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DIRECTIONS FOR PLAYING

... THE IMPROVED ...

Young People's Geographical Game



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PARKER BROTHERS, Salem, Mass., U. S. A.

1600 LATHAM AC GAME
Parker Bros.
SOLD 1890-1899+
0122 (of 6)

DIRECTIONS FOR PLAYING
THE
YOUNG PEOPLE'S GEOGRAPHICAL GAME.

The game consists of a number of cards having Headings, with one or more Geographical Questions beneath each heading, referring to it.

Divide the cards equally among the players. The game is commenced by the dealer asking the player on his left a 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 the card aside and asks questions from another card.

When a question is answered, the questioner loses his turn, and it becomes the turn of the player on the left 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.**