

ERRORS IN ENGLISH CARD GAME



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MOST — ALMOST

Most, meaning the greatest number, or quantity, or value, is both a noun and an adjective: "Most of the members agreed." "This costs the *most*." "This is the *most* valuable." *Almost* is an adverb, meaning very nearly, all but "Almost all of the members agreed." "We are *almost* there." "This is *almost* finished." Do not say, "We are *most* there."

DISASTER — CALAMITY

Disaster means a great and sudden misfortune, affecting the major interest and welfare of an individual or sometimes of a group. "The accident spelled *disaster* to William." *Calamity* means a great and overwhelming misfortune with far-reaching public consequences. "The death of so many important men in the Australian government, in the recent plane crash, is a public *calamity*."

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INSTRUCTIONS

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INSTRUCTIONS

This game may be played by one person alone, in the form of solitaire, as is described herewith, or by two or more persons as will be described later. The purpose of this game is to learn to avoid the making of errors in the use of our language, by playing a game rather than by studying.

On the back of each card is a discussion of some common error which should be studied before you attempt to play.

In playing this game no move may be made unless you know the information that is on the back of the card. You don't have to repeat all of it, but must give an idea of what it is, in condensed form.

Let us suppose you make a move that requires you to describe the difference in usage between SALARY and WAGES, all you say is that SALARY is for persons not engaged in manual labor, while WAGES is for manual work.

Remove the four 5's from the deck and place them next to one another with the symbols face up, before you on the table. These four cards are called the BUILD-UP. Of course,

you can't put them out until you describe the **ERROR** on each one of these four cards.

The following picture shows the **BUILD-UP**;



In arranging the deck place the cards so that the discussion of the errors faces up.

You hold the deck in your hand and deal off three cards which you place on the table; one on top of each other, face up of course. This is called the pile. Only the top card may be played from the PILE to the BUILD-UP, if it is playable. If, however, this top card is played, and reveals a card under

it, on the PILE, which can also be played, then you play that one also.

At this stage only 4's or 6's may be played on to the BUILD-UP, because the idea is to build either up or down on the BUILD-UP. Only a brown 4 may be played under a brown 5 on the BUILD-UP. Plays must be of the same color cards.

Let us suppose that the top card of the pile on the first deal was a blue 4. It may be played under the blue 5. At any time that you make a move from the PILE to the BUILD-UP, you may also play the card which shows up on the PILE, provided it is playable on the BUILD-UP, and you keep on playing cards off the PILE until you can't play anymore.

You deal 3 more cards on to the PILE and watch carefully to see if any card or cards are playable on to the BUILD-UP. The next four pictures show how different moves appear on the BUILD-UP.

When all the cards have been dealt onto the PILE, you then use the PILE as the deck, turning it over, of course, and start dealing from it to a new PILE, you always deal off in units of three cards except the last one or two cards left in the deck. You keep on playing until you complete the four series from one to eight on the BUILD-UP or until you are stumped and can't make another move. You then try a new game.

When you find a card is playable on the BUILD-UP you must state the required information. If you fail to do so you must leave the card where it is on the PILE. Do not put this card on the bottom of the PILE. You then deal three more cards.

While one may pass many pleasant hours playing this game—simply as an absorbing pastime—the real purpose, it should be remembered, is to learn the information on the cards.

When you begin to play the game you may alter on many of the items on the cards. With practice, however, your

mastery of this knowledge will enable you to play the game without difficulty. As you handle a card, repeat the item to yourself. If you are sure it is correct, it is not necessary for you to turn the card over to check it—though this is a matter of personal choice.

If you flunk on a certain item it is best to turn the card over and check it carefully so that you will know it the next time. Give it some thought. This work will be valuable exercise in developing your memory. Some persons have bad memories because they never use it very much, it becomes paralyzed.

There is another way of playing solitaire. Instead of mentioning the particular item each time you play, you merely turn the card over and read it. In this way if you play the game long enough you will probably absorb much information. In playing this way, you do not penalize yourself by not moving the card if you don't know the fact, "identification," etc.

