

## ANAGRAMS (Continued)

**EXCEPTION.**—It is not allowable to “Catch” a word, merely by adding an S to it. For instance, if a player has a word “hear,” another cannot take it by making it “hears,” but if he can use the S by changing the word, he may take it, as in this case, by making it “share.” In the same way, it is not allowable to add D or ED, but one may add an S or D or ED to one of his own words, as it thus makes it more difficult for another to catch it.

The player who first makes ten words, **WINS THE GAME.**

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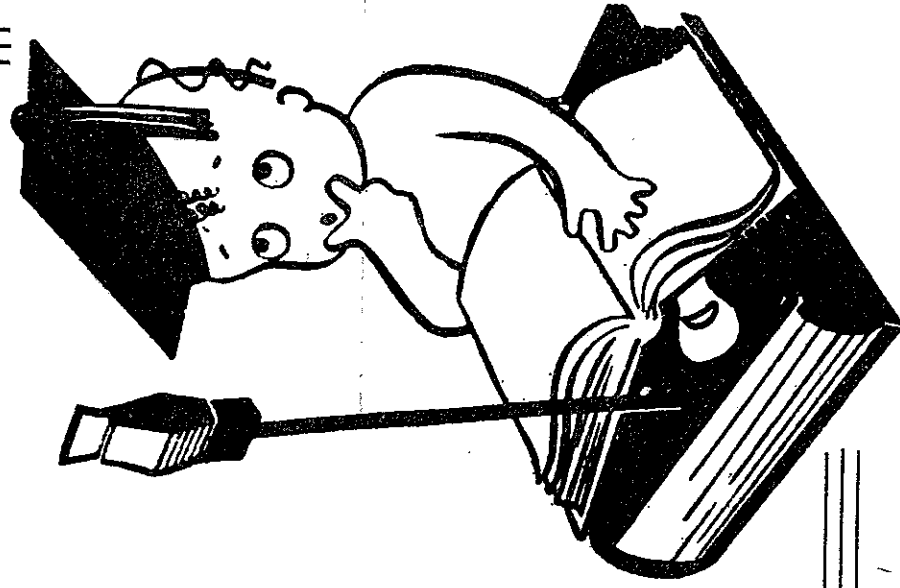
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## RULES FOR

# QUIZ KIDS

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# QUESTION & ANSWER GAME

(Use white cards for questions and red cards for forfeits)

Select a Reader.

The Reader shuffles the white question and answer cards and places them face down nearby. He also places the forfeit cards in the center of the table.

Each player should answer a Question in turn.

If a player answers correctly, the card is handed to him as a reward.

However, if a player should fail to answer correctly, he must draw a forfeit card (Red Card) and act according to the instructions printed on it.

The player holding the greatest number of white cards after all cards have been read, Wins the Game.

Can you assemble properly, in less than 6 minutes, the Map of the United States?

Every member of the family and friends should try it.

Keep a record of the time taken by each one.

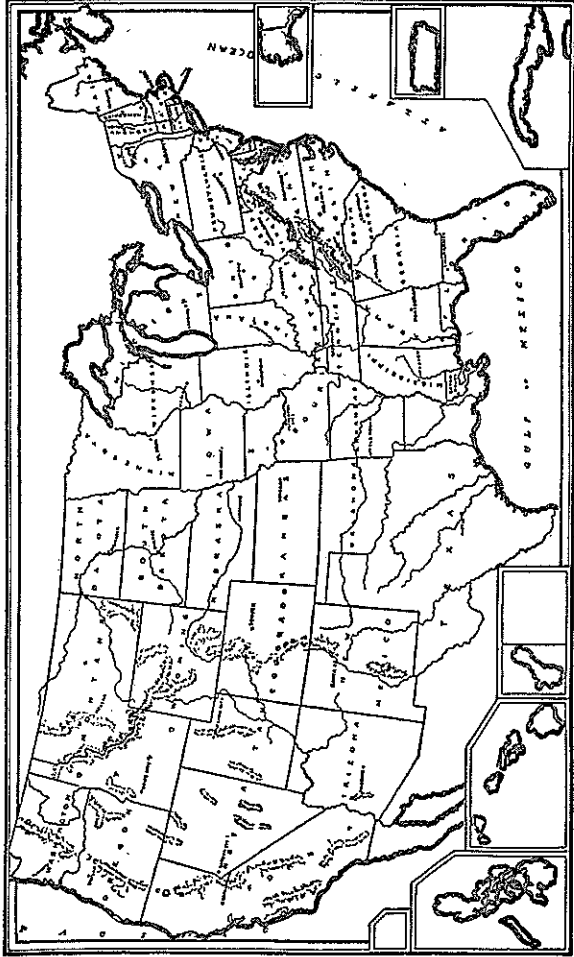
The person assembling the map in the shortest time is privileged to ask the other members of the group any question about the United States that he may select. However, the question asked must be one that can be answered by looking at the completed Map to prove the correct answer.

Sample questions are—

Name the State capital of Maryland.

What State is directly north of Missouri?, etc.

The person failing to answer correctly is required to select a forfeit (red) card and do as it indicates.

