

GAMES AND AMUSEMENTS

CHAPTER I

Round Games

ROUND games, and more especially games involving forfeits, will always form a most attractive feature of parties, and may also be made to furnish a great deal of amusement at gatherings where none but grown-up people are present. Those contained in the following pages have been chosen with care, and will be found to include the best of the round games. It is to be observed that the directions given may here and there by general agreement be departed from, sometimes, indeed, what will for the occasion be a great improvement may be contrived by some ingenious spirit.

ACTING RHYMES

The players divide into two parties, one party remaining in the room whilst the other goes out. Those who remain in select a verb, such as dance, sing, eat, weep, laugh—any verb will do. They then request the attendance of the other party, and tell them they have thought of a word that rhymes with—naming a rhyme for the word selected. The others must then act in dumb show the word they think has been chosen. Thus (having chosen the word *rowing*), "We have thought of a word that rhymes with *sewing*." The party who have entered the room imitate a man mowing. They are hissed out; it is not "mowing." They re-enter and imitate hoeing. They are hissed out again. They come in again and imitate a

man rowing, which being right obliges the other party to take their place and go out into the cold.

BIRDS FLY

In this game all the players place a finger on the table or on the knees of the leader of the game, and they must raise them in the air whenever the leader says, "*Birds fly*" or "*Pigeons* (or any other winged creatures) *fly*." Should she, however, name an animal without wings, and any player raise her hand without thinking, she must pay a forfeit. And she must do the same should she neglect to raise it at the mention of any bird or winged insect.

BLIND MAN'S BUFF

One is chosen to play the part of blind man, and with his eyes bandaged tries to catch the others, who, of course, do their best to escape. Whoever is caught by the blind man must be named and then becomes "blind" in turn.

BLIND MAN'S WAND

A player is blindfolded and stationed in the centre of the room, a light cane or wand being placed in his hand. The rest of the company join hands and dance round him, singing the chorus of any popular ditty they please, by way of enlivening the proceedings. When the last note is sung all stand still. The blind man holds out his wand, and the person towards whom it chances to point must, according to the rules of the game, take hold of the end. The blind man then gives three cries, which the player holding the wand must imitate as well as he can. If he fails to disguise his voice he is found out, and has to take the place of the blind man. If not, the circle dances round as before.

BLIND POSTMAN

The postman is chosen by lot, while the postmaster-general either volunteers his services, or is elected by the company. The person to whom the unwished-for honour of enacting postman falls (either a lady or a gentleman) is blindfolded, the rest of the company meanwhile seating themselves round the room. The number of chairs is

limited so that there shall be one less than the number of players. The postmaster-general then writes the names of certain cities and towns on slips of paper, giving one to each person, so that they may remember by what name they are to answer. In cases where there are few players, the names can be given orally, but the players have to keep secret the name of the town allotted to them. The blind postman is stationed in the centre of the room, and the postmaster-general takes up a position from which he can address the entire company. He begins the game by calling out, "London to Edinburgh," or, "Dublin to Glasgow" (or any other places he may choose). The players representing the places named rise instantly, and endeavour to change seats with each other; while the postman tries to capture one of them before they accomplish the change. Should he succeed, he removes the bandage from his eyes and takes the chair which his captive has vacated, while the latter is blindfolded and becomes postman in turn, in addition to paying a forfeit. Forfeits are also incurred by those who do not spring to their feet and endeavour to change seats with the town or city whose name is called in connexion with their own. Forfeits are also demanded of those who, in their hurry to be in time, answer when their names have not been called. Should the postmaster-general call out "General Post" all the players must rise and change places. The confusion caused by these *contresens* places many chances in the postman's favour.

BLOWING THE FEATHER

The players sit in a circle and as closely as convenience will allow. One takes a piece of cotton-wool or a feather, or any other light substance, tosses it up in the centre of the circle, and blows on it to keep it floating in the air. Whoever it comes down nearest must blow on it again to prevent its lighting on any part of her person—an accident which would render her liable to a forfeit.

BOUITS RHYMES

The company being seated as in other round games, the director reads from a book, or, if he prefers it, recites a

line of poetry, to which the person to whom it is addressed is bound to add a line corresponding with it in rhyme, measure, and sense, under pain of having to pay a forfeit. When the director has given the line, he spins a top, and the poetic feat must be accomplished before it ceases spinning. Poetry of a high order, of course, is not to be expected, indeed the more nonsense the more fun. Example.—DIRECTOR (*giving a line*): "The year is dying in the night." *Answer*: "And certainly it serves him right." DIRECTOR: "The busy lark, the messenger of day." *Answer*: "Quite lost his voice, and had nothing to say."

