

PARLOR GAMES

PART I

GAMES WITH PEN AND PENCIL

A PENNY FOR YOUR THOUGHTS

Procure enough tally cards for each guest; on the top of each write, "A Penny for Your Thoughts." Attach a ribbon, with a small pencil at the end, to each card, and have holes put through enough pennies to string one on each tally, in order that everybody may have one to study out by themselves.

The questions given below are to be written on the cards, leaving enough space for the answers. Of course, an allotted time is given in which the answers may be written, and when time is called the one having the greatest number correct is the recipient of the prize.

Questions and answers will be given below, but the one giving the party, of course, withholds the answers:

1. A messenger. One cent (sent).
2. Mode of ancient punishment. Stripes.
3. Means of inflicting it. Lashes.
4. A piece of armor. Shield.
5. A devoted young man. Bow (beau).
6. A South American fruit. Date.
7. A place of worship. Temple.
8. Portion of a hill. Brow.
9. Spring flowers. Tulips.
10. Three weapons. Arrows.
11. The first American settler. Indian.
12. Emblem of victory. Laurel wreath.
13. An animal. Hair (hare).
14. Two sides of a vote. Eyes and nose (ayes and noes).
15. An emblem of royalty. Crown.
16. One way of expressing matrimony. United State.
17. Youth and old age. Youth, 18—95, Old age.
18. Part of a river. Mouth.
19. Something found in a school. Pupil.
20. Part of a stove. Lid (eyelid).
21. Plenty of assurance. Cheek.
22. The cry of victory. Won (one).
23. Implements of writing. Quills.

QUOTATIONS

The company being seated, each member is supplied with paper and pencil. Then some one rising gives a quotation, while all the other players write his name upon their papers, and opposite it the name of the author to whom they attribute his quotation.

After each in turn has given a quotation, the papers are collected and re-distributed, care being taken that no one shall receive his own. Then each again rising, repeats the quotation originally given, this time adding the name of the author; the other players correcting meanwhile the papers held by them. The person who has given the largest number of authors correctly, wins a prize. For example, the first player rises and says:

“Colors seen by candle-light
Do not look the same by day.”

The next says:

“Handsome is that handsome does.”

And so on until all have given quotations.

When the papers are exchanged, No. 1, again rising, says:

“‘Colors seen by candle-light
Do not look the same by day.’

Mrs. Browning.”

No. 2:

“‘ Handsome is that handsome does.’

Goldsmith.”

If any player has substituted some other name for that of Browning or Goldsmith, or has failed to write the name of any author, it must be marked as incorrect.

One person then collects and compares all the papers and announces the winner of the prize.

LOCALIZATION OR LOCALIZED CHARACTERS

This is distinctively a literary game, and brings into notice the great readers of the party. A long list of characters is given, which must be located, bringing into play the gift of memory.

The hostess, or the director, must have previously prepared cards or papers containing a list of characters, the number of cards to be determined by the number of guests expected.

The characters, either real or fictitious, must be chosen from books, and usually number about thirty, of course, greatly increased or lessened, according to the amount of time to be occupied. The characters should all be numbered, and a space left beside each

one for the name of the book from which the character is taken.

The cards, or papers, should be handed to the guests, who place their names at the top of the papers. They should then place the name of the book beside each character with which they are familiar. The time should be limited, according to the number of characters chosen, and at the expiration of the specified time, the cards or papers are collected. Several persons should then be chosen as a committee to mark the papers. A line should be drawn through each incorrect one. The number rightly located should be added up, and placed at the top of the paper beside the name. The committee should then ascertain the names of the lady and gentleman having the highest and the lowest marks.

Though prizes are not absolutely necessary, still, four inexpensive gifts, appropriate to the literary feature, certainly add a great deal to the pleasure of the evening.

