



GAMES AND STUNTS FOR ALL OCCASIONS

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| PARTIES | SCHOOLS |
| SOCIALS | CHURCHES |
| FIRESIDES | CAMPS |
| OUTINGS | ETC. |

By
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and
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Authors of
YEAR 'ROUND PARTY BOOK



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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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INTRODUCTION

THE musical tinkling of a telephone always thrills – so when a sweet feminine voice interrogated over the wire, “Are you the game warden?” our friend, who holds that exalted position in a neighboring state, replied, somewhat mystified, “Yes, I am.”

“Well, I am so thankful,” the charming voice continued, “You are the right person at last! Would you mind suggesting some games suitable for a party I am holding next week?”

And so, a couple of game wardens, with plenty of experience in pastime projects where a deer is just as necessary as a deer in the thicket, resolved to meet the request of this young woman and of many, many others, both male and female, who have been seeking a handy manual of games and stunts for various occasions.

Every book is an engineering development, and the reader is entitled to scan the blue prints, whether the literary effort has been designed to instruct, entertain, influence or cajole the audience for which it is intended. This new collection of games is no exception, and it is only fair that at the very beginning there be a revelation of its scope and purpose. The authors’ intention is to place in the hands of the leader or hostess, a selection of games that may happily be used in the home as well as in a church, a school or a social hall. We have been careful to eliminate anything that might offend persons of any age, creed, or sex, and to avoid incorporating any game which might develop into unnecessary roughness or rowdyism.

It is not with a spirit of over-confidence or self-commendation that we guarantee your party pleasingly different if you use this book as a guide in preparing your program. We merely base the statement on the belief that every essential has been included. In addition to games, which have been classified for quick reference, the book gives fresh suggestions on decorations and tells how to prepare the kind of refreshments which the society editor will later inform her readers were “delicious, palatable and one of the brightest features of the affair.”

The requisite of a good leader is that he or she become thoroughly familiar with the games planned, before the day of the party or social. One of the secrets of a popular party is to start off by getting everybody properly acquainted at the very beginning. Creating a really social atmosphere from the moment the guests arrive has always been an open secret among men and women who know how to entertain both large and small groups.

Every “warming up” game has been arranged so that the partners will not “choose themselves,” and the instructions you are to carry out will make it impossible for the same partners to be maintained throughout the evening. A leader must be on the alert so that a game is not continued too long and be ready to start off with a new and *different* kind of pastime the instant there are signs of inattention. Note that emphasis is there placed on *different* type of game.

GAMES AND STUNTS FOR ALL OCCASIONS is a carefully edited collection of both original games and adaptations of the old favorites without which no party seems quite complete.

The authors believe that the manual will be of practical service not only to the individual hostess, but also to social leaders in the Y.M.C.A., Boy Scouts of America, Campfire Girls, Girl Scouts, Girl Reserves, Y.W.C.A., and to teachers, camp directors, and all religious and educational institutions where the persons in charge of recreational projects are seeking books free from objectionable material.

In order to serve the widest possible circle, we have sought games which can be played and enjoyed by large and small groups, of all ages, everywhere, at all times, with a minimum amount of equipment, expense and labor required of the leader.

If we, the inspired game wardens, have succeeded in establishing an all-around open season for clean and wholesome social events, our purpose has been accomplished.

WILLIAM P. YOUNG
HORACE J. GARDNER

CHAPTER I

WARMING UP GAMES

THE first problem facing the leader is perhaps the major obstacle to overcome, if the program is to work out happily for all concerned. This is the job of melting, the icy reserve which at the beginning of a party freezes conversation and results in embarrassing silence, punctuated only by a few uneasy remarks, or the confidential whispers of a couple segregated at one end of the room. The games in this chapter are intended to get the party off to a good start, to arrange the choosing of partners and to make certain that those with inferiority complexes or overly shy natures are put at their ease at once, and that everybody participates from the very outset.

ZOOLOGICAL GARDEN

This is one definite method of preventing *the* major portion of the evening from being squandered because of the reluctance to mingle, which often seizes individuals when they are grouped together.

In order to break this tension, it is a good idea to have a card prepared for each person at the party. At the top of the blank card, write the name of an animal. Each name is to be duplicated, one card being given to a girl and the other one to a man. After the cards have been distributed, a signal is given and one elephant must hunt through the crowd for the other elephant, one monkey for the other monkey and one lion for the other lion, etc., etc.

When the animals have been paired, each couple draws apart from the crowd, and together they compose two telegrams, the words of which must begin with the letters comprising the animal's name, in their correct order. The girl's telegram is addressed to the man and his must be a reply to it. Five minutes are allowed for this effort, after which the telegrams are handed to the hostess. She reads them and the audience chooses the best telegram and its answer.

GETTING SOCIABLE

If it is your duty to act as hostess to a fairly large party, your big problem of getting them all acquainted may be solved at the very beginning by having the guests stand, forming a circle. Turn to your right and walk around inside the circle, pinching lightly the cheek of each guest and saying, "Hello,"* giving your name and receiving his or her name in return. The first person whom you have saluted will follow closely behind you, doing the same; the second follows—and so on. Soon the circle will be turning in on itself, and a long line will be following you. No one moves until his neighbor at the left has himself turned inwards and joined the face pinching progression. The player on the left of the hostess, at the beginning of the procedure, is the only one who does not move. When this cute little rite is finished, everyone will have spoken to everyone else and at the same time have become a bit more familiar through the cheek-pinching salute.

SPELL IT

A good way to fill in the long minutes until it is time for the games to begin is to have a number of large capital letters cut out of cardboard and pinning one on the front of each of the early arrivals. If possible, make these letters at least twelve inches high.

As the guests file in, one by one, ask them to determine what the letters spell by various rearrangements of the players. When someone thinks he has the correct word or phrase, he is to line up the players at one end of the room. The letters might form phrases like these:

WELCOME TO OUR PARTY

NOW WE ARE READY TO START

THE GANG'S ALL HERE

I'M SO AND SO

This is a get-acquainted game in which you give each guest a paper bag containing the same number of dried beans or peas.

The guests hold the containers until the last of those invited has arrived. As soon as this last guest is seated, tell everyone to introduce himself or herself to everyone else, shaking hands and exchanging names. The faster they rush about, the better. When a couple shakes hands, the one who is first in giving his name claims a bean or pea from the other person. No name may be given without a hand shake. The one who gets the most pellets should receive a prize.

HAZELNUT TREASURE HUNT

Before the guests arrive, hide a number of hazelnuts about the house, in places that are not too obscure. When the game starts, divide all present into two sides, Cats and Cows. Selection of the teams can be made by having participants draw odd and even numbers from a hat, or by distributing red and white pieces of paper, to indicate the proper allegiance. At a given signal the treasure hunt begins. Whenever a nut is found, the finder must kneel down at the spot and meow like a cat or moo like a cow until the leader of his team comes and claims the nut. After five minutes have passed the total number collected by each team is counted, and as soon as the winner is determined, the nuts are eaten.

FUNNY FEATS, FAST AND FURIOUS

This is a game everyone in the group can play, one at a time. After all are seated in a circle, each person attempts to do some little act several times in succession.

For instance, the girl at your right begins. You tell her to grip her nose with her left hand, and her left ear with her right hand. Then, as you call "Reverse" she releases her holds; tell her to clap her hands once; and change grips – right hand to the nose, left hand to the right ear. "Reverse" is called again. She claps, reverses once more, and so on.

Now the next person performs. If the game moves briskly, there are some funny results for the rest of the group to enjoy.

THE FARM

The first player begins by stating that he owns a farm full of cocks that crow, and he imitates a cock crowing. He continues crowing, and the next player says that he has a farm full of cows that moo, and makes a sound like a cow mooing. Each player has a different animal in his farmyard and tries to make the sound of that animal, while every other player is making his own noise at the same time.

It is amusing to try crowing when your neighbor is croaking like a frog and still another is clucking like a hen.

PASSING THE BALLOON

Seat the men and the women alternately in circle formation. Give a small balloon to one player who hands it on to his immediate neighbor. While the balloon goes around have someone play the piano. When the music stops the person holding the balloon leaves the ring. The last player to be left in the circle is the winner of the game.

Do not move the seats forming the ring; but as the players drop out, those remaining change their places so that the lengths of the passes are equal.

THE MUSICAL WAND

Blindfold one of the players and let him stand in the middle of a circle. He holds a small wand or baton in his hand. The players dance around humming a popular tune, stopping at a

certain specified part of it. As soon as they stop, he points his wand at some one, who must then start to sing the tune. He may disguise his voice as much as he likes, but if the blindfolded one guesses who he is before the chorus of the song comes to an end, the two players change places.

BUS STOPS

Take several chairs and line them up in two rows facing each other, to represent the inside of a bus. The leader stands at one end of the rows of chairs and acts as the operator. Have all the seats occupied by passengers. The operator then calls out the names of the different bus stops. If they are plain names the players change sides; if "street" is mentioned with the bus stop, no one must move; but if "road" is called, then all jump up and run down the aisle and around the back of the seats to return by the other end into their places again, taking any seat they choose. The operator also must try to obtain a seat, and if he succeeds the player who is left without a seat becomes the operator.

The names are called out in this fashion: Names such as Broadway, Center Square; the players change sides.

Names of streets such as: Broad Street, Market Street, Main Street; no one must move from his seat.

Names of roads such as: Marlyn Road, Susquehanna Road or Church Road; all run around the back of the seats and return by the other end.

WHERE'S THE COLLAR BUTTON

Send one player from the room, hide some small object such as a collar button and then call him in. He must make a search for the hidden object while the others sing a song that they had previously agreed upon, repeating it until he has found what he is seeking. They sing loudly when the searcher draws near the spot where the object is hidden and more softly as he goes away.

Although this is an old game, it is still very entertaining.

IN THE WATER, ON THE SHORE

Mark a straight line down the center of the floor. One side is called "in the water," and the other side, "on the shore."

All the players stand on one side. The referee then calls out: "On the shore" or "In the water," and the players must jump backward or forward, depending on which side is called. The referee tries to make them jump at the wrong time. He can, for example, call, "In the water," when they are already on that side. Anyone making a wrong jump must leave the game, and the last one remaining in, of course, is the winner.

Choose for the referee someone who speaks distinctly and quickly.

NUMBER SPIN

Begin by giving all of the players numbers and standing them in a large circle in the center of the room. One player in the middle of the ring spins a large tin plate or a round flat board on the bare floor, calling out a number at the same time. The player whose number is called must run out and try to snatch up the plate before it stops spinning or falls flat on the floor. If he fails to catch it in time he must change places with the one in the middle of the circle, but if he succeeds, then another number is called.

The game can be made more exciting if the players are seated instead of standing.

INCIDENTALLY

This game begins when one of the players remarks, "Incidentally, I was just thinking about Thanksgiving Day."

The neighbor next to him continues at once: "Incidentally that makes me think of the Penn-Cornell Football Game."

The third goes on: "Incidentally I was just thinking of a college yell."

Each player takes a turn in which he recalls something connected, even though remotely, with the preceding sentence.

This is not a competitive pastime, and the game ends when everyone has had an opportunity to form a sentence.

LOCATE YOUR MAXIM

Write a series of well-known proverbs on a number of plain cards, and then cut the cards in half.

Each guest is presented with one-half a card. The other half has been hidden somewhere about the house. At a given signal the players begin searching for the missing half of the card they have in their possession.

The first to complete his proverb is adjudged the winner.

CONCEALED GOODIES

Place an orange or an apple in a small bag or box. Wrap paper around the parcel until you have ten or more wrappings, each securely and separately fastened. The players should be seated in a ring and the parcel started around as someone begins to play the piano. While the music is being played the parcel moves from hand to hand, but the instant the music stops the person holding the parcel starts to unwrap it. Instruct the pianist to make the break in music only for a few seconds. As soon as she starts playing again the parcel must be passed along. This is continued until the orange or apple is finally unwrapped. The player uncovering the fruit is allowed to keep it as his prize.

SIAMESE NATIONAL ANTHEM

Here is a golden opportunity for the leader to have some good, clean fun at the expense of the rest of the party. Begin telling them about your travels in various countries and lightly mention the fact that there are many funny things about Siam, not the least of these being its odd national anthem. Point out that strangely enough this anthem is sung to an American tune, "My Country 'Tis of Thee," and consists of only three simple words, which are repeated over and over. Suggest that the company sing it together. Write on a large sheet of paper the anthem, which is

"Owha Tagoo Siam."

Then, start them singing this to the tune of "America." Before long the significance of the words dawn on them and red faces betray the fact that the trick has been successful.

CY PERKINS' HEN

After the players are seated in a ring, say to your left-hand neighbor, addressing her by name, "Cy Perkins has a hen."

"Does it cackle?" asks the girl, whom we shall call Marie.

"Yes, she cackles," you reply. (Your name is Jane)

Marie then relays this information to her neighbor, John, and finishes by saying, "Jane says she cackles."

This is continued around the ring, the final answer which closes the dialogue being lengthened each time by the addition of the last player's name. Before long, one of the players will be saying:

"Mrs. Hedson says that Bill says that Elsie says that Joe says that Alice says that Mr. Johnson says that John says that Marie says that Jane says she cackles."

Those who give the names in the wrong order or forget them altogether, must drop out of the game.

RURAL SYMPHONY

Hidden desires to exercise the vocal chords are liberated in this lusty pastime. The players, in a circle, become a barnyard orchestra, with a leader assigning to each a common animal or bird which he is to imitate. The captain stands in the center of the group and points his stick. The one selected begins to make the noise appropriate to his name, proceeding with great gusto until checked by the outward sweep of the baton. When an up and down gesture is made by the conductor, the entire group make their noises at once.

Sideline judges decide at the end of five minutes whether the cow, horse, pigeon, duck or jackass has made the most natural imitation. The winner should be awarded a hard-boiled egg or a can of condensed milk from contented cows.

Should a large number wish to participate, have several of each animal, in preference to representing unusual creatures whose sounds are hard to imitate.

POOR BLIND BAT

A keen power of perception is essential in this game. All of the players arrange themselves in a circle; the master of ceremonies sits in a chair in the center of the ring and moves first to one and then to another, asking these questions:

“Have you seen my poor blind bat?”

The player addressed, answers: “How shall I know your poor blind bat?”

The leader replies: “He is always doing this.” He begins flapping his hands up and down in imitation of a bat, and shuts his eyes for a brief instant. “Have you seen him?”

If the player answers “No” the leader moves around to another one in the circle. If this player says “Yes” he continues flapping and blinking and repeats the question: “What is my poor blind bat doing?”

Should the person addressed, flap his hands and do nothing else, the leader shakes his head and moves on. However, if he shuts his eyes for an instant, then his powers of observation are admitted as sharp as a razor blade, and he is rewarded with a licorice drop or some other small, eatable favor.

CHAPTER II

SITTING STILL GAMES

THE leader should get acquainted with a few of these games and have them ready to introduce whenever there are signs that the group is becoming too boisterous. They are games that can be played with most of the guests seated and will quiet down the party, but not lessen the interest in the program.

GOING TO SOUTH AMERICA

After the players have comfortably seated themselves in a circle, the journey to South America begins. A guide is chosen who starts the game by saying:

“I am going to South America and I will take a box of candy,” or any other item he chooses.

The players then repeat the sentence, substituting some other object that they plan to take on this sojourn below the Equator, Perhaps the second player will decide to take his former sweetheart, the third player a cross-eyed cat, and so on.

When the guide's turn comes again, he will say:

"I shall eat my box of candy."

The second player says,

"I shall eat my former sweetheart" and the third player:

"I shall eat my cross-eyed cat."

It is the task of the guide to keep the others guessing as to what he will do each time.

Here are a few suggestions for the guide:

A worm, to go fishing; a football, to kick around; a whisk broom, to brush his clothes; a bottle of ink, to write a letter; or some paper dolls, to cut out.

SILENT MENAGERIE

This game must be played without any sound whatever. The only spoken words are those whispered between the leader and the various players.

After the players are seated in a ring, the leader whispers to one of the players the name of an animal. That person is expected to go to the middle of the circle and imitate the animal in pantomime. As soon as someone thinks he knows the name of the animal represented, he puts his finger to his mouth and looks directly at the leader. The leader goes to him and tells him to whisper the guess in his ear. If he has correctly interpreted these silent antics, the new person goes to the actor with instructions to imitate another animal specified by the leader. If he is wrong in his guess, the performer in the middle of the floor continues his motions.

The success of the game depends largely on everyone remaining absolutely silent.

MISSING LINKS ARE MORONS

Like the endless chain-schemes, this game can go on for some length of time, with each one in turn repeating the phrases made by the previous player and adding a new phrase himself. The participant who makes a mistake or fails to add to the link, is termed moron and expelled from the game. The leader starts in this fashion: "I own a dog."

The second person continues, "I have a cat which scratched the dog."

The third person might say: "I gave a mouse to the cat which scratched the dog."

And the next: "I have the trap which caught the mouse which you gave to the cat which scratched the dog."

And the next: "I have the cheese which was in the trap which caught the mouse which you gave to the cat which scratched the dog."

FRIENDS' MEETING

The object of this game is that every player look as solemn as possible, thus creating a humorous situation. Any player who shows the least semblance of a smile or a grin must leave the game. This continues until "the most solemn person in the room" becomes the winner.

The leader starts by staring his neighbor in the face and nodding to him gravely. The neighbor in turn nods to his neighbor, until all in the circle are sadly wagging their heads. But no talking is allowed at any time.

Next, the leader might make some other absurd movement, like scratching his nose, or ear, or tapping his forehead or sucking his cheeks, meanwhile looking solemnly at his neighbor, as they both nod their heads. The neighbor communicates the action to his neighbor, and so on.

It is important that each pair look as sadly at each other as they can, when their turn comes. The spectators may, of course, laugh as much as they choose.

WHAT'S THIS?

This game serves to develop the memory.

Have the players sit in a ring, and turn the lights out. Now pass a number of small articles around in the darkness, until each person has a chance to feel them and form an idea in his mind

as to just what they are. After about fifteen or twenty things have been passed around and are removed, turn the lights on again and tell the players to write down the names of as many objects as they were able to recognize.

This game can be made very difficult by passing around objects that are hard to distinguish in the dark, such as a piece of coal, small coins, a piece of macaroni, a business card, a violin string, slices of certain fruits, vegetables, etc.

Of course, the one who correctly guesses the largest number of objects, wins.

MIND READING

A conspiracy of two players is necessary to make this game a success.

One of the players leaves the room. While he is out, the other shakes hands with any person sitting in the circle. The first player returns to the room and immediately shakes hands with the correct person.