GAME FOR TWO PERSONS

Deal each player ten cards. The remainder of the deck is placed face down on the table. We will call this the PILE. Cards will be drawn from the PILE later as will be described.

Each player arranges his cards so that all those of one color are together and that the cards are in sequence. In other words if he has 4 green cards namely, 4, 5, 8, and 1, he arranges them as follows—1, 4, 5, 8.

The idea is to see which player can get rid of his ten cards first. At this stage of the game you cannot make a move unless you can get rid of at least two cards at a time, any two consecutive cards such as a 2 and a 3, or 4 and 5, etc., of the same color. If you have three or four cards of the same color in succession, for example, like 5, 6, 7, or 6, 7, 8 or 4, 5, 6, 7, you may put them out on the table also.

As you put cards on the table spread them out a little so that your opponent and yourself can build up and down on them. Each player has a turn, but if you are able to put any cards on the table, you can move again, if you have the cards. You keep on moving until you are stumped. Then your opponent moves.

After there are some cards spread on the table a player may play one card instead of two. For example suppose there is a blue 6 and 7 on the table and you have a blue 5 in your hand, you may play it by placing it to the left of the six. Slip the 5 under the 6 so that only part of the 5 card shows peeping out at the left. If you have a blue 8 you play it to the right of the 7, placing the 8 on top and a little to the right of the 7.

If you cannot make any move onto the table then you must draw the top card off the PILE and perhaps with the aid of that card you will be able to move. After all the cards are taken from the PILE and you must draw a card, you pull one from your opponent's hand, without being permitted to see the cards.

Remember, of course, that as you put cards on the table you must give the data that is on the back of the cards. For example, if you are going to make a three card move and flunk on giving the required information on one of the three, then you cannot move any one of the three, or whatever number you happen to be playing.

In this game there is a difference from the solitaire, where you cannot give the required information when you are to make a move. If you "flunk" in this manner, then 5 points are "chained" up against you as a penalty on your sheet. Also you cannot play the card that you failed on, on your next turn. You may play it on your turn after that one. In addition you must draw a card from the pile or your opponent's hand.

The essential purpose of this game is the mastery of the facts on the cards. Should there be any doubt as to whether or not a player has given the information required, the reverse side of the card should be referred to. When a player fails to give a satisfactory idea of the item, he forfeits his opportunity to play the card involved, and the right to pro-

ceed with the game goes to his opponent. In such case the card must stay where it was originally. Where a player "flunks" he is entitled to read the information on the back of the card or cards.

When a player gets rid of his cards his opponent counts up what he has left in his hand. Suppose he has a 3, a 5 and a 7. He counts these up and they amount to 15. (3—5—7). If there are any cards left in the PILE, these must be added up also and count against the loser. The total is listed up on a sheet. And the games are continued. The player who first reaches 50, 75 or 100 points loses. You decide for yourself how many points lose the series.

THREE PERSONS

Deal each player eight cards instead of ten. The same rules apply. If you have to draw a card you do so from the player nearest to your left. When the first player is out, the other two total up the points they hold in their hands.

without including what is in the pile. This is entered up against them on the score sheet. Then the playing continues between the remaining two. The loser then is penalized again by what is left in his hand, plus what remains in the pile, if anything.

FOUR PERSONS

Deal each player eight cards and follow the same rules as for two persons except that each time a player drops out, the remaining players add up what they hold in their hands. In the game for four, all the cards are dealt out. There is no pile. The players start drawing from each others' hands as soon as necessary.

In the game for three or four persons, if so desired, the last player out may be further penalized, by multiplying what he has left by two or three. Another variation is to set different values for the different colored cards. For example count all cards with the spade symbols as four times face

value. If you are left with an 8 of spades you would be penalized by 32 points. The stars would be 3 times face value and the ball twice value.

Another variation would be to pick one suit, let us say the spades and make these cards count double. The 3 other suits would count the regular way. You can make any other variations to suit yourself.