The following is a list of characters which may be used—others, of course, may be supplemented according to the pleasure of the director:

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|------------|----------------|
| 1. Portia. | 4. Sam Weller. |
| 2. Barkis. | 5. Scrooge. |
| 3. Pip. | 6. Desdemona. |

- | | |
|-------------------------------|----------------------|
| 7. Cassius. | 19. Priscilla. |
| 8. Robert Allitsen. | 20. Hubert de Burgh. |
| 9. Rowena. | 21. Becky Sharp. |
| 10. Messala. | 22. Micawber. |
| 11. Lady Dedlock. | 23. Una. |
| 12. Esperance. | 24. Lady Clare. |
| 13. Brian Osmond. | 25. Mark Tapley. |
| 14. Ellen Montgomery. | 26. Mrs. Gamp. |
| 15. Miss Ophelia. | 27. Falstaff. |
| 16. Meg Merrilies. | 28. Fagin. |
| 17. Madame Van Hums-
kirk. | 29. Uncle True. |
| 18. Rip Van Winkle. | 30. The Marchioness. |

GRAMBO

Each person is provided with paper and pencil, also with two small cards or slips of paper, upon one of which is to be written a question and on the other a single word. The questions and words are collected separately and redistributed, whereupon each player must answer in rhyme the question he has drawn, introducing into the rhyme the word on the other card. The time being limited to five minutes, when this has expired each reads aloud the result of his labors, first giving the question and word received.

To make the game more difficult it is sometimes required that the word received shall be made a rhyming word.

EXAMPLE

A draws for his question "Where is the end of the rainbow?" and for his single word "goose." In the allotted five minutes he produces the following:

"You ask where the end of the rainbow is found;
Just answer yourself if you can, sir.
For 'anser' in Latin, in English means 'goose,'
And I'm not such a goose as to answer."

ILLUSTRATED QUOTATIONS

At the top of a half sheet of paper with which each player is provided, a picture is drawn illustrating some quotation—no matter if you are not an artist, the more absurd the picture, the better.

When all the works of art are completed, each person passes his paper to his right-hand neighbor, who writes his interpretation of the picture at the bottom of the paper, turning the paper over to conceal the writing, and passing it on to the next. When each person has written on all the papers and they have again reached their original owners, they

are unfolded and their contents read aloud, the correct quotation being given last of all.

For instance, A draws a many-paned window through which is visible a face gazing at a highly exaggerated cluster of stars.

The paper being passed to No. 1, he writes as his interpretation:

"In the prison cell I sit, thinking, mother dear, of you."

No. 2 believes it to signify:

"Mabel, little Mabel, with her face against the pane."

And none of the company guessing correctly, A reveals to them that it illustrates the words from Tennyson's "Locksley Hall":

"Many a night from yonder ivied casement ere I went to rest,
Have I looked on great Orion sloping slowly toward the West."

CONFIDENCE

Each player must have a pencil and paper and write according to the instructions of the leader.

1. Each gentleman writes a lady's name; each lady a gentleman's name.

2. Any past time.
3. The name of a place.
4. Either Yes or No.
5. Yes or No again.
6. Each gentleman writes a lady's name and each lady a gentleman's.
7. Some time to come.
8. Yes or No.
9. Yes or No again.
10. The name of a place.
11. Your favorite color.
12. Any number not exceeding ten.
13. Another color.
14. Yes or No.
15. Let each write a lady's name.
16. Let each write a gentleman's name.
17. Each another lady's name.
18. Each gentleman writes a gentleman's name, and each lady a lady's name.
19. The name of a clergyman.
20. A sum of money.
21. The name of a place.
22. A number.

When all have finished, each player must read aloud what he or she has written without altering it, in answer to the questions below.

1. From whom did you receive your first offer?
2. When was it?
3. Where did this event take place?
4. Does he love you?
5. Do you love him?
6. Whom will you marry.
7. When will it take place?
8. Do you love him?
9. Does he love you?
10. Where does he live?
11. What is the color of his hair?
12. What is his height?
13. What is the color of his eyes?
14. Is he handsome?
15. Who will be the bridesmaid?
16. Who will wait upon her?
17. Who is your sympathizing confidante?
18. Who is your rival?
19. What clergyman will marry you?
20. How much is the gentleman worth?
21. Where will you live?
22. How many servants will you keep?

VERBARIUM

When everybody is provided with paper and pencil, a word, which is to be written at the top of each

paper, is given—a moderately long word with two or three vowels is best. At a given signal each person begins to write down all the words that can be spelled from the letters forming the given word and beginning with its first letter.

Two minutes only are allowed, when everybody must stop promptly.