The others are then asked to explain this bit of clairvoyance. There are two ways in which this game may be played. The two players in on the secret may decide that the person who spoke last before the player went out of the room is to be the one chosen; or it may be agreed before the game starts, that the players in the circle will be greeted in alphabetical order. Ingenuity will suggest many ways in which two conspirators can baffle the others.

“HE CAN DO LITTLE”

This is as old as Noah’s Ark, but perennially popular.

Tell the players to form a circle. The one who knows the game is also in the circle, holding a walking stick in his right hand. He taps the floor with the stick, more or less in time, saying, “He can do little who cannot do this!” Then he takes the stick into his left hand and passes it to the person on his left, who has to repeat what he has said and done.

If the second player does not know the game he will try to duplicate the tapping of the cane exactly, as he tries to repeat the words. Then, he will pass the stick on to the player on his left, and will be told whether he has done the thing correctly or not.

The secret is that the stick must be taken in the right hand first and then passed to the left hand before it is passed to the next player on the left.

Invariably, the players will pass the stick with the right hand to the next player, instead of first passing it from the right hand to the left.

The game should be continued until every one has discovered the secret and done the stunt properly. Because of the emphasis on the tapping, the player’s attention is distracted from the Teal point.

SHRIEKING BROMIDES

One player goes out of the room while the remainder of the group decide on a copy-book epigram. The words of a famous proverb are distributed among the players. If the sentence contains six words and there are twelve players, two players will have the same word.

As soon as the one from the other room reaches the group, he raises his hand. All the players shout their respective words together. This is repeated three or four times and if the person guessing, cannot recognize the sentence, he must again leave the room. If he guesses correctly, the one from whom he obtained the tip must go out in his place.

THE SAGA OF THE FARMYARD

The players are given names of birds and animals associated with farm life. The leader tells a story with a rural background; whenever he uses the bird or animal name of any of the players, that player must make a noise to represent the bird or animal.

Some of the names which can be used are: Bull (um-maouw); Horse (hee-e-e); Duck (quack-quack); Donkey (hee-haw); Dove (coo-oo); Pig (eunt-eunt); Hen (cluck-cluck); and so on.

When the word – farmyard – is used in the story, every player must join in with his particular cry or noise.

The leader can make the game interesting by unexpectedly repeating, three or four times, the same name at close intervals.

STATIONS

The players form a circle and hold in their hands a string, tied at the ends, on which a small curtain ring is strung. One person stands in the center. Each player represents a station. The ring is passed around the circle so that the one in the center cannot see it.

One player stands outside the circle and calls out that the train has arrived at a station. The ring must remain at the station where it was when the outside player called, and the inside player must guess which station it is in.

If he guesses correctly he changes places with that station.

There may also be a guard who blows a whistle to start the train.

DISHING OUT THE DIRT

Here is a game that should be popular in this Walter Winchell age of key-hole reporting. It is a gossip game that must be played rapidly in order to increase the inaccuracies that are bound to creep into the original bit of news.

Start the game by writing a paragraph of gossip on a piece of paper. The hearsay sentence should be brief but full of personal information. For example:

“Doctor Harry Johnson, who is an ex-convict, was married to his housekeeper yesterday morning by the mayor. Doctor Johnson’s brother, who is a bigamist was flying to his wedding, when the airplane came down in a field where one of his wives was living. Surprised and angered by his appearance, she chased him with a rolling pin into a nearby field, where a bull tossed him over a fence into the path of a moving train and he was killed.”

The players, who are seated in a circle, whisper this piece of gossip from one neighbor to the next around the ring. When it reaches the last player, he repeats it aloud so the others can hear. Then the original version is read from the slip of paper. The result will be about as much like the original story as any other bit of gossip which goes around the neighborhood.

GRANNY GOES TO TOWN

The players form a circle and the leader starts off by saying, “My Grandmother went to town.”

The player spoken to inquires, “What did she buy?”

The leader replies, “A fan.” and begins to fan himself.

The player asking the first question, then turns to the neighbor beside him, repeats this conversation with him, and begins fanning himself just as the leader is doing. This continues until all the players in the circle are fanning themselves.

The leader then tells his neighbor that his grandmother bought a “doll that nods” and proceeds to nod his head for the rest of the game, in addition to fanning himself. When this news is passed around to his neighbors, the whole party will then be both fanning themselves and nodding their heads.

For the next round, it may be a “safety razor” that shaves, or a “duck” that quacks. In each case motions must be made to represent the object mentioned.

If the players get into the spirit of the thing the game, as it progresses, will be extremely funny, and the players will be too convulsed to make any noise or motion accurately.

GIGGLING GERTIE

Select a girl who is in the habit of laughing aloud, to lead this game, and have her sit in the center of the room.

She has a handkerchief which she throws, and with the toss she bursts into a boisterous guffaw. The other players must also laugh and the “Ha Ha” continues as long as the handkerchief is in the air.

The very instant that it touches the floor, however, every face must become straight again and the player whose countenance betrays even the flicker of a smile, is compelled to drop out of the game. Once more the leader tosses the handkerchief into the air and the game goes on until all the players have been expelled from the game because of their inability to keep a straight face.

BLIND MAN’S MEAL

One blindfolded player sits on the floor, or a chair, while another, who is also blindfolded, attempts to feed him with a spoon from a cup or bowl.

Naturally, something that is not sticky or harmful to the clothing or furniture must be used, such as sugar, candy, or even water.

The player who finds the other’s mouth most quickly and empties the bowl in the shortest time, wins.

If there are a large number of players, two separate teams may be made, and the game played in the same way.

GRANDMOTHER GOOSENECK

As soon as you have seated the guests in a circle, turn to your neighbor and say, without the trace of a smile on your face:

“Grandmother Gooseneck is dead.”

“How did she die?” queries the one you just addressed.

“Like this,” you say – and stick your tongue out.

This question circles the room until all of the players have their tongues sticking out.

Then you inform your neighbor that the deceased grandparent died with her nose stuck up. After this information passes around, the players naturally have their tongues sticking out and their noses absurdly wrinkled. Each time you add some new and silly position, such as holding your left leg stiff, thumbing your right ear, moving your little fingers up and down, kneeling on the floor, and so on.

A prize should be awarded to the person who can refrain longest from laughing. As soon as a player smiles or giggles, he is compelled to drop out of the game.

SHADOW GUESSING

This game can only be played where it is possible to erect a screen which is lighted from one side.

The party is divided into two teams. One team stands behind the screen while the other team endeavors to guess the name of each person by his silhouette.

The host is stationed in a position which enables him to see both sides, so that he can tell when a player is named correctly.

When all of the players on the first team have paraded behind the screen, the teams change places.

CHAPTER III

SURPRISE GAMES

THE element of surprise, whether it be in a book, movie, play or the unexpected quirk in a game, holds a particular appeal. The pastimes in this portion of the book have particularly good possibilities of entertainment. Obviously, the games can be presented only once to the same group. Before starting a game it is wise to find out how many present have already been victims of the prank, and after requesting secrecy, call on some of them to help you carry out the trick successfully.

WHAT IS IT?

Games which are worked only once on the same group of people are in great demand. Here is one which even the most clever guesser will find hard to fathom.

One player is sent into another room while the leader gives instructions to the group. The single player is then recalled and informed that something in the room has been chosen, WHAT IS IT?

He may ask as many questions as he likes, and he must receive fair and prompt answers from the person he addresses. Among the questions he will invariably ask, are:

“Is the person or thing in this room?”

“Yes.”

“Is it a male?”

“Yes.”

“What does he wear?”

“A gray suit, tan and black shoes.”

(If a female, of course her dress is described.)

“Is it fairly old?”

“Yes.”

“About what age?”

“Twenty-five.”

“How tall is it?”

“Six feet or more.”

When the contradictory replies irk the questioner to the point of exasperation and he asks what it really is, he is informed that each person has described the neighbor on his right.

THE CHURCH CHOIR

Request all those who do not know this game to go out of the room for a short while. Then, place a rug or carpet in the center of the floor and turn the lights down very low. The “rector” sits in a chair at the end of the rug which he must not touch. The others in the room kneel on either side of the rug facing each other so that there is an avenue leading to the “rector.” Two husky players stand at the other end of the rug.

Now one of the victims is led into the room, told that he is to reply “I am,” to all questions and marched solemnly up the dark aisle. At the end he is told to kneel before the “rector” on the rug. All present chant in low voices, to make the atmosphere as eerie and solemn as possible.

“Are you seeking,” asks the rector, “to join our choir?”

“I am,” answers the kneeling candidate, puzzled by the awesome surroundings.

“And are you willing to be initiated?”

“I am!”

“Then sing!” commands the rector,

At the last word the two stalwarts at the end of the rag suddenly yank at the corners, so that “the unsuspecting victim is pitched forward on his face, or in the rector’s lap. Being thus initiated, he joins the chanting choir, as a new victim is brought in.

THE TOUCH OF THE GHOST

In this game the leader announces that he can make any person present feel the touch of a ghost hand, without putting out the lights or creating any mysterious atmosphere.

The trick is performed simply, yet it is quite mystifying.

A volunteer is asked to stand up, with his back to the wall or a door, so that there will be no chance of anyone coming up behind him.

The leader explains that he will make some preliminary movements, and then will place two fingers against the eyes of the volunteer – who, in the next instant, will feel the ghost hand touch his own.

Before the trick is performed, the leader places the other’s hands flat across his chest, a little below his chin. (He should do this casually and without any fuss.) The leader then makes some movements before the victim and moves both hands, with pointed fingers, toward the eyes of the victim. The eyelids of the person standing will naturally close automatically, and the leader quickly spreads the two fingers of his left hand and touches both eyes with them. To the other, it seems that his eyes are being touched by one finger from each hand. Thus the leader can drop his idle hand and give the “ghost touch” with it.

The person with his eyes closed is unable to account for what seems to him like a third hand; and when he opens his eyes he discovers nothing – no other person being near.

DETECTIVE

After one of the players, chosen as the thief, goes out of the room, the remaining players arrange themselves in a large circle, facing inwards, and standing about a yard apart. In the center of the ring, place a large handkerchief on the floor.

One of the members is then chosen as the detective, and the thief is called back into the room.

As the culprit enters the ring, he snatches up the handkerchief and attempts to return to the outside of the ring again without being touched by the detective. If he drops the handkerchief in his flight or is caught by the sleuth, he is compelled to leave the room again. On the other hand, if he succeeds in reaching the outside of the circle, the demoted official is sent outside for the next round. After he leaves the room, a new detective is chosen.

BLIND MAN’S JOURNEY

Have all who do not know this game go to one end of the room. Place a number of obstacles along the floor.

The players are told to note particularly the exact location of every chair, basket, plant-stand, and so on, so that they will be able to walk along blindfolded without touching or knocking over any of these things.

Then they are very thoroughly blindfolded, after which all of the obstacles are silently removed, unknown to them. Each one then walks down the room in turn, stepping over or out of the way of non-existent objects, to the great amusement of the onlookers.

After they all reach the far end of the room, the blindfolds are removed from their eyes and they discover how they have been fooled.

MAHATMA GANDHI

This game can be played only with those who have never fallen victim to the joke before. Have the uninitiated stand at one end of the room, so that the leader can bring them down, one at a time and place them in position.

The leader asks the first: "Would you like to become a disciple of the great Mahatma Gandhi?"

"Yes, I would."

After announcing his intentions, each player is led to the other end of the room.

"Put your hands on top of your head and follow me," mysteriously commands the leader.

The player is then made to kneel with his hands on top of his head. One by one the candidates are placed, kneeling, shoulder to shoulder. The leader then gets on his knees at the end of the line and the players are instructed to imitate him in all his actions.

"It is a serious matter to become a follower of the great Gandhi, and we must do this." He bends forward, and the rest of the kneeling players do likewise.

"And this!" He leans backward. The others all follow his example.

"AND THIS!" The leader gives a strong shove which sends the row toppling over sideways like a line of wooden blocks.

MEXICAN PRISONER

Here is an old game that can always be relied upon to make a party exciting, depending of course, upon the cleverness of the performer.

Have the guests gather around a table in the center of the room. Supply the leader with plenty of matches.

"In a recent Mexican conflict," the leader begins, "a well-known president was captured by his opponents and became known as 'The Mexican Prisoner.' Here he is." (At this point, the leader puts down some small object on the table, a button or coin or some similar article.)

"Because of his valor, he was very much feared and it was decided to put him in a strong, square building, in a lonely spot. Here is the building." (Four matches are placed around the prisoner, their corners touching.)

"But his captors so feared his daring that they decided to have a special guard at each of the outer corners of the building, so that each wall could be under constant surveillance." (The leader places a match at each corner of the square, being very deliberate throughout the stunt and appearing preoccupied by the story.)

"These men were never to leave their posts and so it was arranged that each day their wives should bring their food. You see the wives." (Four more matches are placed beside the guards.)

"The arduous nature of their watch, the fear of the Mexican Prisoner, the mountain air, the loneliness, all helped to make the guards eager for their food, and anxious also that their wives should stay awhile and eat with them. Thus, it happened that the wives found they could not carry easily all of the provisions required. They had recourse to four donkeys and on their backs they brought each day, food and drink. Now for the donkeys." (At this point, the leader puts down three matches beside the wives, and, as if absent-mindedly failing to notice that the fourth one was omitted, goes on with the story, recapitulating so that there is plenty of time for someone to fall into the trap.)

"So you see we have the Mexican Prisoner, and here the four walls of his prison; here are the guards who stood at the outer corners, and their four wives who daily brought them food; and here are the four —" (By this time, or long before, some eager person will have corrected you with; "But where is the fourth donkey?")

You say, "I left that place especially for you."

ELECTRIFICATION

All those who do not know this game are requested to go out of the room to be brought in, one at a time. The rest sit in a ring awaiting their victims, while on the floor in the center, is a tray containing a few odd articles. Anything will do.

As each one is called into the room he is told that one of the articles in the tray is electrified, and he may touch whichever articles he chooses and keep doing so until he finds the electrified one. He is assured the shock will be slight and will be beneficial to his nerves.

Those in the circle have previously decided which is to be the electrified article. It may be an apple, for instance. The victim proceeds to touch each article, nothing at all happening until he reaches the apple. Then, those seated all shriek loudly enough to frighten him “out of his wits,” as the saying goes.

He takes a place in the circle and the next victim is called.

ARE YOU AN ELK?

This game will work better if it is tried with persons who have never played it before.

The “exalted ruler” stands at a table, and one novice at a time is led into the room and brought before him. The ruler launches into a discourse on the solemnity of the occasion, all those standing around approving by the gravity of their manner.

Then the ceremony starts:

The ruler and the victim are each handed a saucer of water. The victim is warned to keep his eyes on the ruler in front of him and copy everything he does.

The ruler then dips his finger into the saucer, makes cryptic marks on the underside of the saucer, and then on his cheeks and forehead. The novice imitates all this, as long as he can be persuaded to carry on.

Finally, a mirror is held before him and he sees his own face streaked with black marks – the underside of his saucer having previously been blackened over a candle flame. The water was only to prevent him from turning the saucer upside down and in so doing discovering the trick.

The ruler needs to take care that his victim does not see his own black finger tip.

With a bit of finesse you can add a particularly original touch by making the ruler unsuspectingly black his own face!

MAGIC ANIMALS

Place a mirror, well covered with a cloth, in a small room, all the while making an ostentatious display of secrecy, so that the whole business appears most mysterious.

Lead each guest one at a time into the room and before the mirror. Ask him what animal he would like to see. When he has decided, raise the cloth and the player will see himself.

THE WISE PHOTOGRAPHER

One player is the photographer and another his assistant. The photographer says he would like to take some one’s photograph, but being very temperamental, or for some other silly reason, he insists upon his assistant’s leaving the room. He asks for a volunteer and when some one offers his services, he goes through the motions of taking a photograph.

He then calls the assistant in to see the fine photograph he has taken, but first, the assistant must guess whom it was he snapped. He immediately guesses – correctly – which to those who do not know the secret is not only amusing but extremely puzzling.

It is simple, however, for the photographer has assumed the position of the person he has photographed so that the assistant has merely to glance around the room to see who it is.

FEED THE ANIMALS

This is a trick game which can be played only once. Before starting it, suggest that those who have already played it shall not take part in the feeding.

After the uninitiated have formed a ring in the center of the room, place a piece of huckleberry pie in a dish, on the floor. Then inform the players that you will give each of them the name of some animal. These names, you admonish them, are to be kept in strict confidence. You then go around the circle and whisper to each participant the same word – PIG.

Explain that when any player has his name called, he is to rush forward and take a bite out of the huckleberry pie. To prolong matters, start calling out various animals – fox, bear, cow, horse, zebra, etc. When there is no response, look around the room greatly surprised and impressively instruct each to keep the name of the animal he represents in his mind. Then yell “PIG.”

At this signal, all the players will be in a confused heap over the huckleberry pie.

CORPSE

This is another game for the gullible, who are brought into the room, one by one.

On the floor place a “corpse,” which has been prepared with unusual care. It is a person lying down on his back, entirely covered with a sheet. His feet will be turned in so that they do not show, and on his hands he will be wearing galoshes, which will prominently stick up under the sheet, giving the impression that the feet are there.

The credulous victim is ushered in and directed to kneel beside the corpse, ready with the question he has been told to ask. When he sees the projecting galoshes which are actually on the corpse’s hands, he naturally turns toward the real feet, where he expects to find the head.

“Oh corpse,” he says loudly, “are you alive?”

Imagine his embarrassment when he sees the actual legs of the corpse rising slowly, and then suddenly finds his answer coming from the other end, “Yes, I am!”

WATCH YOUR STEP

Here is another surprise game, in which those who have never been victimized before are requested to leave the room.

The initiated then form two straight lines facing each other, about twelve or fifteen inches apart. Each player is commanded to put his right foot forward, until it touches that of the player opposite him.

One person is brought from the other room to the head of the line and told that he must submit to being blindfolded, and must then walk between the two rows without stepping on any of the feet.

As soon as his eyes are covered, the feet are noiselessly withdrawn. He moves forward with extreme care as if he were walking on eggs or upturned nails, while the other players applaud and encourage him, telling him that he is doing fine work in avoiding the feet.

When he reaches the end of the line, the bandage is removed and it is impressed upon him how foolishly he has acted.

TELL MY AGE

This is a clever trick, although somewhat embarrassing to anyone who does not wish to reveal his age.

