

EVENINGS MADE MERRY and INSTRUCTIVE.

GASKELL'S

Popular Historical Game

OR,

History Made Interesting to Young and Old.

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"STEPS OF PROGRESS."

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4. The game continues in this way until all the cards are collected into "books." The one who has the largest *library* is the best player.

IV.—STEPS OF PROGRESS.

(The only part of the cards used in this game is the last two events.)

1. The cards are equally divided among the players. The player at the left of the dealer takes one of his cards and reads the last two events, omitting the dates, and places the card face downward.

2. The next player selects from his cards the one with a date which he thinks most nearly correspond with the dates read, and hands it to the umpire without reading it aloud.

3. Each player does likewise.

4. The umpire then reads the cards and gives them all to the player whose card was nearest to either of the two events read.

5. If a player hands in a card that lacks 100 years of the correct date, he forfeits one card, and for every additional 100 years he misses he forfeits a card.

6. These forfeits are paid to the winning player.

7. The next player now acts as umpire, and the game continues as before, until someone possesses 20 cards, when the game is considered won.

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PREPARATORY
—POPULAR—

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POPULAR

PREFATORY.

As in the earlier periods of human development, the thought and life of the people centered in their rulers, for whose exaltation they labored and died, so in the earlier stages of history the people are forgotten, and we have only a sort of serial romance of the men and women who ruled. Nor is history yet very much advanced from this embryonic state. Even in our school histories—which ought especially to present a correct record of the successive steps of human progress—nine pages are devoted to the quarrels and crimes of pusillanimous rulers, to every one page that records the progress of thought and social life. Hence it is that many young people who would think it a mark of great ignorance not to know of Napoleon or Alexander, hardly think it a cause for shame to be ignorant of the achievements of men like Kepler, Newton, Galileo, da Vinci, etc., who

are the true heroes and demigods of history. To such as these we owe almost everything we possess—the clothes we wear, the houses we live in, the books we read, the songs we sing, the railroads and telegraphs we use—indeed, even much of the food we eat, and in short, everything which distinguishes us from the savages of Africa or of the South Sea Islands.

We, therefore, say that if by *history* is meant that branch of literature whose chief province is to impart correct information of the successive steps of human progress, then very little history has ever yet been written, nine-tenths of it having no more to do with social development than a fight between two ignorant pugilists has to do with a problem of solar parallax or the nationalization of land.

Not only has special regard been paid to the accuracy of the chronology, but equal caution has been used to include no events but those of chief importance.

CHAS. A. GASKELL, A. M.,
Chicago, Ill.

EXPLANATIONS.

1. The *name* at the top of the card is to be regarded as the *name of the card*.
2. Event number 1 is of *political* importance.
3. Events number 2 and 3 are *steps of social progress*.
4. The pack contains 10 "books," with 4 cards in a "book," making 40 cards in all.
5. The cards of the 1st "book" contain the letter A just below the name of the card. Those of the 2nd "book" have the letter B, etc.
6. The cards are *numbered* from 1 to 40 in their chronological order, these numbers being at the upper left-hand corner.
7. The date at the top of each card is the *mean date* of the three events of that card.
8. The dates which follow the names of the cards are not to be used in playing, but are employed to aid the memory in associating the events.
9. The yellow or "group cards" contain a list of the "books" or groups.
10. The green or index card is used by the umpire in game II.
11. All events of this series are embraced within the last 883 years of history.

GAMES.

I—HISTORIAN.

1. Distribute the cards equally among the players.

2. The player at the left of the distributor reads the name at the top of one of his cards, and also the three events, but does not read any of the dates. He then places the card face downward in his hand.

3. The next player selects from his cards one with a date which he believes most nearly corresponds with the average date of the event read, and without reading it places it on the card first read, face downward.

4. The rest of the players do the same.

5. The player who read the first card now has one card from each of the other players, and he proceeds to read each of them aloud in order to ascertain which card contains the date that is nearest the *mean date* of the card first read.

6. The player who handed in that card receives all the cards handed in.

7. Any person who misses the *mean date* by 100 years forfeits a card; if by 200 years, he forfeits two cards, and so on, one card for every 100 years missed. These forfeits are handed over to the winning player.

8. If all the players forfeit cards, then the one who read the first card is the winner.

9. When the forfeits have been paid the next player to the left of the one who read before selects a card and reads it, and the game continues as before.

10. Cards that are won may be used in the game the same as others.

11. When anyone runs out of cards he is out of the game.

12. The first one who holds twenty cards is the "Historian," and the game is ended.

II—BIOGRAPHER.

1. The Umpire gives each player a Group Card, pencil and paper, but he keeps the pack and the Index Card (the green card) in his own hand.

2. He takes a card from the pack and reads the events and dates, together with the *mean date* at the top of the card, but is careful not to read the name of any individual referred to on the card.

3. The player at his left examines his Group Card, writes down on a slip of paper the name of some person he believes lived during or near the period of the events read, and hands it to the umpire without reading it. The next does likewise, until every player has written down and handed in his opinion. But no name is to be chosen that is not found on the Group Card.

4. The umpire then reads each answer handed in and gives all the cards named to

the player whose name came nearest the *mean date* of the card read. The winning player must not consult those cards as the game proceeds, but must depend upon his memory just as the others have to do.

5. If several seem almost equally near, it can be decided by reckoning the time between mean date of the card and the *mean age* of the persons referred to.

6. When a player sends in the name of a card that has already been won, it counts to his credit so far as the date is concerned, but the card remains with the one who first won it.

7. The first player who holds twenty cards is the best biographer.

III—LIBRARIAN.

1. The cards are distributed equally among the players, and to each player is given one of the yellow cards containing a list of "Books."

2. The player at the left of the dealer calls for some card which he needs to fill out a "book." If the person called on has it he delivers it up, and the player continues to call until he asks for a card which the person called upon does not possess.

3. When a player has four cards with the same letter under the name of the card, he has a "book," and lays it aside as a volume in his library.