No. 1 then reads all the words he has written; then No. 2 reads any words he may have that No. 1 has omitted, and so on, each player keeping account of his own number of words. Then the signal to write being again given, for two minutes the players search for words beginning with the second letter of the given word. No proper names are allowable; no letter must be repeated in the same word unless occurring twice in the given word; and no letter not contained in the given word can be employed.

EXAMPLE

The word given is "Locomotive." After the two minutes have expired, No. 1 reads his words aloud. He has "lot, love, let, loom, lit, lime," etc.—ten in all.

No. 2 has all of these and in addition reads "loto" and "late." The latter, however, is wrong, as it contains an "a," which does not occur in the given word, so he counts but eleven.

No. 3 has "live" and "lie," which neither of the

others have read, besides having nine that have been already given—so he scores eleven also.

When the signal for writing is again given, all words beginning with "O" are found.

When the whole word has been thus exhausted No. 1 has a total of forty words, No. 2 of thirty, and No. 3 of twenty-eight, making No. 1 the winner of the game. If the given word is long and contains many vowels, it is often well to demand that all the words shall have at least two syllables.

CRITICISMS

Give each of the players a sheet of paper and a pencil, and request him to write the title of some well-known book as near the top of the paper as possible. After this has been written, the sheet must be folded down in such a way as to conceal what has been written, and passed to the left-hand neighbor. Each one writes upon the sheet he then holds, the name of some popular author. This name is also concealed from view by again turning down the paper, which is then passed to the left. Next must be written some quotation, either in verse or prose, which would make an appropriate motto for a book. The paper must be again folded, and as before, passed to the

left. Each one must now write a criticism upon the book supposed to be designated in the lines concealed from view. The papers are then collected and read aloud, the contents generally being received with great applause and laughter.

EXAMPLE

LITTLE WOMEN,

BY

WILLIAM SHAKESPEARE.

"'Tis better to have loved and lost
Than never to have loved at all."

CRITICISM

"This treatise is evidently the work of one who is master of his subject. It leads us from the unreal to the real. The work is absorbing. We especially recommend it to the young as a discipline for the mind."

IMPROMPTU

A judge, previously elected, appoints each member of the company to write a poem or an essay, or to make a speech upon whatever subject may be given him. Each player writes a subject upon a slip of paper and puts it in a hat. The papers are then drawn singly, each person being required to confine

his previously appointed task to the subject he chances to draw. Five minutes being allowed for preparation, each in turn is called upon for the result, which is usually very absurd.

CROSS QUESTIONS

The company being divided into two equal parts, blank cards and pencils are distributed. One side then proceeds to write questions upon any subject desired, while the other prepares in like manner a set of hap-hazard answers. The question cards are then collected and distributed to the players on the other side, while their answers are divided among questioners.

The first player holding a question then reads it aloud, the first player on the other side reading the answer he holds. The interrogating and responding continues until questions and answers are exhausted.

CONSEQUENCES

Each member of the company must be provided with a sheet of paper and a pencil. The hostess announces the headings, and after each writing, the

papers must be folded over so as to completely hide what has been written, and then passed to the next person. After all the headings are filled the papers are collected and read aloud.

1st. Her name. 2d. His name. 3d. Place of meeting. 4th. What he said. 5th. What she said. 6th. What the world said. 7th. The consequences.

EXAMPLE

Lydia Pinkham and John Sullivan
Met in London.

He said: "How wonderful!"

She said: "It must be true!"

The world said: "I told you so!"

The consequences were, They were very happy.

WRIGGLES

The company is seated, and everybody furnished with paper and pencil. Each player draws a short, irregular line anywhere upon his paper, which he then passes to his right-hand neighbor. The person who receives it must draw a picture whose outline shall include the "wriggle," made heavier than the other pencil marks to distinguish it. The paper may be turned in any direction to accommodate the

"wriggle" to the desired subject. No artistic talent is necessary; that of adaptability being more important, and the resulting collection of impossible houses, people, and animals is highly amusing.

FIVE POINTS

This game resembles the last as far as requisites are concerned. Each player, however, makes at random upon his paper, five dots with the point of his pencil, then, passing the paper on, requires his right-hand neighbor to draw the figure of a man, the position of whose head, hands, and feet shall be denoted by the five dots. It sounds difficult, but really requires only a little ingenuity, even when the dots occupy the most impossible positions, to produce a caricature that answers every purpose.