Supply the guests with pencils and paper and then announce that you will tell them the month in which they were born by a simple process of mathematics. In order that there may be no suspicion on the part of those to whom their age is a sacred secret, do not mention the fact that the answer will also reveal exactly how old they are!

After explaining that you are going to tell the month in which every person in the room was born, by the same process, instruct them to write down the number of their birth month. If it happens to be August, the guest will write down number 8.

- b. Double this figure 16
- c. Add five 21
- d. Multiply by fifty 1050
- e. Add your age (suppose it is 24) 1074
- f. Subtract as many days as there are in a year. ... 709
- g. Add 115 824

As each guest calls off a number you quickly tell the date of the month, which is the first part of the answer, in this case 8 or August, and the age of the person doing the problem, which will be shown by the last two figures, 24.

BARNYARD MELODY

The success of this game depends upon the care with which you pick your victim.

The leader announces that he wants a loud chorus, with everybody present imitating some animal, fowl or fish.

The person selected for the butt of the joke should be a loud-lunged, boisterous, life-of-the-party sort of candidate. The results will prove somewhat embarrassing, but after all, it's just fun and the harder he takes it the more the others will enjoy it,

Tell the assembled group that no one must reveal to the others the noise he is going to make. Then you pass from one to another, instructing them to make no noise whatever, except, alas, the poor victim. You tell him to bray like a jackass at the top of his lungs. If he does not know the right sound you can tell him it is "hee-haw."

After making the rounds, you once more go over your instructions, telling them to cut loose at the count of three. When you give this signal the only noise will be the loud braying of the unfortunate donkey, mule, or if you prefer, just plain jackass.

CHAPTER IV

GAMES FOR SPECTATORS

AT SOME gatherings there are older people who may not wish to participate in the games played by the younger members of the party. For their entertainment we have described in this chapter several stunts in which only a few take active part. Whenever possible, stage these performances in the middle of the room, so that the persons seated will have a good view of what is going on.

SCAT!

All the boys go out of the room and the girls arrange themselves in a circle, sitting in alternate chairs so that between every two girls there will be a vacant seat. They decide among themselves which empty seat shall be first occupied. Then a boy is called in, and it is his business to find the correct chair and sit on it.

"Come and sit in this chair," the girls call to the boy, coaxing and tempting him to the wrong seat. When he finally sits down, the players all shout "Scat!" and he quickly jumps up. Once more he is asked to sit in a chair. Each time he occupies the wrong chair the loud cry of "Scat" makes him spring to his feet again.

When the correct chair is finally chosen, he is allowed to remain, and if forfeits are in order, he collects from the girls on each side of him.

Another seat is then chosen and another boy called in, until eventually all the chairs are filled. Then the game is played over by having the girls go outside while the boys remain in the room.

HOW'S YOUR MEMORY

This game is not only amusing, but instructive and educational as well, as it serves to develop the powers of concentration.

Games And Stunts For All Occasions

Place a covered tray on the table, in the center of the room. Explain to the guests that when the cover is removed they will be given a certain time, usually two minutes, to study the objects on the tray, after which the cover will at once be replaced. The players are then told to write down on paper the names of all the objects they can remember seeing on the tray.

Have about fifteen small things on the tray, such as: a coin, pocket-knife, key-ring, apple, tooth-brush, collar-button, and soon.

GWENDOLYN AND MARMADUKE

Have the players form a circle, and select two, a boy and a girl from among them. The boy is called "Marmaduke" and the girl is "Gwendolyn." The girl is blind-folded, but the boy is allowed to see. Both stay in the ring.

It is "Gwendolyn's" aim to try to catch "Marmaduke." She does this by following his voice. Whenever she calls, "Marmaduke," he must call back, "Gwendolyn."

When the boy is caught, another couple take their places.

THE FAMILY CAR

This is the same game as "The Family Coach" put in modern form.

Have your players sit in a circle and give each one the name of some part of an automobile, such as wheels, brake, horn, lights, etc.

The leader tells a story in which all the parts are included. As each part is mentioned, the player having that name jumps up, spins around and sits down again. When the name "Family Car" is mentioned, the whole party jumps up and whirls about.

The leader should try to make his story as interesting as he can, so that the players' attention may be distracted from the names of the automobile parts. Anyone failing to jump up when his name is called, forfeits a point.

The story might run something like this:

When Uncle Tom's will was read, the Joneses found, to their consternation, that he had left them the old *family car*. It was an old 1917 model, with a *wheel* at each corner, with wooden *spokes* and a *gas tank* that caught fire every time the tow-car towed it home at more than four miles an hour. Mr. Jones was furious – "We'll all have to go to get the old rattle-trap here," he stormed, "for it needs two at the *steering-wheel*, one to work the *brake* from the *back seat*, one to walk in front with the *horn*, and one to push on the hills," etc.

THE DIZZY ORCHESTRA

In this game, all the players are supposed to constitute one big orchestra and are given names of musical instruments, such as violin, saxophone, trombone, flute, and so on.

The players form a circle; the leader stands in the center equipped with an improvised baton, one made, for example, from a roll of paper.

When the "concert" begins, no sound whatever is made and no word spoken. But when the conductor points his baton at any player, that player must begin to play his imaginary instrument and continue until the conductor signals him to stop. By sweeping his baton in a circle, he can set the whole orchestra going at once.

The leader may, if he cares to, suddenly begin playing some instrument himself, so that the player who is supposed to have that instrument must grab the baton and temporarily lead the concert in the place of the conductor.

The game becomes amusing by its sheer absurdity, much depending upon the cleverness of the players and the leader.

PUBLIC ORATOR

The players sit in a circle, with the speaker standing in the middle. He begins to make a speech, any sort of thing will do.

If he raises his right hand, everyone must shout, "Hear, Hear!" If any player fails to do so, he must become the orator, and the previous orator takes his place in the circle.

If the orator should lift his left hand, the players must all clap, but if he raises both hands, all the players shout, "Chuck him out!"

Any person in the circle who misses his cue is instantly penalized by becoming the hard-working orator.

OPPOSITE ACTIONS

This game never fails to entertain, and will be most amusing if the performer is especially alert and talkative.

The leader begins by sitting in a chair with his hat on. Two other players stand beside their chairs facing him, but with their hats in their hands.

The object of the game is that these two players do the exact opposite of what the leader does.

He begins by sitting and rising, putting his hat on and taking it off; all the while trying to distract his two partners by talking to them, and confusing them by giving all kinds of silly directions.

After awhile, he will have the two so under his spell that they won't know whether they are coming or going. Some people, however, if they remain very grim and concentrated, can succeed in doing what they are supposed to, in spite of the leader's antics.

The game is particularly amusing to the onlookers.

FLOWER-POT WALK

This game is a race which can be run off in heats, according to the number who wish to take part, and the space available.

Give every contestant two flower-pots. Each player stands on one pot and, while balancing himself on this, lifts the other pot forward and steps on that. In this way, the players propel themselves by steps from one end of the room to the other, or wherever the course may lie.

Any competitor who touches the floor with his foot or hand during the contest is compelled to take his pots to the starting point and begin over again.

If flower-pots are not available, any similar object that will make the game fairly difficult to win, will do instead.

MENTAL TELEPATHY

Of course all the different forms of "thought-reading" are fakes, regardless of who the performers may be.

Message Reading:

Ask a dozen or so persons to write a short message of three or four words on a slip of paper that is handed to each of them.

Each piece should be the same size and of the same general appearance. The papers are then folded and collected on a tray by an accomplice, who, unknown to the others, holds the slip which he himself has written beneath his thumb. He then lifts the tray high into the air, "so that there is nothing unfair."

The thought-reader approaches, picks one folded slip from the tray and presses it against his forehead, without looking at it. For a moment, he appears to be in deep thought, then announces the phrase which is on the paper. He actually reads the one the accomplice has written on the slip, held under the thumb which supports the tray.

"Is telepathy real?" asks the thought-reader. "Did any one write that?"

"Yes, I did," answers the accomplice, in surprise.

"Let me see if I'm right," says the thought-reader, unfolding the paper and reading its contents. The paper, of course, has another message on it, which the performer now knows.

"Yes, quite correct," he says, and tosses the crumpled paper in another tray.

Then he takes a second slip, presses that to his forehead and gives the message which he has just read on the first paper. When this is claimed by someone present, he checks his reading by looking at the paper, and thus gains a third message. There is no chance of anything going wrong, providing the accomplice keeps until last the slip which he himself has written.

This and That:

An object in the room is decided on, and when the thought-reader is recalled, the accomplice questions him: "Is it this carpet?" – "No." "Is it the piano?" – "No." "Is it this chair?" – "No." "Is it that door?" – "Yes."

And of course, the thought-reader is correct, because he has arranged that the right object shall follow the use of the word "that."

ART ON THE INSTALLMENT PLAN

For this game, a blackboard should be used, or a large sheet of paper mounted on the wall, so that a picture can be drawn with crayon or chalk.

It will be necessary to have an assistant in addition to the different "artists," to cover up each part of the picture as it is drawn by the artists, so that none of them can know how much of the picture has been completed.

The first artist steps forward and draws the head of some animal, for example, an elephant. Meanwhile, the assistant hides it from view.

When the first artist has finished his installment, another volunteer comes forward. As the head is drawn and he only sees the ends of two lines, he is told to draw the body of the animal.

After this a third artist adds the legs, and another one makes the tail.

When all have finished, the cover is removed from the drawing and a queer looking animal is revealed.

FEED THE BLIND MAN

Have two good-humored players, blindfolded, sit on chairs opposite each other, with their knees touching.

Each one is provided with a basin and wooden spoon. In the basin put a crumbled biscuit or cracker.

Each player must feed, or try to feed, the other. The basins should be held in the left hand and the feeding done with the right.

The mess and confusion that result will be tremendously funny to both the onlookers and the players. The most expert player is declared the winner.

PICKING A MOVIE STAR

Ask the players who wish to get into the movies, to take a test so that you can select a potential star.

They are sent into another room, while those remaining in the main room form a committee of Hollywood producers.

The candidates are then brought in, one by one, by the receptionist. The aspiring actor faces the spotlight glare opposite the committee of movie producers. The receptionist whispers into the candidate's ear, and he tries to show on his face the emotion which is requested.

The would be actor has been directed to register an emotion like: anger, joy, love, pain, amazement, disgust, devotion, despair, inferiority complex, sophistication, bitterness, etc.

The players are shown in, one by one, and given three chances to register the emotion asked for by the receptionist, while the judges attempt to name the emotion shown.

The best are given a certain number of points for their talent, and the one with the most points is selected for a motion picture contract.

AMNESIA

Before the party begins, take one guest into your confidence. Ask for his wallet or the contents of his pockets.

Place the material on a serving tray, and when it is time to start the game, announce that someone has been found suffering from loss of memory. You appeal to your guests for help in making the identification.

Tell them to judge by the character and quality of the objects, the identity of the owner.

The remarks of the group, as they examine the articles, will be surprisingly clever and will create much amusement.

TIGHT-ROPE ARTISTS

This game can be announced as having “all the thrill of tightrope walking, without any of its dangers.”

Stretch a fairly thick rope on the floor, across the middle of the room. Fasten the ends tightly, so that the rope is taut.

Those present attempt to walk the rope, using an umbrella or cane to balance themselves, if necessary.

Place a mark at a short distance for the first trial. All who are able to get that far are qualified to enter the second trial.

Have a more distant mark that will eliminate still more, and so on until the winner is determined.

CANDIDATES FOR CONGRESS

Do not explain this game when you are ready to start, but inquire of half a dozen volunteers if they would like to become candidates for Congress.

This group is taken into another room and brought back, one person at a time. The guests who remain in the room are the voters. When the first candidate is brought in to face his audience, give him a silly subject on which to deliver a brief extemporaneous speech.

At the end of the talk, the voters will award a certain number of points, and by this method of elimination a successful candidate is finally chosen.

The ridiculous assignments may include the following: An unmarried man is asked to talk on, “Should Wives Belong to Clubs?”; an elderly woman, “How to Play Baseball”; a robust young man, “How to Make Lemon Drops”; an office girl, “How to Ride a Cow Pony in Arizona.”

FISH SPEARING

Place a bowl of water in the center of the room and float a number of corks on the surface.

Ask each player to take a turn in attempting to spear these corks with a darning needle and lift out at least one within sixty seconds.

In order to make the game more intricate, remind the players that no corks may be pressed against the side of the bowl, and only one hand may be used.

PUSSY AND FIDO

Two players are chosen as the cat and the dog; both are blindfolded and told to crawl about the room on all fours.

The guests form a circle and keep the center of the room cleared for the active participants.

Absolute silence is asked on the part of the spectators, but the cat and the dog are urged to make ear-splitting yelps and shrieking meows.

When the canine finally catches the feline, two more combatants are selected from among the guests.

HOUSE FURNISHING

This is a game for a large number of players. Two are appointed master and mistress of the house. They decide to furnish one particular room, such as the kitchen.

Each player is to be a piece of furniture, or an ornament, and the two householders arrange them accordingly. For instance, they put the one who is a cupboard in a corner, the one who is a table in the middle of the floor, the bowl of flowers on the table's shoulders, and so on.

When they have furnished the room to their satisfaction, they say, "We'll have a party," at which sentence the furniture comes to life and makes for a certain spot, decided beforehand.

The two who arrive at the spot first, become master and mistress, and the game is started again.

WHISTLING MAGIC

One player is chosen Queen. Another player is led up to her, told to kneel and is then made a "knight" or "dame" by some absurd little ceremony.

While the player is kneeling, someone who is very quick attaches a whistle to the player's back so cleverly that he is completely unaware of it.

The whistle is blown by the one who attached it, and the "knight" or "dame" is told to find the whistle.

The other players pretend they have it and even blow the whistle when the person is not looking.

It is surprising how long it takes a person who does not know this game to find out that he has the whistle himself.

TABOO

Spread a clean table cloth or newspaper on the floor and scatter over it small objects, such as buttons, pins, etc.

One player must leave the room, while those remaining decide on some object that is to be "taboo," which means that they will not pick it up.

The player is called back and takes his place beside the others. At a signal, they all begin picking up and removing the objects, in turn, and keep doing so until everything has been gathered.

By observing closely which object is avoided, the player who does not know which article is taboo, can avoid picking it up. If he does pick up the "taboo" article, however, he must pay a forfeit; but if he goes through the game without touching it, he wins a prize.

The player who finds only the taboo object left to pick up in his turn, must then pay a forfeit.

The game should be played quickly to be effective.

CHAPTER V

PAPER AND PENCIL GAMES

THESE suggestions for entertaining are especially suitable for groups composed of school and college students, or for older people who enjoy mental exercises and memory tests. The pencils and paper should be supplied by the leader. One nice feature is the fact that it is not always necessary to sit at a table to work out the problems.

R. S. V. P.

Here is a good pencil and paper game for the mentally alert. Be sure to play this with an equal number of men and girls.

The leader tells each person to write his or her full name across the top of the paper, and underneath, to write an invitation in words that begin with the initials of that name.

For instance: L. G. I. might write her invitation, "Let's get inoculated."

When the papers are distributed again, each person writes his or her name down once more without knowing what has been put under the folded top of the slip, and then adds a phrase explaining why the invitation cannot be accepted. This is also written in initials.

For instance: M. S. N. might mean "Mother says naughty."

At the end of the game all the papers are opened and read aloud by one person. Thus, Anna May Jordan to George Howard Smith: "Attend my jaunt?" "Grandmother has sprain."

TWELVE PARTS OF THE BODY

The following twelve questions (which should be written on cards and handed around) are names of parts of the body. Your guests are to fill in the answers.

1. Something to hang pictures on? (NAILS)
2. Something we fill with our treasures? (CHEST)
3. Baby animals? (CALVES)
4. A comb has them too? (TEETH)
5. Very nice fish? (SOLE)
6. Also shell fish? (MUSCLES)
7. These can be trees? (PALMS)
8. Potatoes have them and dressmakers use them? (EYES)
9. Two animals, only spelled differently? (HAIR and HEART)
10. Sometimes seen on churches? (VEINS) (VANES)
11. Something to eat as well as a language? (TONGUE)
12. We stick with it, too? (GUM)

HOW'S YOUR SMELLER?

Prior to the arrival of your guests, prepare a tray containing six or seven small cloth bags, each containing something with a distinctive aroma.

When the game begins, pass the tray around so that every player may get a close whiff of the bags. Each of the bags should be marked with a number. With paper and pencils provided by the hostess, the participants write down the names of the contents, according to their smell.

If there are more than a dozen guests, it will expedite matters to have one bag passed at a time so that the last players do not have to wait too long for their chance to guess.

If a prize is awarded to the player guessing correctly the greatest number of scents, it would be appropriate to give a small bottle of perfume or a perfumed shaving lotion, to the woman or man, as the case might be.

BIRD COMPETITION

Write the following eight questions on as many cards as there are players, and set a time limit.

The one who gets the most answers right should be awarded a small prize.

1. Spelled differently means nasty? (Fowl)
2. A term of endearment, also an old-fashioned material? (Duck)
3. A European country? (Turkey)
4. A letter of the alphabet? (Jay)
5. Slang for fun? (Lark)
6. Meaning black? (Raven)
7. Used very often with tat? (Tit)
8. A foreign wine? (Canary)
9. To down food? (Swallow)
10. A foot disease in horses? (Thrush)
11. To steal, also opposite of out? (Robin)
12. Noted for its chatter and imitation? (Starling)

CONSEQUENCES

This is one of the most favored "paper and pencil" games, popular in the Gay Nineties and still sure to be a success at almost any modern party.

A long slip of paper is handed to each player, who writes down the answer to the first item upon receiving instructions from the leader. The top of the paper is then folded over so that the writing is hidden, and the paper is handed by each player to his right-hand neighbor. The second item is then written, at the direction of the leader, and the papers are passed again. This procedure is followed until all the items are completed. The papers are then collected by the leader, who opens and reads them aloud to all the players.

Here are three modern methods of playing this old favorite:

The Birthday Present:

1. What his wife wanted for her birthday; 2. What he bought; 3. Where he bought it; 4. What it cost; 5. What he said when he gave it to her; 6. What she said; 7. What she did with it.

Police Station:

1. Name of the prisoner (who should be someone in the room); 2. Where arrested; 3. Was arrested and charged with; 4. The defense was; 5. The Judge remarked; 6. The sentence was; 7. The prisoner remarked.

Mrs. Newlywed's Dinner:

1. What Mr. Newlywed wanted for dinner; 2. What his wife prepared; 3. The first ingredient; 4. The second ingredient; 5. The third ingredient; 6. How she cooked it; 7. How she cooled it; 8. What Mr. Newlywed remarked as he ate it.

