYING THE GAME OF
MRS. CASEY WANTS TO KNOW



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RULES FOR PLAYING MRS. CASEY WANTS TO KNOW

Any number may play, all gathering around the table. Place the answer slips which are of one color in one pile, and the question slips which are of a different color in another pile both face down in the center of the table.

The game opens by any player (chosen by popular vote) taking up a question slip and reading the question on it aloud to the player at his immediate left, looking him squarely in the face. This player takes up an answer slip and looking the questioner squarely in the face reads that answer.

All other players, including the questioner, now burst into roars of laughter, their object being to make the player reading the answer laugh.

If the latter neither laughs nor smiles, the questioner takes up another question slip and asks him the question printed on it. He repeats the same answer as to the first question, and again all try to make him laugh. If player answering questioner succeeds in keeping a straight face after the latter has asked him the question on FOUR slips (having given to each the same answer) he keeps his answer slip, placing it in front of him, and the same questioner has to ask the second player at his left, four questions, etc.

As soon as a player laughs or smiles while being questioned, he forfeits his slip, placing it in one common discard pile at one side, and he now takes up a question slip and becomes questioner, directing his questions to the player at his left.