ADVICE

Everybody being provided with paper and pencil, each player writes a piece of advice upon a slip of paper, which is folded and put into a hat. When all the papers are collected, they are shuffled and drawn by the players. Each person must, before opening his paper, declare whether he considers the advice it contains as worthy of being followed or

entirely unnecessary. He then reads the advice aloud. For instance, A, who announces his advice as most excellent, discovers it to be: "You would be greatly improved by endeavoring to overcome your unbearable conceit." B, who says his advice is entirely uncalled for, finds it to read: "Do not be so recklessly generous, or you will some day come to want."

FRENCH RHYMES

Each person writes upon a slip of paper two words that rhyme. These are collected by one player and read aloud, and as they are read everybody writes them down upon new papers. Five or ten minutes, as the circumstances demand, being given, each player must write a poem introducing all the rhyming words in their original pairs. At the expiration of the given time the poems are read aloud. Suppose the words given are "fell and dell," "rider and cider," "sat and hat," etc., these are easily jingled into something like the following:

"Once on a time a brooklet fell,
 With splash and dash, through a shady dell.
 One day there chanced to pass a rider,
 Who, deeming water better than cider,
 Down by the brooklet straightway sat,
 To dip some up in his old straw hat."

THE SECRETARY

The players sit at a table with papers and pencils, and each one writes his own name, carefully folds over the paper to conceal it, and hands it to one of the company previously appointed as secretary. He distributes the folded papers, saying "Character."

Then each one, writing out an imaginary character, hands it again to the secretary, who, again distributing the papers, says "Past."

Thereupon the players write an imaginary past for the unknown person whose name heads the paper.

"Present" and "Future" are also demanded, likewise "Fate," "Fortune," or anything that the secretary sees fit, or circumstances may suggest. The papers, finally being collected by the secretary, are unfolded and read aloud.

Here is an example:

JACK ROBINSON

Character.—Kind and genial, always ready to do a good turn to a friend, even to lending him a dollar; firm in purpose and successful in all undertakings.

Past.—Born of poor but honest parents, he began his illustrious career as a vender of peanuts.

Present.—Rolling in affluence, he snaps his fingers

in the face of his old companions and refuses to acknowledge them.

Future.—As President of the United States, he will raise a general racket by inviting extensive emigration from China.

Fate.—A blushing damsel of fifty will captivate his youthful heart and make him forever miserable.

Fortune.—Three acres of land and a cow will be his all-sufficient patrimony.

METAMORPHOSIS

Each member of the company must be furnished with a slip of paper and pencil, and must draw at the top of the sheet the head of some animal—human being, beast, or bird. This he folds down, and passes to his next neighbor, receiving a sheet in turn, folded down in the same way. Some lines should be left below the fold to show in what part of the paper the neck is placed. To this must be attached, by the person who receives it, the body of any animal; and this must be turned down in the same way and passed on. Next some legs must be added—two or four legs, according to the fancy of the artist. When the papers are unfolded, the animals prove far different from those planned by their originators.

GAME OF PARODIES

Require every person present to write a parody upon some well-known poem, or in the style of a familiar poet, giving a subject to which each parody must be confined. A certain length of time being given, each player reads aloud his own production, while the others are required to tell what poem or poet he had in mind. Suppose the subject is "Cats," here are two samples:

A. "Scamper, scamper, little cat,
What on earth can you be at?
Perched upon the wall so high,
Boots and brick-bats you defy.
When the little starlets peep,
When the world is all asleep,
Then it is you take delight
Howling all the live-long night."

B.

"I awakened about midnight, just at midnight, pussy dear,
Your charming voice, like music, fell upon my drowsy ear;
Upon my drowsy ear, pussy, and I was heard to say:
'I'll poison you when it is day, dearest, I'll poison you when it is day.'"

SLANDER

One player goes from the room, while the leader, providing himself with pencil and paper, writes down all the remarks uttered by each member of the party, in turn, concerning the absent person. He, being then recalled, the remarks are read to him while he endeavors to guess the names of their originators. If he succeeds in tracing a remark to its source, the person having uttered it must go from the room to be slandered in turn.