THE TREE COMPETITION

Pencil and paper are required for all players. The leader reads the clues aloud and asks the others to write down the answers.

It may be preferable for the clues to be written on cards and handed around.

A time limit should be set.

1. My fruit is an acorn. (Oak)
2. My trunk is straight and my leaves are smooth. (Beech)
3. I peel easily and my bark is silvery. (Birch)
4. I flower before I have my leaves. (Almond)
5. My nuts are liked by humans and squirrels. (Walnut or Hazel)
6. Children love to play with my unedible fruit. (Horse Chestnut)
7. People find part of me very sweet. (Maple)

8. You love me at Christmas. (Fir)
9. I smell nice and burn so well. (Pine)
10. Has rough doubly-serrated leaves. (Elm)

EDITOR'S MAILBAG

Explain to the party that the game represents the Questions and Answers Department of a Newspaper Office, and that after the Editors have answered the questions on various subjects, a dizzy stenographer has jumbled the replies so that they go to the wrong people.

The game is begun by supplying each player with two slips of paper. On the first, the question to the Editor is written; this can be whatever the player happens to think is appropriate. On a second piece the same player writes the answer. The first slips are collected and placed in one pile. Then the replies are taken up and thoroughly mixed.

The person chosen as Editor takes two papers at a time, selected at random, and reads aloud the question and the reply.

The papers may then be given out again so that each player in turn reads a query and a reply.

FLOWER COMPETITION

Write the questions on slips of paper beforehand. Allow ten or fifteen minutes for your guests to jot down the answers.

A prize may be given to the one who guesses the greatest number.

1. I am an animal found in a fable; also think of what you put on your hands. (Foxglove)
2. I am a bird; also cause the horse to gallop. (Larkspur)
3. Golden as something we eat; round as something from which we drink. (Buttercup)
4. Twenty-four hours; what we do when we look. (Daisy)
5. What the sun did this morning. (Rose)
6. The bee makes my first by doing the second. (Honeysuckle)
7. I am to be found where Harlequin is. (Columbine)
8. A synonym for request; a feminine pronoun. (Aster)
9. A motor and a country. (Carnation)
10. A mythical Greek hero who fell in love with his own reflection. (Narcissus)
11. My first and my second together indicate the mouth. (Tulips)
12. I make a noise with my fingers at the animal St. George killed. (Snapdragon)

CROSS QUESTIONS AND CROOKED ANSWERS

Again the players sit in a circle.

Bach one is asked, in a whisper, a question by the person on his right. He then receives, also in a whisper, an answer to a question asked by himself of the person on his left.

Every player writes down the question he is asked and the answer he receives. All the questions and answers are then read aloud.

The results will be most amusing because such questions as, "What time did you get home yesterday?" will receive such an answer as, "A week from today." Or, "What did you wear last night?" will be answered by "Six green peppers."

DOTS AND SHAPES

In this game the leader distributes plain cards or pieces of paper to the guests. He then tells each person to shut his eyes and make six dots on the card, in any position that is thought desirable.

After the cards are collected and shuffled, they are again distributed to the company. This time everyone is required to draw some object, using the six dots as the foundation of their artistic efforts.

The object is to draw something that is amusing or shows skill and at the same time is controlled by the six dots.

The cards are collected and a prize may be awarded to the most skillful artist.

BIOGRAPHY

Each player is supplied with a strip of paper and a pencil, but is kept in complete ignorance of what is to happen.

One of the group acts as Editor and requests the players to write the numbers 1 to 20 down the side of the paper. He then instructs them to fill in the following information opposite the numbers designated:

1. Any year after 1800; 2. A town; 3. Any other town or place name; 4. Yes or no; 5. None, a few or a lot; 6. Profession or occupation; 7. Sum of money; 8. Another sum of money; 9. Descriptive adjective; 10. Number; 11. Color; 12. Fault of conduct; 13. Part of face or head; 14. Any bad habit; 15. Sport or recreation; 16. Flower; 17. Vegetable; 18. Favorite saving; 19. Number; 20. Sum of money.

Unknown to the party, the Editor holds the key which he applies to each of the players as follows:

1. Year of birth; 2. Where born; 3. Where educated; 4. Whether married or single; 5. Number of children; 6. Occupation; 7. Annual income; 8. Annual expenditure; 9. Personal appearance; 10. Size of shoes; 11. Color of hair; 12. Fault; 13. Most handsome feature; 14. Worst fault; 15. Favorite sport; 16. Favorite flower; 17. Favorite vegetable; 18. Favorite exclamation; 19. Length of life expected; 20. Probable amount of estate.

The papers are then collected and read in the form of a Who's-Who in America:

William Harrison (the name of the player) born 1812 at Milwaukee., was educated at Carlisle Indian School. He is single and has seventeen children. His occupation is stringing pearls. Annual income 1,000 dollars, annual expenditure 2,000 dollars. Personal appearance, balloon-shaped; size of shoes 27; his hair is pink, eyes red, and his nose is his most handsome feature. Worst fault, drinking coca-cola. Favorite sport, drinking ice-water. Favorite flower, dandelion. Favorite vegetable, onion. Favorite exclamation, "Why bring that up!" He expects to live to the age of 307 and to leave an estate valued at \$5.25.

CABLEGRAMS

As soon as pencils and paper have been distributed, the leader selects a word and announces it. The participants attempt to make up a cablegram, beginning each word of the message with one of the letters of the announced word, in consecutive order.

Five minutes are allowed and the player having the best sentence wins.

Here is an example: The word chosen is "ship" and the resulting cablegram: "Susie has improved perceptibly."

INTERVIEWING CELEBRITIES

If the guests at a party are well acquainted, this pencil and paper game is a great deal of fun.

The leader asks the players to sit in rows, facing each other. He then requests each person to assume that the player seated opposite has been chosen Secretary of State, and to write a life story of the subject.

The main facts of the life story should adhere to a certain degree of accuracy. But the interviewer may add to the amusement by putting down possible or impossible ways in which the various incidents of the person's life have contributed towards preparing him for the position as Secretary of State.

After ten minutes have elapsed, the papers are collected and read by the leader. Before reading an interview, he makes known the name of the subject as well as the name of the author. In addition to Secretary of State, the victim of the interview might be designated as a

man condemned to die in the electric chair, a new edition of Billy Sunday, the evangelist; a famous author, or a brush salesman.

FLOWERS OR FRUITS

This is a trick which will show how “clever” you are. Pass strips of notepaper to all your guests. Ask two of them to write the name of some fruit, and the rest to write the names of various flowers. Instruct the players to fold the slips in half and pass them to you on a flat tray. Place this on a table in front of you, so that you cannot see what is written on the papers.

Ask the audience which they wish you to draw, the name of a flower or that of a fruit. Continue to draw what they ask until both names of fruit have been drawn.

The secret is simple. The two whom you asked to write the names of fruit, had been given paper from the top and bottom of the sheet, and thus received slips with one clean-cut edge, while on all the other slips both edges were rough.

INDOOR DIVERSIONS OF A GARDENER

Seat your guests in a circle and ask the players to speak whenever the spirit moves them. Every sentence must contain a play on words between SOMETHING PLANTED & SOMETHING WHICH CAME UP. For instance: “I planted a color and up came a pink.”

“I planted a female hitch-hiker and there came up a rambling rose.”

“I planted a wise retort and there came up a hop toad wart.”

“I planted a bunion and up came an onion.”

“I planted a millionaire and up came an aster.”

“I planted a skin game and up came a beet.”

“I planted a letter and up came a pea.”

“I planted wall street and up came a stock.”

“I planted a mouth and up came a tulip.”

MISSING SYLLABLES

Have each player write a short verse of poetry. Then, collect the papers and ask each to recite his own piece, skipping every other syllable.

Thus:

Ros ____ are __, vi_lets ____ blue,
__gar ____sweet, so ____ you.

Or, this one for instance:

Mar ____ had __ lit__ lamb,
____ fleece __ white __ snow,
__ ev__where ____ Mar_ went,
____ Lamb ____ sure ____ go.

BUILDING WORDS

After each player has been supplied with a paper and pencil, have the guests form a circle. The leader then announces a word. The players endeavor to form a sentence from the letters of the word.

For instance, the word, “Cat.” The sentence might be, “Caterpillars are ticklish.”

As soon as the word is announced, the players immediately attempt to form a sentence, as instructed. The first one who finishes is given a peanut, provided his sentence is acceptable.

The next time take a four letter word, and each time increase the number of letters.

Here are some examples:

Boat – Bertha owes Alice tinware.

August – Albert uses great uncouth timepieces.

Thousand – The horse’s oats urgently sprout and neutralize diet.

Brains – Benjamin reorganized an independent newsstand.

WORD ACROBATS

The players in this game are provided with paper and pencil.

The leader announces a word that must be transformed into another particular word in a certain number of changes. One letter at a time must be changed. The player who succeeds wins one point. Then new words are chosen.

For example, the leader might say, “Change coat to food, in five words – (coat, goat, goad, good, food).

Of course, giving a fixed number of changes makes the game more difficult, as coat to gown in twelve words (coat, colt, celt, cent, cant, want, wart, warn, worn, torn, town, gown).

LETTER GAME

Supply the players with paper and pencil. A list of words is written down the left-hand side of each paper. Any list will do, such as names of animals, cities, birds, mountains, etc.; put down about thirty names.

Choose a letter, as “A” or “G,” and allow everyone a given time in which to fill out the list with names beginning with that letter. If “A” is the letter chosen, the names selected could be albatross, Albany and aigret for the first three.

Unusual words are best because there is less likelihood of someone else having the same words. When points are added up, words which any other players have, count one; and those which are unique, count two. No more than two points are given for each item in the list, so that the choice of an unusual word gives the player a better chance at high score.

THE SOUND DETECTORS

This game never fails to be amusing, and tests the hearing powers of the participants.

Hang up a large sheet, either across a doorway or in the middle of a room, so that those taking part can stand in front of it with paper and pencil.

Behind the sheet have one or two players make various noises or sounds. Those with paper and pencil put down what the sounds represent.

For example, the following sounds might be made: Cracking a nut; brushing teeth with tooth-brush; turning an egg-beater; playing a zither; tuning a fiddle; cutting paper; shining shoes; tearing a rag; etc.

The winner, of course, is the one who can guess the most sounds correctly.

KATE

Before the party or social, the leader browses through his dictionary and selects about a dozen words ending in the suffix, *cote*. As he selects the words, he also writes the definition. For instance:

Abdicate – to give up or renounce

Elucidate – to explain more thoroughly

Duplicate – to double

Triplicate – to triple

Eradicate – to rub out

Implicate – to bring in connection with

Lubricate – to oil

Masticate – to chew

Prevaricate – to lie

The leader writes down the meanings of each word on a separate sheet of paper, numbering each one. When he is ready to start the game, he explains that each of the definitions can be covered by some word ending in *cote*, and asks the guests to find these words.

Each player makes a numbered list on a strip of paper. Allow about two minutes for every word.

CHAPTER VI

QUESTIONS AND ANSWERS

IN THIS group are arranged a series of games which require quick thinking and afford great amusement to those on the sidelines.

PROFESSIONS

Assign to each of the players a vocation or profession. Then read a society gossip item, pausing at appropriate places. At each such pause look at one of the players. That player must immediately respond with something pertaining to his occupation. Leaving out the corresponding detail from the gossip paragraph, the reader proceeds with the item.

For example:

Leader – “The groom who is the son of the well-known”

Revenue Agent – Bootlegger

Leader – “was driving to the church when”

Automobile dealer – An Austin car

Leader – “painted”

Painter – green, pink and yellow

Leader – “He was carrying a suitcase filled with”

Farmer – overripe eggs

Leader – “and there followed close behind seven little”

Pet Store Owner – dachshunds

Leader – “After the marriage, he took his wife to”

Merchant – the five and ten cent store

Leader – “and now they are planning to spend”

Superintendent – six months in a lunatic asylum.

BUZZ – THE OLDEST KNOWN GAME AND ALWAYS GOOD FUN

If there is any person in this world who does not know how to play Buzz, here's the formula.

It's an easy game to remember but not so easy to play. The players sit in a circle and repeat numbers consecutively, beginning with one. As soon as a mistake is made, the player leaves the game.

You must not mention the number seven or any number into which it may be divided. When you reach seven or any number into which seven will go evenly, you say “Buzz” instead. Players who hesitate in their counting are judged out of the game, just the same as those who fail to say “Buzz” at the correct moment.

Rapid calculators may have more fun if they add another word, “Spitz,” for instance, and use this word for five or multiples of five. This is how embryo Einsteins play it;

1, 2, 3, 4, Spitz, 6, Buzz, 8, 9, Spitz, 11, 12, 13, Buzz, Spitz, 16, Buzz, 18, 19, Spitz, Buzz, 22 and so on into the long, long evening.

COFFEE POT

This is an ancient pastime that is being revived more and more at parties, in both city and country districts.

One of the group leaves the room, and the remaining players agree on two words having the same pronunciation, though different meanings; for instance, Sore – Soar.

The person who is “it” is called back into the room. He asks questions of the various players until he guesses the words. Every reply made to him must be fitted to contain the words; but instead of actually speaking them, the words “coffee pot” are substituted.

“Will you vote for a democratic president?” the guesser asks.

The answer might be: “Yes and if he loses, I will be coffee pot.”

“Are you going to Atlantic City for a vacation this summer?” The one who is attempting to solve the enigma might ask.

“Yes, even if I have to coffee pot there,” might be the reply.

When the answer finally becomes known to the person who has been “it” he decides from which player he received the tip that led to the solution. That person must then leave the room.

ALPHABET MEAL

The person without a sharp memory, who tries this one, will face embarrassing moments when his turn comes to tell what was on the menu!

The most comfortable way to play this game is to sit in a circle. The leader starts off by saying, “I had apple sauce for lunch today.”

The second player repeats this and adds some other edible, beginning with B. He may say, “I had for lunch today some apple sauce and some beets.”

The third person repeats all of this and adds something starting with C. He probably will say: “I had for lunch today some apple sauce, some beets and some celery.”

As the game progresses, the hapless diner, near the end of the group will be obliged to recall that:

I had for lunch today some apple sauce, beets, celery, dough-nuts, egg plant, fudge, grated carrots, ham, ice cream, juices, kumquats, leek, mushrooms, nut salad, olives, pie, quinces, red salmon, and some sausage.”

The player who fails to repeat promptly the full list with his own addition, will be expelled from the select circle of memory experts.

MUTE REPLYING

One player, holding a wand, chooses mentally her favorite flower, animal, etc. The other players must try to guess what it is, and are permitted to ask questions about it, to which she will reply by the aid of the wand.

She explains that if she waves the wand, the answer is “yes,” and that if she taps it on the floor, the answer is “no,”

Each player is given a turn to guess, and if they all fail to guess correctly, she chooses another flower, animal, etc.

I’M THINKING

The players sit in a circle. The one in the middle says, “I’m thinking of something that begins with the letter ‘C’” (it can be a person, animal, flower, etc.).

The player in the middle calls on certain players to say what they think it is. If the person called on guesses incorrectly, he must pay a forfeit. If he guesses correctly, he takes his place in the middle.

Meanwhile, the other players are permitted to ask what the object is, such as, “Is it a town?” “Is it an animal?” “Is it something to eat?” etc. The only answer the one in the middle may give, however, is “yes” or “no.”

SNAPPY ANSWERS

Have the players sit in a circle, with one in the middle who says, "I have a flower garden. What are you going to give me to put in it?"

The player at the beginning of the circle starts with "Aster," the next "Bachelor Buttons," the third "Cornflowers," and so on until the whole alphabet has been used.

The answers must follow quickly after one another so that the game will not drag.

Should a player hesitate, he loses a "life." He is "out" after he has lost three "lives."

A variation of this game could be played by the center player mentioning that he has a Zoo to fill, and having the other players think of animals beginning with the letters of the alphabet, until all the letters have been used.

A STORY ABOUT A CAT

This is known as a "sitting-down" game.

Each player makes up a story with as many words beginning with "cat" as he can think of, and the player who mentions the greatest number, wins.

Or, you can prepare beforehand such questions as the following, each to be answered with a word beginning with "cat":

1. Name a kind of bird. Catbird.
2. If you were to take a voyage, where would you like to go? Catalina Islands.
3. What kind of cat do you find in the church? Catechism.

Consult the dictionary for a longer list of words beginning with "cat." About fifteen or twenty are sufficient to make an interesting contest.

HOUSE CLEANING

This game should be played quickly and each player should be given a "turn."

The first player declares that he is going to houseclean something; for instance, the kitchen, the sea, the sun, a pair of shoes, or whatever he wishes. The other players take their turns in suggesting what they would clean it with, such as soap, soda, paint, polish, etc.

The game will be amusing because someone is sure to mention a most inappropriate cleaner for what the first player has said he wants to houseclean; for instance, paint would not clean the sea.

SHOPPERS

Send one player from the room, and let the others decide what he is to be when he returns.

When he is called back, the other players suggest articles which he will need. From these clues he must guess what he is.

For example, if they decide that he is to be a doctor, one will mention that he will need a satchel, another will suggest pills, another a thermometer, another a stethoscope, etc.

If he has not guessed what he is to be after he has gone all around the room, he must pay a forfeit, and the next player leaves the room to go through the same procedure.

NAMES

A proper name is chosen and then one player, who has been asked to leave the room, is invited to return and, by asking questions, guess the name selected. It is revealed to him that the name begins with the letter "T," and for his guidance he is further informed that it is a Christian name, a name from the Scriptures, a name of an animate object, a name of a living creature. After each incorrect guess, the person to whom the question was directed is obliged to give a proper reply or fall out of the game.

We will presume that the word selected was "tomcat." The person would be informed that "It begins with T and is a living creature." Other questions and answers might, therefore, run like this:

"Is it a slow animal?"
"No it is not a tortoise."
"Is it a dangerous insect?"
"No it is not a tsetse fly."
"Is it a fresh water fish?"
"No it is not a trout."
"Is it a striped wild animal?"
"No it is not a tiger."
"Is it a domestic male animal?"
"Yes it is a tomcat."

SPELLING IN REVERSE

This is a variation of the time-honored spelling-bee. The words are spelled backward, however, instead of forward.

The players stand up against the wall, with the leader in front of them. He begins at the head of the line and gives each one in turn a word to spell backward. As words are misspelled, the speller drops out.

The leader starts with words of one syllable and then goes to words of two syllables, then three, and later four, if the spellers stand up that long.

