

INTRODUCTION.

"CORN AND BEANS" has well been called "the funniest game out," therefore all who buy it, play it, and over it they laugh and grow fat.

The dish of corn and beans is food for the body, but the game of "Corn and Beans" is food for the mind. It is a source of infinite delight to the little folks, and at the same time impresses upon their minds, to carry with them through life, valuable historical facts in regard to our country, which they could learn in no other way, except by hours of wearisome study.

The play of the game concentrates the thoughts, stimulates the ambition, and brings into action the organ of acquisitiveness.

Parents who desire to amuse and instruct their children will find the game of "Corn and Beans" a good investement. New editions, embracing different series of questions, will be published from time to time.

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DIRECTIONS

FOR PLAYING THE GAME OF Corn AND Beans.

The game can be played by from three to twenty-one persons, but is most interesting when the players number from five to nine.

Take the card called "THE PROFESSOR," and enough other cards to make the whole number equal to the number who are to take part in the game; shuffle, and deal one card to each player, and whoever receives the card bearing the name, will assume the title of THE PROFESSOR, and act as director of the game.

Suppose there are six players,—The Professor will take the pack of forty cards, shuffle them thoroughly, and deal one card at a time to the other five players, (but none to himself.) until the pack is exhausted. Each player will then hold eight cards, and the Professor will supply the players with a Kernel of Corn, or a Bean, to represent each card.

The Professor will then proceed to ask the questions, either in rotation, or skipping about, at his pleasure. Suppose the question is asked,—“When was America discovered?” The player holding the answer must cry out CORN, when The Professor calls for the card bearing the answer, reads it aloud, and lays it aside. If, however, any of the players discover that it is not among the cards they hold, they will immediately cry out BEANS, and in case they cry out BEANS before the holder cries out CORN, then the one who holds the answer must pay to the brighter and more attentive player, a corn or bean, and retain the answer until the question is asked again.

If a player cries out CORN when he does not hold the answer to the question asked, he must pay a forfeit of a corn or bean to each of the other players; or if a player cries out BEANS when he should cry out CORN, he must forfeit a corn or bean to each player.

If a player's forfeits amount to more corn and beans than he holds, he is considered bankrupt, and must borrow of his more prosperous neighbor.

It is the duty of the Professor to see that there is no cheating, that no mistakes are allowed to pass unnoticed, and to decide all matters of dispute.

If the professor asks a question which has already been answered, the player who discovers it must cry out "CORN AND BEANS," when the professor will take the hand of the player who cries out, while the sharp player will assume the title and dignities of THE PROFESSOR.

If the number of players is such that the cards do not come out even, a sufficient number of questions and answers can be omitted from the end of the game, as for instance: If there are six players besides the Professor, six cards each may be dealt, which will necessitate the omission of the last four questions and answers.

The game is finished when one of the players has surrendered all his cards in reply to the questions. The one who first plays his hand out will be called the MODEL SCHOLAR; the one who has the most corn and beans will be called THE MILLIONAIRE; and the one who first squanders his capital of corn and beans will be known as THE BANKRUPT.

The game will be found very amusing for both old and young, and, as in the game of life, the brightest intellect will win.