EXAMPLE

A, who has gone from the room, is requested to return in order to hear the following from B, the leader:

B. "Somebody says you are untruthful."

A. "Was it Mr. D?"

B. "Wrong. And somebody else says you are conceited."

A. "That was surely Miss Y."

B. "Wrong again. Somebody also says you are a great gossip."

And so on until "A" chances to guess correctly. If he fails to do this he must go from the room again himself.

WHERE IS YOUR LETTER GOING

All the company being seated around the room, two people are chosen, one for postmaster, the other for carrier.

The former stationing himself at the top of the room, gives every person the name of some city, writing the names down upon a sheet of paper as they are given. The carrier, then being blindfolded, stands in the centre of the room and the postman announces, for instance: "I have a letter to go between New York and Chicago."

As soon as the names are mentioned, the persons representing these cities must change places, the carrier at the same time trying to catch one of them. If he succeeds, and can, while blindfolded, give the name of the captured player, the latter must in turn become carrier.

Whenever the postman says: "I have letters to go all over the world," everybody must rise and change places, and if, in the general confusion, the carrier secures a seat, the person who remains standing after all the seats are taken, becomes the carrier.

SHADOW PORTRAITS

One of the party being appointed artist, each person in turn is seated near the wall with the shadow of his face falling in profile upon a sheet of white paper held or pinned upon the wall. The only light in the room must be a single powerful lamp, that the shadow may be clear and distinct.

The artist traces with a pencil the outline of the shadowy face and head upon the white surface, then hands the result to an assistant, who carefully cuts out the head, and upon the back of the paper remaining, writes the name of the person represented.

After each player has been thus treated, the papers are fastened, one at a time, upon a dark curtain or screen, which, showing through the head-shaped openings, gives them the appearance of silhouettes. The company is then called upon to guess the names of the originals.

THE ANT AND THE CRICKET

One person being appointed to represent the Cricket, seats himself in the midst of the other players, who are the Ants, and writes upon a piece of paper the name of a certain grain, whatever kind he pleases.

He then addresses the first Ant: "My dear neigh-

bor, I am very hungry, and have come to you for aid. What will you give me?"

"A grain of rice, a kernel of corn, a worm," etc., replies the Ant, as he sees fit.

The Cricket asks each in turn, and if one of them announces as his gift the word already written upon the paper, the Cricket declares himself satisfied and changes places with the Ant.

If the required word is not spoken, however, the same Cricket keeps his place, scorning each article of food as it is suggested to him.

In either case, the form of the question changes, and the supplicant says: "My hunger is appeased and now I wish to dance. What dance do you advise?" He therefore writes the name of a dance upon his paper and the Ants advise in turn—"A polka, a fandango, a minuet," etc.

The third Cricket declares himself unable to dance without music, and requests that a suitable instrument be recommended. "A lyre, a kazoo, a mandolin," etc., say the Ants.

The fourth Cricket, tired of dancing, wishes to rest, and asks upon what he shall take his repose—"A rose-leaf, the moss, the heart of a lily," are all suggested, but unless the name he has previously written upon his paper is mentioned, he expresses himself dissatisfied.

The fifth and last Cricket confesses fear lest while sleeping he shall be devoured by a bird, but requests advice concerning the choice of a destroyer—"A lark, a turtle-dove, a pigeon," are thereupon mentioned by the Ants.

By carefully selecting the most uncommon names for replies, the same Cricket may keep his place through the entire set of questions. If the word written upon his paper, however, is mentioned in any case, he must show it to the Ant, to whom he cedes his place.

ACROSTICS

Whoever begins the play announces that he has just returned from market, where he has bought a certain object that he names, which name must be composed of as many letters as there are players, besides the buyer.

He then demands of each one what he will give for one of the letters of the name of the purchased object. Supplied with pencil and paper, he writes down the offers, which must always commence with the letter he desires to trade.

When all the offers are received he reads them aloud, and announces the use to which he will put each object offered.

EXAMPLE

(For a company of eight persons.) "I have been to market, where I bought a Serpent, but I wish to trade it. (Addressing the first player) What will you give me for the S?"

The player addressed makes his offer and the buyer writes it down, as he does also the offers of the other players, then he says: "I am offered in trade for my

S a Scythe.
 E an Elephant.
 R a Rope.
 P a Potato.
 E an Encyclopedia.
 N a Negro.
 T a Trunk.