It is a good plan for the leader to make out his list of words in advance and have them in front of him, to enable him to check the spelling. To spell backwards such words as "psychology" or "miscellaneous," for instance, is no easy task!

WE DON'T LIKE COFFEE

In this "query and reply" game, a forfeit is claimed if the player is unable to answer at once. Most of the fun comes in playing quickly.

One of the players who is the leader asks, "Do you like coffee?"

The next player replies, "No, I like beans."

Very quickly the next players say, "parsnips," "tea," "lemonade," etc.

As the players express their preferences in food and drink, no word may begin or have the letter "C" in it.

HERE COME THREE LITTLE PIGS

This is a new version of an old favorite, in which the person who is asked questions must not smile, and must answer all questions with a selected word or selected words such as "Limburger Cheese." Other words may be used, just so they are amusing and out of the ordinary.

The questions should also be ridiculous. For instance, the first question could be, "Here come three little pigs. What are they made of?"

Another question might be "What is their favorite perfume?" The object is to make the one questioned smile or laugh. If the player is unable to control his facial muscles, he is obliged to pay a forfeit.

MY GARDEN IS LOVELY

It is a good idea to play this game during the summer months.

One player starts by saying, "My garden is lovely with an 'A' because it grows Asters." The next declares it is lovely with a "B" (because Begonias grow there), and so on until everyone has suggested some alphabetical reason why it is lovely.

The game should progress quickly and whoever hesitates must pay a forfeit.

There are variations of this game. For instance, use the letter “A” along the whole line. Or, one player can stand in the middle and point to the other players, at random, and the one pointed to must follow with the letter used by the previous player.

FORMING SENTENCES

This is a game played in circle formation.

Explain to the guests that they are to think of words of not more than six letters, on which the others must build sentences. As each player scores a point, he takes his place at the right of the leader.

After the word has been selected, tell the other players to construct, in their own minds, a sentence, with each letter of the original word forming the first letter of a word in the complete sentence. For instance:

AT – Arthur tried.

SAP – Sammy annoyed papa.

GAME – Give Amy my elephant.

CLOWN – Charley Long owes Warren nothing.

PARTIES – Pansy asked Roger to illustrate every story.

As soon as a player completes his sentence, he raises his hand. He is then asked to say it aloud. If it is incorrect, the next player to put up his hand is given his chance.

SKID

In this game the vast majority have great fun at the expense of the lone minority of one. This is the person who leaves the room while the others agree on some verb. When he returns, he is expected to discover the verb by asking questions.

As in the game “Coffee Pot,” the verb is replaced by another word. In this instance, the substitute is “skid.”

We will suppose that the verb chosen is “to scratch.” The questioner will begin by asking several in the room this question, “Do you ever skid?” When they all confess they do, he tries another method of questioning. “Have you skidded today?”

By asking more questions, he learns that monkeys can skid, that he himself can skid his neck without going out of the room, probably will do so very soon. He further learns that a bottle of ink cannot skid, but a pen point can, and if he starts to skid his own head in perplexity and someone tells him about it, he is very likely to discover that the verb “to scratch” was the one selected.

CHAPTER VII

GAMES OF KNOWLEDGE

THERE is a tendency today to play games with an educational value. The younger people, and many of the older ones also, seem to like the idea of combining education with pleasure. This can be accomplished by introducing games which require a knowledge of history, nature, geography or current events.

HOW'S YOUR HISTORY

Those who excelled in history in their student years will like this guessing contest.

Write on slips of paper the names of certain articles which suggest characters from the pages of history and literature. The one who guesses the largest number correctly, is awarded a prize.

1. Gun powder. (Roger Bacon)
2. Muddy cloak. (Sir Walter Raleigh)
3. Cat. (Dick Whittington)
4. Hatchet. (George Washington)
5. Spider. (Robert Bruce)
6. Apple. (William Tell)
7. Radium. (Professor Curie)
8. Pomegranate seed. (Persephone)
9. Printing Press. (William Caxton)
10. Flying Machine. (Wilbur Wright)
11. Egg. (Christopher Columbus)
12. Kite. (Benjamin Franklin)
13. Elm tree. (William Penn)

MODES OF TRAVEL

This is an easy competition for those who know anything at all about geography. The players must write the means of transportation which a certain sentence suggests, such as the following:

1. I have a letter from my uncle who is in India, and he tells me he must travel in a kind of chair. (RICKSHAW)
2. While in Egypt, he rode on an animal with a hump on its back. (CAMEL)
3. In Venice, the boats, he found, were quite different from those in any other country. (GONDOLA)
4. In China, he saw boats that are very peculiar, indeed. (JUNK)
5. He says that in the wilds of Canada, one travels on the rivers by means of a small, fast boat. (CANOE)
6. In Ireland, he used a funny kind of cart. (JAUNTING CAR)
7. He saw a kind of four-wheeled coach in Spain. (DILIGENCE)
8. You are made twice your height when going about in Western France. (STILTS)
9. My uncle has visited two cold countries. In Greenland, he travelled in a car drawn by dogs. (SLEDGE)
10. While in Lapland, he used the ice. (SKATES)
11. In Switzerland, the people use an unusual kind of rail way. (FUNICULAR RAILWAY)
12. A kind of horse is the principal means of transportation in Algeria. (MULE)

LADDERGRAPH

These are sometimes called changelings. The first word is changed to the second word by altering one letter at a time and at each change a new word must be formed.

As an example, suppose it were required to change "Fish into Bird." Proceed thus: "Fish, fist, fast, bast, base, bare, bard, bird." In this particular case, there are seven changes.

Change "Moan to Sent" in four steps.

Change "Rich to Fame" in four steps.

Change "Hour to Team" in four steps.

Change "Wheat to Bread" in seven steps.

Change "Bell to Ring" in six steps.

Change "Foot to Head" in five steps.

MISSING LETTERS

At the conclusion of a game in which pencil and paper have been used, ask the guests to retain these. Tell them to fill in the spaces which are to be denoted by a dash on the paper, to form words which you will define, giving them every other letter.

Suppose the word you have in mind is OYSTER. You tell them to write: —Y—T—R. You read it as follows: blank Y blank T blank R. Inform your guests that the word means a mollusk and of course they will discover sooner or later that the word is OYSTER.

Then, tell them to fill the missing letters in the following:

1.—L—G—T—., meaning mildly insane. (The correct word is FLIGHTY)

2.—E—S—R—., meaning the dimension, capacity or quantity of anything.

(The correct word is MEASURE)

3.—P—N—C—., meaning a green vegetable. (The correct word is SPINACH)

4.—H—C—E—., meaning a fowl. (The correct word is CHICKEN)

5.—O—E—O—., meaning a Spanish dance. (The correct word is BOLERO)

MOVIE STARS

Here is a game for those interested in moving pictures – and, who is not?

The hostess collects about twenty photographs of well-known screen favorites and cuts off the names attached to them. These can easily be secured from film magazines, cut out and pasted on cards.

The pictures are numbered and pinned around the room. Each person is given a paper and pencil and is required to go about the room and guess the names of the artists. When he thinks he has guessed the correct name, he writes down the number of the picture and the name of the star beside it.

At the end of the allotted time, the one who has guessed correctly the greatest number of names, receives the applause of his competitors.

CONCEALED JEWELS

Pass around slips of paper upon which have been written sentences similar to the following; each sentence containing, in order, letters forming the name of a precious stone:

1. I ate a *pear* late this morning.

2. Yes, *Di*, a *Monday* will do very well for an appointment at the Dentist's.

3. Why don't you play the piano, *Pal*?

4. Your uncle would like you to buy him a *cigar*, *Nettie*.

5. On a *gate*, near the barn, a flock of crows were sitting.

6. Sister, *rub* your hands if they are cold.

7. The *top* *azure* colored hat fell down.

8. Jump in the *aqua*, *Marine*.'

9. From whence *came thy strange* friend?

FILL THEM UP

Copy on slips of paper the names of articles that are used to contain things, and have the contestants guess the most likely thing with which to fill the articles.

The one whose guesses are most nearly correct, in the least time, wins.

1. Cup. (COFFEE)
2. Grate. (COAL)
3. Faucet. (WATER)
4. Pillow. (FEATHERS)
5. Box. (CANDY)
6. Bag. (MONEY)
7. Chest. (CLOTHING – LUNGS – HEART)
8. Well. (WATER)
9. Tin. (BISCUITS)
10. Jug. (VINEGAR)
11. Basket. (FRUIT)
12. Saucer or Bowl. (PUDDING)

ADJECTIVES

The only bit of grammar knowledge necessary for playing this game is the definition of an adjective. If there are any people in the group who do not know this, you may explain that an adjective is a word describing a noun.

Before starting, the leader takes a book or magazine and underlines a passage consisting of about a dozen lines. Cross out ten or twelve of the adjectives.

Furnish the guests with pencil and paper and dictate the passage, a few words at a time. Instead of naming the adjectives omitted, the word “space” is used. After reading the paragraph, the leader gives a list of the adjectives which he has omitted, but not in their former order. He explains that each competitor must put in one of the given adjectives wherever the word “space” occurs.

At the end of a ten minute period, the players change papers. The complete passage is read aloud, and a mark is given for each adjective which is placed in its correct position.

MUDDLED UP HISTORY

Place three empty boxes on a table, and in each, put as many slips of paper as there are guests.

In the first box, the slips bear the names of wars since the beginning of time; in the second, the names of important battles fought in each of the wars; and in the third, the names of distinguished generals participating in these battles.

The object is to find out quickly the right war for each general and battle.

The player draws a slip from each of the hat boxes. For instance, he may draw “Revolutionary War” – “Gettysburg” – “Pershing.” The holder of these slips must find “World War” and the “Marne” to complete his hand.

Another player drawing “General Meade” must find the “Civil War” and “Gettysburg” to complete his hand.

In order to locate the correct wars and battles for their generals, the players must go from one to another asking if he or she holds the slips they are seeking, and if so, exchange slips.

The object, of course, is to obtain as quickly as possible the right war and battle for one’s general.

SCREEN STARS

Jumble up the letters which appear in the names of prominent movie stars. The competitors must rearrange these letters so that they form the names of the various actors and actresses.

1. AGODLDS – BAAFNIRKS Douglas Fairbanks
2. AJEN – EAKPER Jean Parker
3. MOHNA – ASHERER Norma Shearer
4. CELALAW – YEERB Wallace Beery
5. NAJET – KAGNOY Janet Gaynor
6. SARCHLE – NAUTOGLH Charles Laughton
7. ESHCARL – NALCHIP Charles Chaplin
8. CASTONCNE — TEBENNT Constance Bennett
9. CEDERHIF – CHARM Frederic March
10. SUZA – STIPT Zasu Pitts

BOOK COMPETITION

Write on slips of paper the names of characters chosen from books. The competitors are to write beside each, the name of the work in which the character appears.

Here are a few suggestions:

1. Friday (Robinson Crusoe)
2. Long John Silver (Treasure Island)
3. Micawber (David Copperfield)
4. Mrs. Bedonebyasyoudid (Water Babies)
5. The Emperor of Lilliput (Gulliver's Travels)
6. Starkey (Peter Pan)
7. Christopher Robin (When We Were Very Young, etc.)
8. The Walrus (Alice Through the Looking Glass)
9. Jo March (Little Women)
10. Morgiana (Forty Thieves)
11. Tiny Tim (Christmas Carol)
12. Shylock (The Merchant of Venice)
13. Ichabod Crane (Legend of Sleepy Hollow)
14. Charles Darnay (Tale of Two Cities)
15. D'Artagnan (The Three Musketeers)

STARS

Decide upon a subject, such as geography, literature, history, etc.

Suppose you select geography. On the top of cards, which should be prepared beforehand, write "UNITED STATES" (or any other country), then numbers up to twelve. After each number, mark, "town," "city," "state," followed by stars, to show the number of letters in the missing word. For example:

"town *****" (Upper Darby)

"city *****" (Chicago)

"state *****" (Wyoming)

There are other towns in the United States with ten letters so the player whose solution is different from that of the others, scores most points.

An easier way of playing the game, would be to supply the first letter. Example:

"town U***** D*****" (Upper Darby)

"state W*****" (Wyoming)

NEW DEAL GEOGRAPHY

The players sit in a circle and one exclaims: "I went to Trenton." Immediately, the next player follows up with: "I went to Newark" or some other place, the first letter of which begins with the last letter of the word preceding.

The player who hesitates must pay a forfeit, or drop out of the game.

If there is any doubt regarding the place named, the player must give its location.

It is best to have one player with a map or atlas who acts as referee and who sets a time limit for the answers.

IN THE KING'S GARDEN

One player begins by saying, "I am a beautiful princess (or handsome prince), and my father, the King, owns a garden, and in his garden grows a plum tree."

The next player repeats the sentence, adding another tree or plant.

The player who makes a slip must fall out and pay a forfeit.

Finally, after all the remaining players have added something to the sentence, the one who then repeats correctly the greatest part of the sentence wins a prize.

GEOGRAPHY

This game somewhat resembles the Letter Game.

The players are provided with paper and pencil. A letter is selected, as "A", and the players are told to write as many geographical names as they can think of beginning with that letter; Albany, Asia, Aberdeen, Abyssinia, Adriatic, and so on.

No points should be awarded for a word which all the players have; one point should be awarded for a word which some other player has; and two points for a word which no one else has used.

Two minutes may be allotted for writing. If any word used is doubted by any other player, the one using it must give the exact location of that place.

Continue the game with the different letters of the alphabet until the players show signs of losing interest.

WHO READS THE ADS

Here is another game which tests the players' powers of observation.

Clip several nationally-known advertisements from newspapers or magazines, cutting away the trade name. It is then the business of all those competing to write down on paper, the names of as many of these trade-marks, or names as they can remember, or recognize.

The advertisements may be spread out on a table or pinned on people in the room. A neat way is to paste them on cards, 3" x 5", and number the cards.

It is necessary, of course, that only well-known "ads" be chosen. The person naming correctly the greatest number wins the game.

NORTH AMERICA, SOUTH AMERICA, AND EUROPE

This is an interesting game, somewhat like "Earth, Air, Water."

The players form a circle and the leader throws a lightly knotted handkerchief, unexpectedly, at one of the other players. As he does so, he calls out, "North America" or "South America" or "Europe," whichever he chooses.

The player to whom the handkerchief is thrown must, before the leader can count ten, name some person or thing, in or from the continent mentioned.

If he succeeds in so doing, he remains in the game, and then throws the handkerchief at some other player. If he fails, he must leave the game and the handkerchief is again thrown by the leader.

CHAPTER VIII

BRAIN TESTERS

INTEREST in the party can always be stimulated by switching the program to a “brain tester” game. These can be played while sitting still, and offer a welcome contrast after a series of active events. In fact, an entire program may be worked out from this section, to be used where space does not permit moving about.

HOW MUCH CHANGE HAVE YOU?

This is a variation of the game, TELL MY AGE. In fact, it can be combined with the age game. Some of your guests may be skeptical when you announce that you are about to tell them how much change they have on their person, and at the same time give their age.

In this problem, ask the guests to:

Write their age; for example 38 years;

Multiply by 2;

Add 5;

Multiply by 50;

Write down the amount of change they have in their possession, which in this example is 13 cents. This is to be added to the sum already in the process of solution, following the multiplication by 50.

You then instruct them to subtract 365. Assuming that the answer represents dollars and cents, you mysteriously tell them to add \$1.15.

If, as in the example, the answer is 3813, without hesitation tell the guest that his age is 38 and that he has 13 cents in his pocket.

In each case the first two figures represent the age, and the remaining digits, the change.

In playing this game, the amount of change must be some figure less than a dollar.

SYNTHETIC CELEBRITIES

The players submit to having a card pinned to their backs, on which is written the name of some famous character, such as Waiter Winchell, Vice-President Garner, Popeye, Mickey Mouse, Al Smith, Father Coughlin, Sherlock Holmes or Henry Ford.

Everyone then attempts to discover the person he represents by asking questions.

In order to make the guessing more difficult, the answers must be Yes or No, and nothing else.

This is an excellent game to play when you wish to award a prize.

The first person to guess his identity will be the winner.

REVERSE SPELLING

When you are playing host to a group of “highbrows,” it is sometimes difficult to arrange games that provide real mental exercise.

Here is an amusing brain puzzler, however, that frequently trips the quickest of thinkers and the most accurate of spellers.

The problem is to spell the answers to the following questions backwards, actually writing the letters in their reverse order. The word HEAD for instance, is written DAEH.

1. What is your last name?
2. In what state do you live?
3. What is the name given to December 25th?
4. Spell out your age.
5. Who is the President of the United States?

6. A person who cannot see, is said to be what?

The time allowance for answering the six questions is two and one-half minutes.

WORDS AND LETTERS

After each person is provided with a sheet of paper and a pencil, someone is asked to select a word of six letters. The word is then printed in a column on the right-hand side of the paper, and printed backwards on the left-hand side of the sheet

If the word PORTAL was the one selected, it would be set down in this manner:

| | | |
|---|-------|---|
| P | _____ | L |
| O | _____ | A |
| R | _____ | T |
| T | _____ | R |
| A | _____ | O |
| L | _____ | P |

Each player has to write a word beginning with P and ending with L and consisting of as many letters as possible. For instance, he could use the word PARALLEL. Then he must write down the longest word beginning with O and ending with A. Similarly with R and T, T and E, A and O, and L and P.

When the allotted time is up, everyone counts the number of letters used in the six words, and the player who managed to use the greatest number of letters correctly is the winner.

JUMBLED WORDS

Sheets of paper are pinned around the room. On each one is a number and a jumbled word. For example, we will suppose that No. 1 is WYKRONE. This set of jumbled letters, when spelled out correctly, forms NEW YORK. The competitors are told to write, on slips of paper furnished to them, the letters in correct order.

It is advisable to have words in series, such as all cities, flowers, or animals, etc. Twelve words should be sufficient.

Give the participants fifteen minutes and then collect the papers on which they have written their solutions.

The one who has arranged the greatest number of words correctly is announced the winner.

SPEAK SWIFTLY

This is a team game which provides keen competition and demands mighty quick thinking.

The players, divided into two teams, sit on opposite sides of the room. After the sides have been formed and captains chosen, a judge is appointed by mutual consent.

The game starts when the leader of the *REDS* calls out a letter. The first player on the opposing *GREENS* must then recite as many words as he can think of, beginning with that letter, until half a minute has elapsed. The judge tabulates the words and credits them to the Green team.

Then the leader of the *GREENS* chooses another letter, and the first of the *REDS* has his opportunity to test his skill.

After all the players, on both sides, have had a turn, the judge totals the numbers and announces the winning side. Neither team should be allowed to use the letters U, X, Y, or Z.