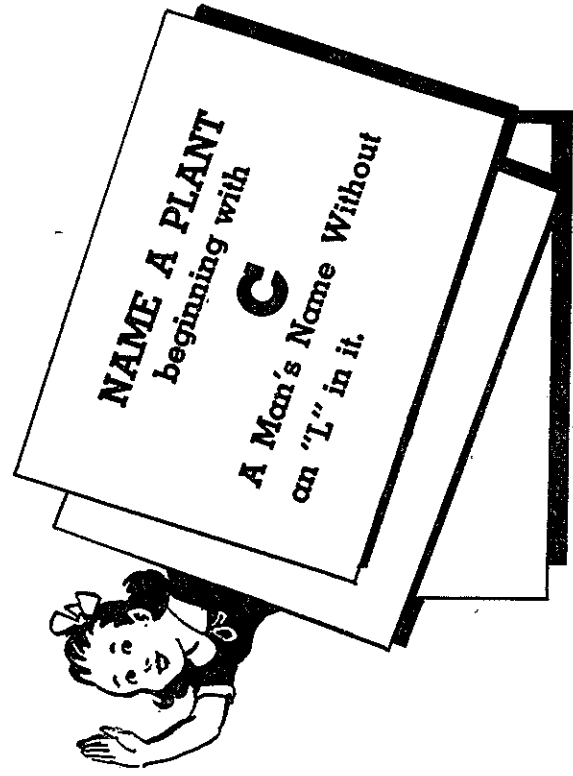


## U. S. MAP

## Rules for Playing ANAGRAMS (Played with the Green Printed Letters)

Any player may begin the game, by drawing one letter from the box. If it forms a word itself as A or I, he places it in front of him, facing the other players. If it does not form a word, he must put it, face up, in the center of the table, where it may be used by any player.

Then each in turn draws a letter from the box, and may make a word by combining that with any number of letters in the center of the table, or with any word already made. Taking a word already made is called "Catching." If he cannot make a word, he lays his letters in the center of the table. He may then make a word without using his letter, if he can.



Game of  
**"NAME IT"**  
TRADE MARK  
**(Played with the YELLOW Cards)**

Shuffle all of the yellow cards. Remove the object picture cards. Place the pack, **face down**, in center of table. Each player in turn takes the top card from the pack and reads aloud, the top half of it. (Example above—Name a plant beginning with "C".)

The first player to NAME IT correctly takes that card.

If no player can answer in a reasonable time the card is laid aside and is not counted.

The player who has the most cards, after the bottom card is reached, wins the game.

Cards are reshuffled and another game begins. In this new game the second subject on the card is read and so on.



**"GRAB"**  
TRADE MARK  
 or

**OBJECT SPELLING GAME**  
**(Played with the Green Letters and ALL the Yellow Cards)**

**FOR ANY NUMBER OF PLAYERS**, and every man for himself!

The idea of the game is to spell out, with letters, the name of the subject suggested by the yellow cards.

1. Elect one player as the Reader.
2. Place the green letters in a pile in center of the table.
3. The Reader shuffles the yellow cards and places them face down nearby.

The game begins when the Reader turns up the top yellow card and reads aloud the first instruction on that card—for example:

"Name a City."

## “GRAB” (Continued)

**NOTE:** In this game forget the letter in the middle of the card. You may start the name of your “City” with any letter.

All the players, including the Reader, grab the green letters from the pile that will spell the name of some city, any City that comes to mind. Some player will grab letters that spell “Boston,” another will spell “St. Louis,” another “Chicago,” and perhaps “Sacramento” will be the choice of some other player.

All letters spelling words must be arranged neatly in front of the various players.

The winner of the round is the player who first completes the name of the object or subject called for by the yellow card. That player is given that yellow card to hold until the end of the game.

The **Winner of the GAME** is the player who holds the most yellow cards at the end of 10 rounds, or winning hands.

All letters are thrown back into the green pile at the end of each round. (Should the Reader turn up an **Object Card** he must hold it up for all to see the picture on it. The first player to properly spell the name of the object printed on that card may claim the card as a reward.)

For the next game, someone else selected as Reader should continue by reading the second subject on the yellow cards, and again showing such illustrated object cards as turn up.



## “MASTER MIND”

TRADE MARK

(Played on the Board with Four Colored Playing Pieces)

The Black moving piece represents the **MASTER MIND**. The remaining colored pieces are just “Minds.” Moving pieces are held by the pointed end—the heavy part downward.

Mix the pieces in the box and draw blindly.

The player drawing the **MASTER MIND** piece places it upon the space marked “Master Mind starts here.”

The Minds are put upon the space in the corner, marked “Minds start here.”

The **MASTER MIND** has the first move, spins the indicator and plays over any track he chooses, as many spaces as the indicator shows.

The Minds then spin and play in turn, endeavoring to capture the **MASTER MIND** by landing exactly on the same space it occupies.

Pieces may move in any direction but must not back track on the same move, *i.e.* move forward and backward over the same spaces. Any piece may pass another on the same track.

The **MASTER MIND** if hard pressed by the Minds can dodge into the yellow Starred paths but must move out on his next turn if the spin of the indicator requires him to do so.

The **MASTER MIND** is safe upon the yellow Starred paths, as the Minds cannot move upon these yellow paths.

If the **MASTER MIND** can reach the space with the large black triangle by exact move, before he is captured by any one of the Minds, he **WINS**.

Otherwise the player whose Mind captures the **MASTER MIND** **WINS**.