"I accept all, and this is the use I will make of them: Wishing to travel, I will search out in my Encyclopedia the countries I will visit, then I will mount my Elephant, which I shall guide with a Rope tied to his Trunk, and with my Negro for an attendant and my Scythe for a weapon, will seek the lands where the Potato grows."

This story finished, each of the seven other players makes a similar acrostic in turn.

WHAT IS MY THOUGHT LIKE

One of the players asking the question: "What is my thought like?" is answered at random by all the others in turn. These answers he writes down in the order received, and when everybody has responded he tells his thought.

Then each player must give the reason why it resembles the object he has previously mentioned. For instance, A thinks of something and asks, "What is my thought like?"

It is declared to be like "the sky," "the grass," "a tea-kettle," "an elephant," etc.

When he confesses that he has been thinking of a certain lady in the room, and asks why she is like the array of objects mentioned, he is told:

"She is like the sky because she is far above you."

"She is like the grass because cows are her natural enemies."

"She is like a tea-kettle because she sings."

"She is like an elephant because she takes her trunk with her when she travels," etc.

LITERARY REBUS

The guests on entering are decorated with picture cards. Each picture is a rebus, the answer to which

is the name of a well-known book. The cards are all numbered, and are pinned on the individual so that they can be easily viewed. A second card, with pencil attached, is also given, containing as many numbers as there are rebus cards. These the guests use to write, opposite the number of the rebus card, the solutions of the rebuses. As the picture-gallery is supposed to be continually on the move, any one can request another picture-bearer to halt for a few minutes, but each one must be careful not to study one picture too long, but endeavor to carry the subject in his mind's eye until he has guessed the name of the book and written the name on his second card. It is well to prohibit general conversation for a limited time, as any subject but the matter in hand would be liable to distract the mind, and there would be fewer correct solutions than if there were concentration. At the expiration of the specified time, the solution cards are all collected. The owners, of course, write their names on the cards before giving them up. The person having the highest number of correct answers is awarded a prize. A book of Quotations, or a game of Pictorial Authors would be a suitable gift. Herewith is a list of books that could easily be pictured:

THE DESCENT OF MAN. (Man descending a tree.)

GATES AJAR. (Two gates partly open.)

BESIDE THE BONNIE BRIER BUSH. (A bush with a figure on the ground near it.)

WE TWO. (Two small children—a wee 2 underneath the picture.)

MIDDLEMARCH. (March 15th.)

THE DUCHESS. (A large German S.)

HEAVENLY TWINS. (A pair of mischievous looking children—a pair of wings on shoulders.)

LITERARY COURTSHIP. (A lady and gentleman holding a book between them.)

SHIPS THAT PASS IN THE NIGHT. (Several ships—moon and stars overhead.)

VERY HARD CASH. (Dollars, half-dollars, and quarters.)

INNOCENTS ABROAD. (A very narrow A—in no sense "a" broad.)

LITTLE WOMEN. (Several children with long dresses.)

WEIGHED AND WANTING. (A man pulling something into a scale which does not descend.)

LOOKING BACKWARD. (The word "looking" written backward.)

STORY TELLING

The company being seated around a table, one player announces the title of a story about to be written, and himself writes the first two or three

lines and the first word of the following line, at the top of a sheet of paper—folding over the paper to conceal all but the single word. He then passes the paper to the next player, who, taking his only cue from the one word visible, writes and folds in similar manner and passes the paper on. When it has gone the rounds the first player opens it and reads the story.

EXAMPLE

The first player announces that the title of the story will be:

“The Startling Adventures of Mary Amelia Fitz Gerald.”

He then writes three lines and the first word of a fourth, folding over the paper and passing it on. This is the final result—the last word in each line being the only ones seen by the players.

1st. “In a beautiful isle of the sea, long since swallowed up by an earthquake, lived a damsel”

2d. “Raven tresses and light blue eyes made a combination with her olive complexion that was truly striking”

3d. “But she utterly refused to be sent up for sixty days on the charge of assault and battery, so paid”

4th. “Five hundred dollars for a ball dress in which she might hope to captivate the prince”

5th. “He said ‘Mary Amelia! methinks thy name savors of plebeian blood. Who are thy ancestors?’”

6th. “Poor but honest Teutons who earn their daily bread by hardest toil. Mary Amelia scorned”

7th. “And tossing her blonde curls, said: ‘I will not have thy love! Thou hast but a paltry million!’”