PACKAGES

Twelve packages are tied up in paper, numbered and placed on a table.

The players are given slips of paper and pencils, the slips bearing numbers corresponding to those on the packages. The object is to guess what is in the various packages.

It is decided beforehand whether the players may or may not touch the packages. It is much more difficult if they are not allowed to do so.

A prize may be given to the player who correctly guesses the objects in the most packages.

SENTENCE ME

Choose a sentence containing as many words as there are players, and write each word on a different slip of paper.

Fold the slips and pass them around to the players, who unfold and pin the slips on themselves.

They must decide where they belong in the sentence, and form in line.

The last one fitting himself into the sentence must pay a forfeit.

Naturally, the more nouns and adjectives there are in the sentence, the more difficult it will be to assemble the various words in their correct places.

CAN YOU TELL WHAT IS MISSING

Several players are told to take a good look around the room and then leave, and that when they return there will be some things missing.

Those remaining in the room hide four or five objects, then call the other players to come back.

They are given paper and pencil and told to write down what is missing.

The one who notices correctly all the objects missing, is given a prize.

OBSERVATIONS

Five or six players stand in line in front of the others who are seated. Those standing in line are given the names of colors – red, blue, green, etc.

The players who are seated must shut their eyes tightly, while the colors rearrange themselves. The seated players then open their eyes and are given paper and pencil with which they must write down the new arrangement of the colors.

Of course, the more colors there are, the more difficult it is to remember who represents which color.

The one whose guess is most nearly correct is given a prize.

THREE WORDS

All of the players sit around in a circle. One throws a handkerchief across to another person, at the same time saying a three-letter word, and instantly commencing to count twelve aloud, finishing with “eleven, twelve, snap.”

The one receiving the handkerchief must say three words, each beginning with a letter of the word first spoken, before the first player completes the counting of twelve and says “snap.” If the second player fails, he is out of the game.

The last one to be eliminated is declared the winner.

Alternatively, the handkerchief may also be passed to one’s right-hand neighbor, making the eliminating process fairer.

The game works as follows: If the first word is “pin,” the second player may reply, “Paint, icy, next.” If the second player succeeds, he in turn, throws the handkerchief.

EARTH, AIR, WATER

While the players sit in a circle, one of them throws a handkerchief to someone else, at the same time saying any one of these words, “Earth;,” “Air,” “Water.”

The player receiving the handkerchief must instantly respond with the name of some creature which lives in the realm mentioned. If he should fail to give the right reply, he must leave the game.

As an illustration, when “Earth,” is called, the word “rabbit,” could be given, but not “fish” or “seal.”

When a creature has once been named for a reply, it must not be used again in the game.

UNUSUAL QUESTIONS

Explain to the group that you have some questions that are not written in the usual manner. The players are to answer each of these queries by a single word and treat the reply in the same manner as the question is asked.

Set a time limit of two minutes for the entire six questions'

1. Tahw si ruoy eman?
2. Tahw roloc si won's?
3. Erehw did uoy teg taht tab?
4. Nac uoy etaks ?
5. Era uoy ni evol?
6. Si siht a yzzid emag?

Of course the players perceive at once that each word is spelled backwards, and that the answer must also be spelled backwards.

SOMETHING HAS BEEN DISTURBED

The poor fellow who has been going out of the room by himself, now has his innings.

In this game, he stays in the room and all the other guests proceed into a darkened kitchen or bedroom. As soon as they have gone, the remaining player changes the position of various articles in the room; places a picture at a slanting angle, moves one of the andirons slightly out of place, takes a volume out of the bookcase and places it on the table, or in some similar manner, rearranges a number of movable objects.

When the group returns, they attempt to discover what has been disturbed. As soon as a player thinks he has found it, he whispers the information to the one who disarranged the objects.

CHAPTER IX

TEAM GAMES

THERE are hundreds of so called team games, the majority of them noisy and destructive when played in a home. In this chapter we have included only those team contests which are not too strenuous to be practical in a small room. It is suggested that in almost every instance, a referee or judge be selected from the group. The selection of an older person, or one who is known for his fairness, will eliminate possible disputes. The arbitrator is also helpful in making certain that the games are properly played.

ONE ONLY

In this game the players are divided into teams, and a chair placed beside the first player of each team. On the seat of the chair put twelve articles of various sizes, including anything from a shovel to a piece of candy. The two collections should be as nearly alike as possible.

When everything is in readiness, the judge gives the signal "go". At this word the first player picks up one of the articles on the chair and passes it down the line. As soon as he hands the first article to his neighbor, he immediately picks up another one and passes that on. He shall pick up only one at a time.

The articles are passed down the line in front of each player. When they reach the last person, he must pass them behind his back, to his neighbor, and they must go up the line that way until they reach the starting point.

The game is most exciting when a participant is called upon to divide his attention between articles both in front and in back of him. If a player drops anything, he must pick it up, run and place it on the chair at the head of the line and then hurry back to his position. All the while the trail of oncoming articles is held up until his return.

Of course the team finishing first, wins.

FLEA HOUNDS AND ALLEY RABBITS

Blindfold the players, divide them into two teams and station one team at each end of the room.

The object is to pass a handkerchief back and forth between the two teams, beginning at the top of the room with one team, and at the bottom of the room with the other.

The leader, and at least one other person, are not blindfolded, and it is their duty to see that the handkerchief is properly passed on to each runner.

All the hound dogs are on one team, and the cats on the other side. Therefore, the members of each team are guided to the player with the handkerchief only by the meowing and barking.

GROUP MATHEMATICS

Have two leaders choose teams of equal numbers. If possible, arrange to have at least fourteen players on each team, but of course you may play with a smaller number.

A card is passed to each player to hold in front of him. On these cards which should be fairly good sized, are written numbers, one to nine and naught, with the mathematical symbols for plus, minus, multiply and divide.

A referee calls out a number, and the leaders endeavor to form it by arranging their players in line, using at least one of the signs. The first team which succeeds in forming the numbers wins the game.

For example: Suppose 148 is the number given. The winner might decide on $30 \times 5 - 2$; or if the number is 250 the solution might be $10/5 \times 125$.

GUESS WHO?

This is a game for a small party of twelve players, six on each side.

Have the guests take their places at opposite ends of the room, standing close together. Each group holds a tablecloth or sheet in front of themselves so that they cannot be seen by their opponents.

One player is then chosen from each team, placing the table cloth or sheet over his head. With outstretched arms, he ventures forth in a cautious manner. As the two ghost-like figures draw near each other, the one who first guesses the identity of the other white-garbed player, scores five points for his side. The principals are permitted to peep out of the sheets at their own risk.

After each round, the white covering is taken back, and behind its shelter another knight is selected to sally forth and tilt with his adversary in the guessing contest.

PASS THE CLOTHES PINS

In this game the two teams sit in parallel lines in the middle of the room.

The first player of each team holds in his hand about a dozen clothes pins. When the leader counts three, the bundle of clothes pins must be passed down the line. The winning side is the one which first gets all its clothes pins to the end of the line and back again.

There are a few simple rules which must be followed:

First of all, insist that no player hold the clothes pins in two hands, and that no player be omitted in the passing.

When a pin is dropped, the bundle should not proceed any farther until the pin has been replaced.

When the end of each line is reached, the final player should put the clothes pins down on the floor at his side and pick them up with his other hand, passing them back in the direction from which they came.

ZIG ZAG BEAN BAG

This game needs an even number of players, although it is played in a circle.

After numbers are assigned, the odd numerals form one team and the even numerals form the opposing team. A bean bag or a baseball is handed to a member of the odd numbered team, and a similar one to a member of the even numbered team who is on the other side of the circle.

The leader blows a whistle as the starting signal. Each team then begins to pass around the bean bag from one to another of its members. They do this at high speed, although no team member must be missed in the passing.

The game is won when the bag safely reaches the highest number or when one team member throws the bag by mistake to a member of the opposing side. If the bag is dropped, the player making the error must recover it himself and return to his position before passing it on.

LIGHT RELAY

This is a team game with both opposing sides formed at one end of the room. Switch off the lights and hand a lighted candle to each of the first runners of the opposing team. (It is best to provide holders for the candles so the wax will not drip on the floor.) This candle must be carried to the far end of the room and back again, and handed on to the next torch bearer.

The side which finishes first is awarded the honors.

There should be a lighted candle on the floor at each end of the room, in case one of the candles used in the relay goes out.

When the flame of any player's candle dies out he must race back to the candle behind him and relight it.

THIEVES

In this game divide the guests into two teams, the team earning the most points to be declared the winner.

Mark two circles on the floor, one at each end of the room, and place several different objects in one of these circles. The thieves try to steal these objects and carry them to the other circle without being heard.

A referee stands at the side of the room, a reasonable distance away, blind folded, or with his eyes shut so that he is unable to see what is happening.

One team member at a time tries his skill, and a point is given to the other team each time the referee hears any sound from the thief.

RING THE BELL

This game may be played by individuals or teams.

Suspend a small wooden hoop from the ceiling or from a doorway, and hang a bell in the middle of this hoop. The players take turns trying to throw a ball or bean bag through the hoop.

Each time the bell is rung, a certain number of points is scored by the player ringing it, a lesser number if the ball or bean bag goes through the hoop without ringing the bell, and still less if the hoop is merely touched on the outside.

A specified sum is the score which ends the game.

For instance, you can give fifteen points for ringing the bell, ten if the ball goes through the hoop without ringing the bell, and five if the hoop is merely touched.

One hundred and fifty points can constitute a game.

PEA MARATHON

Line up two teams in parallel rows facing each other. The leader of one team stands at the far end of the line, holding a tea cup containing a dry pea for each member in the game. The other leader stands at the opposite end with an empty tea cup.

The players, equipped with straws, one by one go to the cup containing the peas. By drawing in the breath, a pea can be made to stick at the end of the straw. The object is to get the pea to the other cup without dropping it. If the pea drops, it must be returned to the cup from which it came.

The side making the transfer of all the peas, in the shortest time, wins the game.

FLINGING FILING CARDS

The players form a circle around a derby hat, bucket, basket or some other receptacle, which is placed on the floor in the middle of the group.

The participants in the contest are numbered so that the odds and the evens form two teams.

Postcards or small filing cards are distributed to the players who are permitted to toss or fling several cards, one at a time, into the basket. If only a few are playing, give each player five flings and count a point for every card which arrives safely in the receptacle. Cards resting on the rim, and knocked in by another player count as points for the owner of the first card.

Believe it or not, this is a game of skill as it is very difficult to fling a flimsy card any distance without a great deal of practice.

BOULEVARD BALL

Arrange the players in two parallel lines facing each other, with four feet of space dividing the lines.

Fasten a tape or draw a chalk line at the end of each avenue; in front of these goal stripes, place opposing guards.

Choose two teams and have the players on the same team sit opposite each other, alternating every other pair. The referee places a basket ball or a large rubber ball in the center of the avenue and blows his whistle. Without moving from their chairs, the teams endeavor to advance the ball to the goal beyond the goal tender. The ball must not be lifted or thrown, neither may the players use their feet. They must propel the ball by pushing or patting it with the hands. When a goal is made, the referee again places the ball in the middle of the Boulevard and again blows his whistle.

Two halves, of three minutes each, with two minutes' intermission, constitute a game.

Naturally, the winning team is the one making the most goals within the stipulated period.

AIM FOR THE BASKET

The players are divided into two teams, standing alternately, to form a circle around a basket placed in the center of the floor. A small waste-paper basket will answer the purpose very well.

A tennis ball is handed to one player who tries to toss it into the basket from his place in the circle. If he succeeds, it counts a point for his side. The player on his right then takes the next toss, and after that the one on his right, and so on, until everyone gets a try.

Each completed circle should count as one game, with the side scoring the most points, winning.

TWO CATS AND A MOUSE

Two teams of six or eight players line up against opposite sides of a room. A rubber mouse, Indian Club or something similar to answer for a mouse is placed in the center of the floor.

The players on each side are numbered. When the referee calls out a number instantly the player on each side having that number darts out to the middle of the room, tries to seize the mouse and return it to his side. A point is counted every time a cat brings back the mouse.

A game can consist of eleven points, and a match of three games.

PASS THE BALL

The players are divided into two teams. Each team lines up in single file all facing in the same direction.

The first player, at the head of each team, has a ball, a basket ball is suitable. This he passes backward over his head to the player behind him, and this player in turn passes it to the player behind him, and so on, until the last player receives the ball. As the last player gets the ball, he races up to the head of the line and the other players step back one place each, so that they occupy the same spaces on the floor. The ball is then passed back once more, and the last player again runs up to the head of the line.

The race is finished when the original player at the head of each team takes his place again at the top.

The side thus passing the ball through their whole line the fastest, wins the game.

WORD CONTEST

Divide the players into two equal teams. Each team selects three of its members who are sent out of the room.

Those remaining tear up twenty-six pieces of paper and write one letter of the alphabet on each; these pieces are shuffled in a hat. The six players then are recalled from the other room.

A referee keeps time for one minute while a letter is pulled from the hat and announced to the audience.

Immediately the first of the six who left the room calls aloud as many words as he can think of which begin with that letter.

At the end of the minute, the timekeeper calls "stop," and the total number of words is recorded. Then the first representative of the other party takes up his stand and a fresh letter is announced. This is continued until each of the six people has had a chance to participate. The totals of each side are added together and the highest score makes that team the winner. It is suggested that such difficult letters as x, u, q, y and z be excluded.

TAKE IT AWAY

The players are divided into two teams and sit on opposite sides of a table. After each side selects a captain, some small object (a button, nut or coin) is given to one team. The members of that group put their hands beneath the table and pass the object back and forth among them.

At a given signal from their captain the players on the team in possession of the object, place their closed fists on the table. It is then the task of the captain on the opposing team to ascertain who has the button or coin. The captain must locate the object in three guesses. He may point to a closed fist and say, "Take It Away" if he thinks that it is empty; or, he may order any hand to be opened; or, he may order all hands but one to be removed from the table.

If he does not guess correctly after the prescribed three attempts, his team loses a point and the winners get another opportunity. If he guesses correctly, his side gains possession of the object and it is then their turn to do the hiding.

CHAPTER X

CONUNDRUMS

SHOULD your party lag for a few minutes while you are making arrangements for the next game on the program, these riddles will hold the attention of your guests and prevent any possibility of restlessness.

1. What has no head, no feet, no wings, but lies all around? Fly paper.

2. Would you rather an elephant killed you or a gorilla?

Neither, rather the elephant killed the gorilla.

3. When is a ship spoken of as not being on water?

When it is on fire.

4. What animal took the most luggage into the ark, and which took the least?

The elephant, who took his trunk, while the fox and the rooster had only a brush and a comb between them.

5. What is the best way to make a coat last?

Make the vest and the trousers first.

6. What is it that belongs to you entirely, and yet is used more by your friends than by yourself?

Your name.

7. What flower ought to be in a circus? Dandelion.

8. What is the highest with the head off?

A pillow.

9. Why can't a fisherman be generous?

Because his business makes him sell fish (selfish).

10. Where is happiness found?

In the dictionary.

11. Where did Noah strike the first nail in the ark?

On its head.

12. What is the difference between a millionaire and a prizefighter?

One makes money hand over fist, while the other makes his fist hand over money.

13. Why is a boot so much like a shoe?

Because they are both worn on the foot,

14. What is it that runs, yet never moves?

A clock.

15. What falls but never gets hurt?

Snow.

16. Why is a retired carpenter like a lecturer?

Because he's an explainer (ex-planer).

17. How can a cat go up to the attic on four legs and come down with eight?

When it catches a mouse.

18. How would you speak of a tailor when you do not remember his name?

As Mr. So and So (sew and sew).

19. Why is candy like a horse?

Because the more you lick it the faster it goes.

20. Is football a winter or summer game?

Neither, it is a fall game.

21. Who was the first profiteer?

The whale which swallowed Jonah. He grabbed all the prophet in sight.

22. When does a ship tell a falsehood?

- When it lies at the wharf.
23. Why was there no card playing on the Ark?
Because Noah sat on the deck.
24. What is it that asks no questions and yet requires many answers?
A door bell.
25. Why do they bury an Indian chief on the north side of a hill?
Because he is dead.
26. Why is an empty purse always the same?
Because you can see no change in it.
27. If a man gave one son 15 cents and another 10 cents, what time would it be?
A quarter to two.
28. What is worth the most, an old five dollar bill or new one? An old five, because it is worth four dollars more.
29. Why is a poor riddle like a broken pencil?
Because it has no point.
30. Which seems as if it should be the nicest fish to eat?
A jelly fish.
31. Why is a river like an elbow?
Because it is always bending.
32. What has a mouth and a tail, lies in a bed, but has neither arms nor legs?
A river.
33. How can you keep a rooster from crowing on Sunday?
Chop off his head on Saturday night.
34. What most resembles the half of a cheese? The other half.
35. What is the smallest bridge in the world?
The bridge of your nose.
36. What makes time fly?
Because so many people are trying to kill it.
37. Which vowel has the jolliest time?
U because it is always in the middle of fun.
38. When was beef the highest that it has ever been?
When the cow jumped over the moon.
39. When is a schoolboy like a postage stamp?
When he is licked and put into a corner to make him stick to his letters.
40. What piece of furniture is the oldest in the world?
The multiplication table.
41. Where was Solomon's temple?
On the side of his head.
42. What grows smaller when you add to it and larger when you add nothing?
A hole in a stocking.
43. Why is "B" like a fire?
Because it makes oil boil.
44. Why must a physician keep his temper?
Because if he doesn't he will lose his patience (patients).
45. Why is a coal stove like an artist?
Because it is no good unless it draws.
46. What is the difference between a farmer and a seamstress?
One gathers what he sows and the other sews what she gathers.
47. What is the best material for kites?
Flypaper.
48. To what man in town do all the other men take off their hats?

