

RULES FOR PLAYING
THE
MAKERS OF HISTORY
GAME

Two or more persons can play the "MAKERS OF HISTORY GAME."

Choose a dealer and distribute to the left one card at a time until each has two cards. Place the remainder on the table with the question side downward (i. e., face downward.)

The dealer or "Historian" asks the player on his left any question from either card in his hand. If the player answers the question correctly he wins the card and turns it face downward on the table. Should he not answer correctly, the question goes around the table to the left until it has been answered or until it is ascertained that none of the players can answer it.

The player who gives the correct answer wins the card. No player can try more than once, and the person who asks the question must not answer it.

If any particular question cannot be answered by any player, the person who asked it must read aloud from the back of the card, giving the players another chance to answer the question. Should each again fail to give a correct reply, the player discards the card and takes another from the top of the pack, and the player next to him or the left takes his turn as dealer or Historian, and so on, each taking his turn at asking questions.

When a card is given up by a player who answers, or a player discards one that is unanswered, he must draw another from the top of the pack so that each player has two cards all the time.

To make the game more interesting, it is better for the players to remember the questions that have been given out and not ask the same question twice during one game. The number of "points" or cards required to win the game may be determined by the players. A good way is to call each

round of the cards a game, the one having the highest number of cards bearing away the honors. A partnership game can be played by any even number of people.

It will be noted that the NAME of the celebrated character whose portrait appears upon the card is THE ANSWER to all of the questions on the card, and on the back of each card is a brief sketch of the life of the story maker whose name and portrait appear on the face of the card.

The game can be varied by making a rule that each question must be asked in turn, i. e., Question No. 1 on each card can be asked until all the cards have been played, the cards can then be mixed and distributed by the dealer to the left, each person playing question No. 2, as No. 1 has been played. Each question is thus played in order in the same manner until all the questions on the card have been asked. In case the last rules are followed, each run of the cards can be called a game, or the number of points consisting a game can be decided upon by the players themselves.

There is no game more fascinating or more restful as a recreation, and yet none which can approach this one in the valuable returns for the time spent in connection with it.

Price . . . Cents

Sent postpaid to any address in the United States or Canada.

WHAT YOU GET FREE

To each person who orders a set of our Game, we will send **absolutely free** a portfolio, "**Snap Shots of the St. Louis Exposition**," showing beautiful pictures of the World's Fair Buildings, Exhibits, Its Strange Peoples in their quaint dress, strange modes of living, and other attractions. **A Panoramic View of the Fair.**

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