8th. “So she married him, and they invested the million in Central Railroad stock at eighty-one per cent., and are waiting to make the one million two.”

 HANGING

This game is played by two people only. One of them thinks of a short word and writes upon the paper a series of dashes, one for each letter in the word. Then, at the side of the paper, he draws a rude representation of a gallows. Thus prepared, he announces, for instance:

“I have a word of four letters. Can you tell me what one of them is?”

2d Player.—“Is it A?”

1st P.—“No.” (He then draws the figure of a head suspended from the gallows.)

2d P.—“Is it I?”

1st P.—“No.” (Gives to the head, eyes, nose and a mouth.)

2d P.—“Is it O?”

1st P.—“Yes.” (Places an O under the second dash representing the word.) “Can you tell another letter?”

2d P.—“Is it M?”

1st P.—“No.” (Draws a neck to the head.)

2d P.—“Is it L?”

1st P.—“Yes.” (Puts an L under the first dash.)

2d P.—(Seeing the L and O together) “Is the word ‘love’?”

1st P.—“Yes, it is.”

If the second player misses eight guesses, however, without discovering the word, he is “hung,” for at the fourth failure a torso is added to the figure on the gallows; at the fifth, arms; the sixth, hands; the seventh, legs; and at the eighth, feet.

Instead of words, sentences or proverbs are sometimes guessed, the dashes representing the words to which the guesses are also confined.

THE BOUQUET

Each player composes in turn a bouquet of three different flowers, that he names aloud to the person conducting the play.

The leader then writes the names of the flowers, and after them the names of three persons in the room.

He then demands of the player who has composed the bouquet what he intends doing with the flowers, and upon their proposed disposition being declared, the names of the three persons they represent are read aloud.

EXAMPLE

Leader.—“Miss A, choose three flowers.”

Miss A.—“A lily, a rose, and a sweet-pea.”

L.—“I have written them. Now, what will you do with the lily?”

A.—“I will throw it out of the window.”

L.—“And the rose?”

A.—“I will put it in a vase.”

L.—“And the sweet-pea?”

A.—“I will always keep it near me.”

L.—“Very well. You have thrown Mr. X out of the window, put Mr. Y in a vase, and expressed a desire to keep Mr. Z always near you.”

THE GAME OF THE FIVE SENSES

Taste.—Each player must be provided with pencil and paper, and a card and wafers, such as are used in progressive euchre. He is afterward blindfolded, and the hostess passes to each a tray with a dozen or

more things to be tasted—sweet, sour, pleasant, and disagreeable; only a very tiny taste is needed. The eyes are then unblinded and each player must write down, in order, the names of the articles he has been tasting. Two prizes are given, a first prize and a booby prize, to the two persons who have given the most correct and the most incorrect answers.

Smelling.—A tray is brought in to the blindfolded players, and spices, medicines, flowers, and perfumes are offered them to smell, after which each player notes his opinions as to the names of the articles.

Hearing.—The players are blindfolded, while others of the company make various kinds of noises all at once—singing, crying, laughing, ringing of bells, pounding, knocking, tearing paper, playing violin, piano, etc., and the trial of different voices of well-known friends.

Touch.—A tray is brought to the blindfolded players with a dozen or more articles, to be felt by each person in turn. Then the bandages are removed and each player writes down the names of the objects he touched.

Sight.—A tray is placed before the players, now unblinded, and they are to look at the dozen or more objects displayed upon it while "twenty" is slowly counted, after which the tray is removed, and the players must note all the objects they can remember.

PART II

GAMES OF THOUGHT AND MEMORY

A NEW PROGRESSIVE GAME

This game may be played at any number of tables, arranged in the order of progression, the winning couple at each table going on to the next and there changing partners as in progressive euchre. The requirements for the game are several boxes of ordinary "anagram" card-board letters, such as may be obtained at the toy stores for twenty-five cents, and tally cards, one for each person. A small heap of these letters is placed in the centre of each table, all turned carefully face downward.

Two couples play at each table, the opposite partners joining forces and counting their joint gains at each progression.

Before the bell rings as a signal to "play," the hostess goes to each table and assigns to the players there a class of names, so that each table has a different class. For instance, to the head table may