- The barber.
49. Under what circumstances is it all right to lie?
When in bed.
50. What is the hardest key to turn?
Donkey.
51. Why do sailors wear white hats?
To cover their heads.
52. Where was King Alfred the Great, crowned?
On his head.
53. Tom went out; his dog went with him, but he went not before, nor behind, nor on one side of him; where did he go?
On the other side of him.
54. What is it that sings and has eight legs?
A quartet.
55. What is it that goes yet never gets anywhere?
A clock.
56. Why is L like giving a sweetheart away?
Because it makes over into lover.
57. When is a bill like a gun?
When it is presented and discharged.
58. What magazine would be likely to give the best report of a fire?
A powder magazine.
59. Why is a washwoman the greatest traveler in the world?
Because she crosses the line and goes from pole to pole.
60. Why are the laws like the ocean?
Most trouble is caused by the breakers.
61. When is a sheep like ink?
When you put it in a pen.
62. What runs and runs and never stops?
A river.
63. When is the worst weather for rats and mice?
When it rains cats and dogs.
64. What precious stone is like the entrance to a field?
A-gate.
65. What is always behind time?
The back of a watch.
66. Why is a dog's tail like the heart of a tree?
Because it is the farthest from the bark.
67. Which is the swiftest, heat or cold?
Heat, because you can catch cold.
68. Why is the Fourth of July like oyster stew?
We can't enjoy it without crackers.
69. What is the difference between an engineer and a teacher?
One minds the train while the other trains the mind.
70. When is a door not a door?
When it's ajar.
71. Spell hard water with three letters.
I-c-e.
72. Why are a king and a book alike?
Because both have pages.
73. What is that which never uses its teeth for eating purposes?

A comb.

74. What was the first bet ever made?

The alphabet.

75. What does a housekeeper look for yet hate to find?

Dust.

76. When does a leopard change spots?

When he moves from place to place.

77. What grows when you feed it paper and dies when you feed it water?

Fire.

78. What goes all around the house without legs?

Broom.

79. What letter of the alphabet is necessary to a shoemaker?

“Z” because it’s the last.

80. When is an old, decayed tooth like an important personage?

When it is crowned.

81. Why is a situation of great trust like a back tooth?

Because it is hard to fill.

82. What is a put-up job?

The paper on the wall.

83. Why does a gate-keeper punch a hole in your ticket.

To let you through.

84. What does everybody give and few take?

Advice.

85. What can everybody do at the same time? Grow older.

86. When is water like a tiger?

When it makes a spring.

87. Why is a crash of thunder like a jeweler?

Because both make the ear ring (ear-ring).

88. Why should a man always wear a watch when he travels in the desert?

Because every watch has a spring in it.

89. Why is a newspaper like an army?

Because it has leaders, columns and reviews.

90. What has an arm but can’t hug you?

A chair.

91. What might the man who raises and lowers the windows in a bank be called?

The draft clerk.

92. Why is a sentence like an obstinate mule?

Because it usually comes to a full stop.

93. What is that which no man ever yet did see, which never was, but always is to be?

Tomorrow.

94. What do we catch very often, yet never see?

A passing remark.

95. What is it that can play but can’t talk?

A piano.

96. Why is a horse a curious feeder?

Because he eats best when he hasn’t a bit in his mouth.

97. Why is “K” one of the most fortunate letters in the alphabet?

Because it is always in “luck.”

98. How do bees dispose of their honey?

They cell (sell) it.

99. If a farmer can raise 250 bushels of grain in dry weather, what can he raise in wet weather?

An umbrella.

100. What is that which is always in fashion, yet always out of date?

The letter "F."

CHAPTER XI

REFRESHMENTS

DELICIOUS "Different" Party Recipes.

Good things to eat form a fitting climax to any social event. Because so very much depends on this feature of the party, we have included in this party-guide a few suggestions for light refreshments that we believe any hostess may serve with confidence.

CAKE RECIPES

ELIZABETH'S PINEAPPLE CAKE

Cream $\frac{1}{2}$ cup of shortening with 1 cup of sugar and add 2 unbeaten egg yolks, one at a time. Sift together three times $1\frac{1}{2}$ cups flour, 3 teaspoons baking powder and $\frac{1}{4}$ teaspoon salt. Add alternately, flour and $\frac{1}{2}$ cup of pineapple juice, using first flour then juice, a little at a time. Fold in 2 beaten egg whites. Bake in a moderate oven. (Time for combining ingredients: 20 minutes. Time for baking: 45 minutes.)

FOR FILLING . . . put 1 unbeaten egg white in shallow dish, add $1\frac{1}{2}$ cups of confectioners sugar gradually, beating with wire whip until of right consistency. Add 2 tablespoons pineapple juice. Spread between layers. Put a thick layer of crushed pineapple on top of the cake and cover with any icing you prefer to use.

MARTHA'S COCOANUT LAYER CAKE

Two cups sifted flour, 3 teaspoons baking powder, $\frac{1}{2}$ teaspoon salt, $\frac{2}{3}$ cup of butter, 1 cup of sugar, 3 egg yolks, beaten light, $\frac{1}{3}$ cup milk, 1 teaspoon vanilla, 3 egg whites, stiffly beaten, 1 can cocoanut. Sift flour once, measure, add baking powder and sift three times. Cream butter thoroughly, add sugar gradually, creaming well after each addition. Add egg yolks, then flour and milk alternately, a small amount at a time. Mix thoroughly after each addition. Add vanilla and fold in egg whites. Bake in two greased 9-inch layer pans for 25 to 30 minutes, in moderate oven (375° F.). Use twice the recipe for three 10-inch layers. Spread frosting between layers and on top and sides of cake. Sprinkle each layer and outside of cake with cocoanut, while frosting is still soft.

AUNT ETTA'S WALNUT CAKE

$\frac{1}{3}$ cup butter, 1 cup sugar, 3 egg yolks, $1\frac{3}{4}$ cups flour, $2\frac{3}{4}$ teaspoons baking powder, $\frac{1}{2}$ cup milk, $\frac{1}{2}$ teaspoon salt, $\frac{3}{4}$ cup walnuts, 2 egg whites.

Work butter until creamy, add $\frac{1}{2}$ cup sugar, stirring until light. Then add egg yolks, beaten until thick and lemon colored. Measure flour, after sifting once, and sift two or three times with baking powder and salt. Then add alternately to mixture with the milk. Add nut meats, broken in pieces, and beat thoroughly. Beat egg whites until stiff and gradually beat in remaining $\frac{1}{2}$ cup sugar. Cut and fold into first mixture. Put in a greased tube cake pan, bottom of which has been lined with paper. Bake 45 minutes in moderate oven or at 350° F. Remove from pan, cool and cover with Caramel frosting.

FRANCES WALLER'S BOSTON FAVORITE

2/3 cup butter, 1 7/8 cups of sugar, 4 eggs, 1 cup of milk, 3 1/2 cups of flour, 1/3 teaspoon of salt, 1 teaspoon vanilla, 6 teaspoons baking powder.

LEONA'S SOUR CREAM CAKE

1 small cup butter, 1 1/2 cups sugar, 3 eggs, 1 cup of sour cream, 2 1/2 cups flour, salt to flavor, 2 teaspoons baking powder and vanilla.

BROWNIES

Melt 2 squares of chocolate in double boiler, add 1 cup of sugar; cream this, add 3 eggs, each separately and beat until light, 1/4 cup of melted butter, 1/2 cup of flour, 1 teaspoon vanilla extract, 3/4 cup chopped nuts. Bake in quick oven for 15 minutes. Butter pan. Cover bottom with buttered brown paper.

ORANGE CUP CAKES

1/2 cup of Shortening, 1 cup of sugar, 2 eggs, 1/2 cup orange juice, grated rind of one orange, 1 2/3 cups flour, 1/3 teaspoon of salt.

Cream the shortening and sugar until very light, add the yolks of eggs, well beaten, the orange juice and rind and the flour, salt and baking powder, which have been sifted together. Beat thoroughly to insure a fine grain, fold in gently the stiffly beaten egg whites and bake twelve to fifteen minutes in a moderately hot oven (375 degrees F.) in small greased cup cake pans. Frost, if desired, with Golden or white frosting. Time of making, 50 minutes, serves six.

GOLDEN FROSTING FOR ABOVE: Grated rind of 1 orange, 1 tablespoon orange juice, 1 teaspoon lemon juice, few grains salt, yolk of 1 egg, confectioners sugar. Let the orange rind and fruit juices stand together for ten minutes, then strain through cheesecloth. Add the salt and beat into the yolk of the egg, stirring in confectioners sugar until stiff enough to spread. Time of making, 25 minutes.

SALADS

MIXED FRUIT SALAD

1/2 cup of shredded pineapple, 1/2 cup chopped not meats, 1/2 cup orange pulp, 1/2 cup grapefruit pulp, 1/2 cup halved maraschino cherries, 1 1/2 cups sliced bananas.

Mix fruits and nuts and chill. Serve with dressing. Time in combining, 15 minutes. Serves from four to five.

PINEAPPLE WALDORF SALAD

Pare, quarter and core 3 apples and cut into tiny cubes. Add 1 cup well drained crushed pineapple, 1/4 cup California walnuts, broken in pieces and 1/2 cup celery, cut in pieces. Mix with thick mayonnaise. Serve on lettuce.

BANANA SALAD

Cut bananas in half. Brown cocoanut in broiler. Dip bananas in slightly beaten egg, then wrap in cocoanut. Serve on lettuce leaf with mayonnaise and cherry.

CANDLESTICK SALAD

Arrange lettuce leaves on plates and on them place a whole slice of pineapple. Cut bananas in two, crosswise, and stand one-half upright in the hole of the pineapple slice. Pour over it a little dressing to represent dripping wax. A piece of curved citron or orange peel will serve for a handle. Place a brazil nut on top of each banana and light just before serving.

BEAUTY SALAD

1 package of raspberry jello, 1 pint of boiling water, 1/4 teaspoon of salt, 2 bananas, diced, 1 tablespoon lemon juice, 1/2 cup walnut meats, finely cut.

Dissolve jello in boiling water. Add salt, turn into individual moulds, filling them 1/4 full. Chill. Sprinkle bananas with lemon juice. When jello is firm, arrange a layer of bananas on jello. Sprinkle with nuts. Add another layer of jello. Chill. When firm, fill mould with remaining jello. Chill until firm. Unmould on crisp lettuce. Garnish with mayonnaise. Serves 8.

PINEAPPLE MOUNDS

1 package of lemon jello, 1 cup boiling water, 1 cup of pineapple juice, 8 slices of canned pineapple.

Dissolve jello in boiling water. Add pineapple juice. Poor into individual moulds. Chill until firm. Unmould each on slice of pineapple. Serves 8.

CANNED PEAR SALAD

Drain the juice from canned pears, chill and arrange on heart leaves of lettuce. Fill hollow in center with a mixture of walnut or pecan nuts and a little cream cheese. Make a garnish of canned pimento cut in strips, and sprinkle with French dressing, using lemon juice instead of vinegar, and adding a teaspoon of sugar. Serve very cold.

CANTALOUPE SALAD

The ingredients required are: 1 medium sized cantaloupe, 1/2 cup diced orange, 1/2 cup of diced banana, 1 tart apple, diced, 1/2 cup shredded pineapple, 1/3 cup French dressing, cream mayonnaise and lettuce.

Chill all the fruits and cut the cantaloupe in fourths. Place on a salad plate and heap your fruits, mixed with the French dressing. Top with mayonnaise and garnish with lettuce.

CANDIES

DIVINITY FUDGE

Use the following ingredients: 1 1/2 cups sugar, 1/2 cup white karo and 1/4 cup cold water. Stir together and put on a low fire. Stir until all dissolved, cook same as boiled icing, only let it get harder, so it will hit against cup when put in cold water to test. Have the white of an egg, beaten stiff, and stir in the hot syrup, same as for boiled icing, only when all are stirred in, keep beating until the mixture cannot be beaten any longer, then stir in a cupful of nuts, the more the better. Put on butter-greased platter and cut in squares.

CHOCOLATE DELIGHT

Whip 1/2 pint of cream and flavor with vanilla, add two tablespoons of sugar. Put a bit of cream in each sherbet glass, then a thin chocolate wafer, then more cream, another wafer and repeat until glasses are full, having a chocolate wafer on top. Let stand in ice-box an hour or so, for the cream to soften the wafer. This makes an unusual and delicious quick dish.

VANILLA FONDANT

2 cups sugar, 1 egg white, 1 cup of water, 1 tablespoon light corn syrup, 1 teaspoon vanilla, 1/4 teaspoon glycerine. Put the sugar, water, and corn syrup into a saucepan and cook, stirring constantly over a low fire until the sugar is dissolved. Remove the spoon and do not stir the candy again during the cooking. When the candy begins to boil, add glycerine, cover the saucepan, and cook for three minutes. The steam formed, washes down any sugar crystals which may be thrown on the sides of the saucepan. Remove the cover and continue the cooking. Any sugar crystals which appear on the sides of the pan should be washed away with a fork covered with cheesecloth and dipped into cold water. Cook until 240 degrees F. is reached, pour at once on a

cold, wet platter. Cool to 110 degrees F. (lukewarm) then beat the egg white until stiff and spread over the cooled fondant. Beat the mixture until the fondant becomes white and creamy. Add vanilla and work until the mass is smooth and no lumps remain. Shape at once for centers and put in a cold place.

This fondant softens upon standing, so that it should be dipped as soon as possible after shaping.

PULLED MOLASSES TAFFY

Combine the following ingredients in the order given: 2 cups molasses, 1 cup of water, 2½ ounces honey and honeycomb, 2 tablespoons white corn syrup, 1/3 cup granulated sugar, 1 tablespoon butter. Stir over the heat until the butter melts and the sugar dissolves. Simmer until a little of the mixture forms a firm ball when dropped in very cold water. Pour into a large shallow platter, rubbed with butter, and pull when cool. If the candy sticks to the hands, dip them in a little flour and rub with a little butter. Work in the desired flavoring, while pulling the candy. Peppermint or vanilla may be used.

POP CORN BALLS

Use the following ingredients: 4 quarts of popped corn, 1 cup of molasses, 1 cup of sugar, 1 teaspoon of vinegar, 2 tablespoons butter, a few grains of baking soda, ½ teaspoon of vanilla. Combine the molasses, sugar and vinegar. Boil and add the butter, soda and flavoring. Then pour into the popped corn, stirring rapidly. Rub the hands with butter and form the popcorn into balls.

PENUCHE

2 cups of brown sugar, ½ cup brown corn syrup, ½ cup of undiluted evaporated milk, 1/3 teaspoon of salt, 1 tablespoon butter, ½ teaspoon of vanilla, 3/4 cup broken walnut meats. Combine the sugar, syrup, milk, salt and butter, and oil until a little, when tried in very cold water, forms a soft ball. Cool until tepid, add the vanilla, and beat until creamy. Pour a half-inch deep into a medium-sized buttered pan, on which the nuts have been sprinkled. When almost cool, cut into squares.

PEANUT BRITTLE

1 quart of peanuts, shelled and chopped, 2 cups of granulated sugar, 1½ tablespoons of butter, a few grains of soda, and a few grains of salt. Butter a small dripping pan, sprinkle on it the peanuts, chopped coarsely. Caramelize the sugar, that is, melt it in a frying pan, stir in the butter, salt and soda, and pour over the peanuts.

SALTED NUTS

1 pound of mixed blanched nuts, ¼ cup of butter, salt.

Melt the butter and pour over the nuts, so each is coated. Place in a shallow pan and bake in a hot oven, until the nuts are a delicate brown. Drain on crumpled, unglazed paper. Sprinkle generously with salt, and let cool.

CHAPTER XII

BEVERAGES

WHOLESONE, Refreshing Things to Drink!

HOT SPICE CIDER

1 gallon sweet cider, 1½ pounds of brown sugar, 3 sticks of cinnamon (4 inch pieces), 1 tablespoon each whole allspice, and whole cloves, 2 pieces whole mace, ½ teaspoon salt, dash of cayenne. Mix in order given, and boil 15 minutes, after boiling starts. Serve hot.

GINGERALE LEMONADE

1 quart of lemon juice, 2 quarts of sugar, 1 quart of water, 2 gallons ice water, 1 gallon ginger ale, 1 cup of mint leaves. Make syrup of sugar and a quart of water. While syrup is cooling, add mint leaves. Mix the syrup with the fruit juices and strain. Add ginger ale just before serving. Serves 60 people.

TOMATO JUICE COCKTAIL

2 quarts tomato juice of puree, 1½ teaspoons salt, 1 tablespoon horseradish, 1 teaspoon sugar. Mix ingredients and serve chilled.

FROZEN FRUIT PUNCH

4 quarts of water, 2 cups of sugar, 2 cups of grape juice, ½ cup orange juice, ¼ cup of lemon juice. Boil sugar and water 5 minutes, add fruit juices and freeze to mush. This recipe makes two quarts.

FRUIT PUNCH WITH WHIPPED CREAM

1 pint of bottled grape juice, 3 tablespoons lemon juice, 1/3 cup orange juice, 1 cup of pineapple (crushed) with juice, ¾ cup of sugar. Grated rind of one lemon, grated rind of one orange, several sprigs of fresh mint, few grains of salt, 1 pint bottle of soda water, whipped cream. Mix fruits and add sugar. Grate a little of the rind of one orange and one lemon. Add to orange juice and let stand ten minutes. Strain and add juice to fruits and sugar, then add mint and salt. Cover and let stand an hour to ripen. Pour over crushed ice, add the soda water and serve in tall glasses with whipped cream on top. Garnish with mint leaves.

CIRCUS PUNCH

1 cup of sugar, 1 pint of water, juice of two lemons, ½cup of cherry juice, ¼ cup of orange juice, 2 quarts of ginger ale and juice from a can of apricots. Boil sugar and water together one minute. Cool. Add the fruit juices. Set aside for an hour. Chill thoroughly. Add ginger ale.

ICED TEA

Hot tea, lemon, powdered sugar.

Half-fill tall glasses with ice cubes or crushed ice, and pour in the tea which has steeped five minutes.

Serve with an eighth section of lemon on the iced tea plate and pass powdered sugar. If desired, a sprig of mint may be used to garnish each glass.

ICED COFFEE

Coffee, cream, powdered sugar, whipped cream, if desired. Half-fill tall glasses with cracked ice or ice cubes and pour in the boiling hot coffee. Add cream and sugar to taste and top with slightly sweetened whipped cream.

MOTHER'S DELICIOUS COFFEE

Medium ground coffee, boiling water and salt. The best coffee is made by the drip method. Allow two level tablespoons of coffee for each person to be served. Place in a drip pot together with a very few grains of salt. Set the pot, unless it is electrical, in a pan of water and place it where the water will keep boiling. Pour a half pint measuring cupful of boiling water through the coffee for each person to be served. Cover the pot closely while the water is dripping through. Do not put it through twice. Serve at once.

CHERRY PUNCH

1 cup of sugar, 1 quart of boiling water, 1 quart of canned pitted red cherries and juice, 1 cup of orange juice, ½ cup lemon juice, 2 bananas sliced, 1 quart bottle charged water. Dissolve the sugar in the boiling water and cool. Combine with the cherries and fruit juices, chill, and just before serving, add the bananas and charged water.

BANANA MILK SHAKE

1 ripe banana, juice of 1 orange, ½ tablespoon sugar and milk. Peel the banana, and put it through a sieve or potato ricer. Combine with the orange juice and sugar and stir until smooth. Gradually add the milk, which should be very cold, and serve.

FRUIT PUNCH

1 can grated pineapple, 3 cups boiling water, 1 cup of tea, freshly made, juice of 6 lemons, juice of 10 oranges, 1 quart strawberry or grape juice, 1 quart of Apollinaris water, 1 quart of sugar or 3 cups of syrup of 35 degrees, and 4 quarts of water.

Grate pineapple and boil with the water 20 minutes. Strain through jelly bags, pressing out all possible, let cool and add the rest of fruit juice, tea and syrup. If sugar is used, add a pint of water to sugar and let boil 6 or 9 minutes. Cool before using. Add Apollinaris water just before serving and chill. Strawberries, mint leaves or sliced bananas may be added.

GRAPE JUICE PUNCH

8 lemons, 8 quarts grape juice, 1 can pineapple, 1 small jar of maraschino cherries, 1 sprig of mint, 4 cups sugar. Boil 4 cups of sugar, the juice and rind of 3 lemons in 2 cups of water to make a syrup. This syrup must be rich and thick . . . the success of the punch depends upon this part of the recipe. Add this syrup to the juice of 5 lemons, juice of pineapple and juice of cherries. Add enough water to make a tasty mixture. Add more sugar if necessary. Cut the pineapple in small pieces, the cherries in half, and add. This makes enough for a small afternoon tea, and will serve 50 people.

PINEAPPLE FRUIT PUNCH

1 cup grated pineapple, 1½ cups lemon juice, 1½ cups orange juice, 2 cups sugar, 2 cups orange pekoe tea, 2 cups of White Rock, 2 cups ginger ale, 1 cup of water.

Boil sugar and water together 3 minutes. Cool. Add grated pineapple, fruit juices. Let stand for an hour. Add tea and chill. Just before serving, add ginger ale and White Rock, which have been placed in ice box to chill.

ORANGE LEMONADE

1 cup orange juice, 1 cup of lemon juice, 1 cup sugar, 6 cups water and ice.

To measure the water and ice, place the chopped ice in a vessel into which water may then be poured to the mark for the measure needed.

CHAPTER XIII

DECORATIONS

THE importance of decorating the home, school, church or hall in keeping with the spirit of the occasion cannot be overemphasized. In planning the trimmings for the table and the decorations for the windows and walls, two things must be kept in mind; the reason for having the party and the time of year in which it is held. One of the most satisfactory methods of making your parties attractive is to plan the decorations in keeping with the nearest red-letter day on the calendar. With this in mind we have arranged the suggestions that follow according to the months of the year.

JANUARY

New Year's Eve

At the entrance to the reception room print the following in black or red, on a white placard: "HAPPY NEW YEAR! FAREWELL TO 19— . . . WELCOME TO 19 — ." Clip from a magazine or a calendar, pictures of an old man representing Father Time, and a lusty infant symbolic of the approaching year. If possible, place these illustrations on the placard, or arrange them on the door so that each guest will at once grasp the significance of the occasion.

In the party room, string two rows of toy balloons from corner to corner of the ceiling. Suspend on small pieces of cord, horns and other noise making devices so that they will be accessible at the stroke of twelve. At the same time the balloons may be punctured by lighted cigarettes or pins, thus adding to the din.

In the dining room, select a color scheme such as red and white, and adhere to these colors in choosing the table cover, place cards, napkins and favors. Suggestions for favors include various noise making souvenirs such as crepe paper crackers, and if the budget allows, present each guest with a small diary for the New Year.

Snow Festival

About the fifteenth of January, snow is usually the chief topic of conversation in most parts of the United States. If there happens to be plenty of snow on the night of your party, have the boys build a huge snowman on the front lawn, or at the very entrance, if possible. Dress him in the height of fashion and place a card in his hand, or tuck a pasteboard flag under his arm with a friendly inscription, something like this: "HOWDY FOLKS." "THEY'RE WAITING FOR YOU INSIDE." As the guests arrive, present each with a snow white paper hat, and have the walls of the room decorated with sleds, skates, snow shoes and pictures of snow storms and blizzards in both city and country.

In the dining room, suspend icicles from the ceiling. These may be economically made from cotton, crepe paper, and a little wire. The center piece on the table might be a circular space enclosed by a fence. With the aid of cotton wadding and animals and other toys procurable in the five and ten cent store, arrange a winter farmyard scene. A blow-out favor may be made by covering the end of the blow-out with silver paper. Make a ruffle of crepe paper in red or green and gather it round the mouthpiece. Cover the mouthpiece with a strip of silver paper. Finish with narrow ribbon and silver bells.

FEBRUARY

Ground Hog Day: – February Second

If your party happens on Ground-Hog Day, it would be appropriate to make one-half of the room depict winter, and in the other half arrange artificial flowers, bright colors and wall trimmings, reminding one of spring's early approach. On a huge placard in the center of the wall, have these words printed, "DID THE GROUND-HOG SEE HIS SHADOW? WHETHER WE HAVE SIX MORE WEEKS OF WINTER OR AN EARLY SPRING, MATTERS NOT IF WE ENJOY OURSELVES TONIGHT."

In the dining room have small Ground-Hog cut-outs on place cards and present each guest with a horn favor. Plain horns may be covered with gold or silver paper cut in strips and wrapped around diagonally. Paste a green ruffle around the bottom of the horn. Paste sections of finely cut green crepe paper fringe on the horn. Finish with a bow of narrow green or silver ribbon.

Lincoln's Birthday

Parties and socials held around February 12th should follow the Lincoln theme. For instance, place a large picture of Abraham Lincoln at the entrance, and in the party room hang a series of miniature scenes depicting the various stages in the life of the great emancipator. The prevailing colors in both the party room and the dining hall should be red, white and blue. Toy log cabins make ideal favors. You can obtain the toy cabins in the five and ten cents store and fill them with after dinner mints.

St. Valentine's Day: – February Fourteenth

The entrance should be hidden behind a huge heart. This can be made of red cloth mounted on flexible strips bent into the proper shape. The guests will enter the door by going either to the right or left of the heart. In the party room, make the predominating colors red and white, with valentines representing various countries and intended for both young and old, placed on the walls and on flat objects around the room.

Place a card containing a timely verse in a heart bag, as a favor for each of the guests. These heart bags should be placed in a large cardboard box made in the shape of a red heart and placed in the center of the table. Run a red ribbon with a small heart on the end of it, from the place card to the heart box, so that each guest may draw a heart bag in which he will find his souvenir. These heart bags can be made of a square of pink crepe, of any convenient size; cover one side with transparent cellophane. Draw the four corners together and tie with red ribbon, keeping the cellophane on the outside. Add a red heart cut-out to each side of ribbon. Place favor in the bag.

A trail of smilax in the form of a heart might be placed round each plate, or a cheaper form of decoration would be a piece of card, cut into the shape of a heart and covered with a bright colored paper, to form a plate-mat.

The paper table-cloth and serviettes may be decorated with paper hearts, which are easily made of crinkled paper, or the hearts may be bought ready-made.

Washington's Birthday: – February Twenty-second

In many respects the schemes of decoration suggested for Lincoln's birthday can be carried out for a birthday party or social held on or about February 22. As well as having the large Washington photograph placed at the entrance, the party room might be decorated in colonial style, using blue, gold and white as colors. Pictures of Martha Washington could also be displayed.

In the dining room, a number of American flags could be hung. The crepe colors quite naturally will be red, white and blue. A paper hatchet filled with red cherry candy makes an appropriate favor.

MARCH

St. Patrick's Day: – March Seventeenth

A huge green shamrock should be placed at the entrance. Green and a small sprinkling of white are the proper colors in both the party and dining rooms. Irish scenes on the wall would be nice additions.

In the dining room have a large harp cut-out as the centerpiece. White table covers and napkins trimmed with shamrock seals should be used. Green horns and whistles may be distributed and for favors, use green paper cups filled with candy shamrocks.

Spring Party

During the latter days in March, or early in April, a party may be held commemorating the demise of the cold, cruel winter and the arrival of a temperamental but none the less welcome spring time.

Pale blue, pink or green should be the prevailing color scheme and toy ducks, parasols or a bunch of spring flowers may be used as favors.

Decorate the pictures on the wall with pussy willow buds and in the center of the table place a large bowl filled with wild flowers, violets and arbutus,

APRIL

April Fool's Day: – April First

This is a date when pranks are accepted in a spirit of good humor. Usually the guests expect to have tricks played on them. In order that they may not be disappointed, begin at the entrance by having the door bell or knocker charged with electricity, so that they will receive a shocking reception.

As soon as they enter the room, release a generous dose of sneezing powder. At the proper time, escort them to a sofa from which the supports have been removed so that they will fall to the floor in great embarrassment, but without pain or injury. Prop the sofa after each arrival so that the next victim will receive the proper welcome. Of course some of the cigars and cigarettes should be loaded so that there will be explosions at intervals!

In the dining room, see that a few of the guests are given those trick glasses with small holes on the sides, so that whenever they sip the water, it will drip on their clothing. Itching powder also provides much fun and some peculiar sensations, when placed on the spoon and knife handles, or on the napkins of the more dignified guests. These few suggestions are certain to enliven the evening. A jack-in-the-box, or a coiled snake under the lid, makes a suitable favor.

Easter Party

A party held shortly after Easter offers many possibilities for the decorator with original ideas. One hardly thinks of an Easter party without associating it with baby chicks, multi-colored eggs and Easter bunnies. The decorations you use should be some variation of one of these traditions.

Spring flowers should also be used generously in your decorative plan.

MAY

May Day Celebrations

Although usually planned for out-of-doors, in many sections of the country the weather is cool enough to hold a May Day party in the house or the church or school hall. Ribbons of pastel shades should be generously intertwined around the entrance and also suspended from each corner of the ceiling.

The centerpiece of the dining room table may be made by wrapping a six inch piece of heavy wire with pink crepe paper and bending it in half to form a loop. Place the end of a twenty-four inch dowel stick one and a half inches up between the ends of the wire. Bind securely with spool wire and you have the top of a May Pole. Wrap the dowel stick with pink crepe paper

inserting three ten inch pieces of wire at the bottom, so that the wire extends six inches below the dowel stick. Then wrap the dowel in spiral fashion with one-half inch of silver paper over the pink crepe paper. Spread out the wires at the bottom at right angles. Make a heavy cardboard or wooden base 22 inches in diameter and place the dowel stick in the center. Tape the wire securely to the base with gum tape and cover the base with crushed moss green crepe. Make a wire ring ten inches in diameter and fasten it to the loop of wire at the top of the pole by means of six pieces of light wire which should radiate from the loop to the wire ring like the spokes of a wheel. Wrap all the wires with narrow strips of pink crepe paper. Cut across the grain eighteen ribbons, one inch wide and fifty inches long, of any two pastel shades of crepe paper. After pasting one end to the top of the pole, drape it down over the wire ring. After you place the ribbons on in this manner alternating the colors, cut one strip of each color crepe paper six inches wide and forty-eight inches long. Gather these through the center to form a large pom pom and bind it to the loop at the top of the pole with wire.

As a favor, use a paper cup for a foundation. Make a handle of heavy wire wrapped with green crepe paper, paste the handle to the outside of the cup with gum tape and paste crepe paper in overlapping strips on the cup, and you will have an ideal May Day basket favor.

Memorial Day

Since Memorial Day is dedicated to the memory of our soldiers and sailors, it would be timely to decorate the room with pennants of the Army and Navy, interspersed with American flags. The dining room should be generously long with red, white and blue, and a patriotic favor might be made in the form of an American shield. Cut out a medium sized national shield with the thirteen stars at the top and a number of stripes running parallel underneath the stars. With gum tape fasten a dowel stick to the back of the shield and wrap the wooden handle with silver paper. This makes a shield fan.

JUNE

Flag Day

It is hardly necessary to give decorative advice for this occasion. You will probably already have the plot in front of the building studded with flags and a large American flag hanging near the entrance. The party room, as well as the dining room, should be decorated in red, white and blue bunting or crepe paper. A patriotic candlestick makes a suitable favor. Tie a flag cut-out to each side of the wooden candlestick, which has first been covered with pressed silver paper, or present each guest with a paper basket filled with red, white and blue candies in pellet form.

The Graduates Home Coming Party

The decoration for this event will quite naturally take on a decidedly scholastic flavor. This party is being given for a student or a group of students. Place a big "WELCOME HOME" sign at the entrance, using school colors. In the party room place a number of pennants of the school in question and add pennants of other colleges throughout the country. A college pennant cup will be prized as a favor. You can make the caps by cutting a pointed piece of crepe paper $3\frac{1}{2} \times 1\frac{1}{2}$ ", severing the grain of the paper from point to base. Wrap a six inch piece of wire with crepe paper. Paste the pennant to one end and fasten the other to the side of a cop form. Cover the cup with a frill of crepe paper two inches wider than its height, filled with candies the colors of the school represented by the majority of guests.

JULY

Independence Day

Patriotic parties are popular, and for these the party room and dining hall, as well as the outside of the building, may be decorated with red, white and blue flags and bunting.

A beautiful centerpiece can be made by lining and covering a box with crushed silver paper. Attach red, white and blue national shield cut-outs to each side of the box; fill the box with red roses, white carnations and blue gentians. For favors, present the guests with small cap pistols and caps, a package of fire crackers or some other noise making device.

AUGUST

Vacation Party

When a rainy week keeps the guests indoors at a summer resort, plans for entertainment might well include an old-fashioned party. It is possible to enliven the event by decorating the building with electric light bulbs of many bright colors. Mid-summer brings to mind, among other things, ocean cruises; thus, at such a party, it would be appropriate to give small pasteboard ships as favors. An inexpensive ship favor may be cut from cardboard. Cover the two silhouette boats on the outside with black shiny paper. Fasten together on ends with wire shanks, or gummed paper. Cover a serving cup with red or blue crepe, stretched on smoothly and fasten the covered cup with paste in between the two sides of the ship favor. Fill the cup with nuts or bon bons.

SEPTEMBER

Autumn Party

Have the entrance decorated with beautifully tinted leaves of early autumn. Golden rod, purple asters and dahlias make gorgeous bouquets to be placed around the party room.

The dining room and table will look beautiful if decorated in brown and gold, or some other color combination symbolic of the autumn season. For favors, distribute chestnuts or walnuts, in attractive paper cops.

OCTOBER

Columbus Day

Have the party room arranged to represent a cabin on the Columbus Flag Ship, Santa Maria, with the dining room transformed into a ship's mess room.

Paper models of the Columbus ship, filled with cashew nuts may be used for favors.

Hallowe'en

There is hardly a hostess in America who does not have hundreds of suggestions on how to decorate for a Hallowe'en party. Pumpkins, goblins, black cats and witches, should, of course, be included in all decorative schemes.

Place a big cut-out pumpkin in the center of the dining table with ribbons running to the place cards. Attach small noise making favors to the string which runs into the pumpkin.

NOVEMBER

Thanksgiving

Have the entrance decorated with corn stalks and pumpkins. In the party room the corn stalks and pumpkins should be augmented by brown and gold crepe paper, ears of golden corn and apples suspended here and there from the ceiling.

In the dining hall, a pumpkin centerpiece, similar to the one described in the Hallowe'en suggestions, may be used.

Cups, in the shape of turkeys filled with candy com, are always appreciated as favors at this season of the year. The paper table cloth and napkins should be gay with turkeys, pumpkins or some other symbol of the season.

DECEMBER

Christmas

A clever centerpiece for a Christmas table may be made by covering a square cardboard box with red brick design crepe paper. Paste the box to the center of a square of heavy cardboard cut 4 inches wider than the base of the box on all sides. Spread glue or mucilage on the cardboard base and sprinkle mica snow or silver tinsel over it generously. Around the top of the box "chimney" paste a row of crepe paper icicles. Fasten a large Santa Claus cardboard cut-out to one side of the chimney and place small gifts fastened to long ribbons inside the chimney.

CHAPTER XIV

FORFEITS

ONE of the drawbacks in the old favorite game of "Heavy, Heavy What Hangs Over" and other similar games is the lack of unusual ways to inflict penalties. For the convenience of the party leader, this chapter gives forfeits which can be used in mixed groups.

A DICTIONARY OF FORFEITS

1. Spell your own name backwards in one breath.
2. Repeat a verse of poetry counting the number of words in it as you proceed. For instance: "Roses, 1, are, 2, red, 3, violets, 4, etc."
3. Play an imaginary instrument.
4. Spin around three times, blindfolded, and kiss the first person you touch.
5. Make your will, leaving four things designated by the leader to four persons present.
6. Stand on one leg, flap your arms, and crow like a rooster.
7. Yawn until you make another person yawn.
8. Put on the hat of any person present and imitate his or her voice.
9. Answer yes or no to these three questions:
 - a. Does this party bore you?
 - b. In your opinion, who is the prettiest woman in the room?
 - c. Bow to the wittiest, kneel to the prettiest and kiss the one you love the best.
10. Repeat the alphabet backwards.
11. Count as far as you can in a single breath.
12. Lie on the floor and count backwards from one hundred.
13. Say "Six mixed biscuits" six times.
14. Show how you would enter the house if you were a burglar.
15. Stand in front of each person present and give him or her a pretty smile.
16. Sing a lullabye to an imaginary baby in your arms.
17. Kiss your shadow – where you like.
18. Recite a verse.
19. While you are doing a dance, sing a song.
20. Propose a toast to yourself in a flattering speech.
21. Put one hand where the other can't touch it. (Hold the right elbow with the left hand or vice versa.)
22. Go stoop in the corner and alternately laugh, cry and *sing*.
23. Eat a yard of string, rabbit fashion, by nibbling it up to your mouth.
24. Imitate your ancestors by braying like a donkey.

25. Blow out a candle blindfolded.
26. Sing up the scale and down again. Instead of using the note names, repeat "Ha, ha, ha, ha, ha, ha, ha."
27. Try to kiss your left elbow.
28. Lie on the floor face downwards and chin yourself up five times in rapid succession.
29. Auction off an overcoat.
30. Stage an imaginary cat fight.
31. Put an imaginary baby to bed.
32. Imitate five different animals.
33. Sing a lullaby to a sofa cushion.
34. Imitate a girl surrounded by mice.
35. Act like a chicken without a head.
36. Pretend you are an old man on roller skates.
37. Show how a young boy cries when a hornet stings him.