COCK FIGHTING

This is played by two persons only. Each is seated upon the floor with hands tied together with a handkerchief at the wrists, and legs tied together just above the ankles. The hands are then placed over the knees, and a stick passed over the arms and under the knees, thus locking the arms in position. The players are now set opposite one another, with toes touching, and the game is to trip one's opponent over by the use of the toes only. Frequently both roll over together, when the game recommences.

CONFIDENCES

A tale, as we all know, gains by repetition, and this game is often an amusing illustration of the fact. A lady whispers to her next door neighbour (i.e., the person sitting by her) an imaginary account of what one of the gentlemen present has said or done. The listener repeats it, in a whisper also, to the lady or gentleman seated by her; and thus it is whispered from one to the other all round the room till it reaches the last person, who repeats it aloud. It will be found, no doubt, that, either through mistake or playful malice, it has gained considerably in its passage round the circle.

CONSEQUENCES

Each player in this game is provided with a pencil and a long slip of paper, on which to write according to the directions given by the leader. All first write down one or

more terms descriptive of a gentleman, fold down their papers so as to conceal what is written, and hand them to their next neighbours. A second order is then given, and all write in response to it, fold the papers down as before, and pass them on to the next neighbour, and so on, until the directions are exhausted. The leader then reads the contents of the papers aloud, which, from their inconsistencies and absurdities, will cause much amusement. Let us suppose the following to be the directions of the leader: "Begin by writing a term descriptive of a gentleman." "Write a gentleman's name; some one you know, or any distinguished person." "Write an adjective descriptive of a lady." "Give a lady's name." "Write down some date or period of time when a thing might happen." "Tell what the gentleman said." "Make the lady reply." "Tell what the consequences were." "State what the world said of it." The paper being opened, we will suppose it to read as follows: "The modest and benevolent Henry VIII. met the beautiful and fascinating Madame de Staël, on the rural Golden Gallery of St. Paul's, on a moonlight night. He said, 'Dearest, I adore you,' and she replied, 'I'm a very fond of it.' The consequences were that they were married, and the world said, 'All's well that ends well.'"

GRAMBO

One player leaves the room, while the rest take their places in a circle. They select a word and call the guesser in. He is then told a word that rhymes with the one chosen, and he then goes on to guess, by describing, without naming, other words to rhyme, till he arrives at the right one. For example, the word chosen is *play*. The guesser goes round the circle, and asks each in turn a question, the answer including a word that rhymes with the selected word. He is told that the word chosen rhymes with, say, "Is it the poet's month?" "No; it is not May." "Is it a road to anywhere?" "No; it is not way." And so on, till he ends in guessing rightly, when the last one to answer the guesser leaves the room, while another word is selected to tax his ingenuity.

FIVE VOWELS

The company question each other alternately, and the answers should be brief, suitable, and prompt; but must not, under pain of a forfeit, include the vowel the person demanding the answer says must not be included. Example.—MARY: "Charles, do you like mince-pies? Answer without an A." CHARLES: "Yes; I like them very much. Are you fond of dancing, Arabella?" Answer without an E." ARABELLA: "I am most partial to it," etc.

HOT BOILED BEANS AND MELTED BUTTER

A small object is selected to be hidden, and then all the children but one are sent out of the room. The child in the room hides the object in an easily accessible place, and calls out "Hot boiled beans and melted butter, ladies and gentlemen come to supper." The others now enter and commence to hunt for the article that has been hidden. When one gets near it he is told that he is "getting warm." If very near, he is "hot," or "burning," as the case may be. When distant he is "cold" or "freezing."

Whoever finds the article hides it next time, and sometimes the others pay forfeit.

HOT COCKLES

In this game a player kneels before a lady, hiding her face in her lap. She then places one hand on her back with the palm uppermost. The rest of the company then advance, and each in turn gives a slap to the open hand. The player who is kneeling has to guess who gave the slap. Should she guess rightly the player who has been correctly named has to take her place; if not, she must just go on guessing till she names one correctly.

"HOW, WHEN, AND WHERE DO YOU LIKE IT?"

This may be played by any number of persons. The players being seated, one of their number known as the "Stock" is sent out of the room, and the rest then agree on some word with more than one meaning. The "Stock"

is then called in, and he or she asks each of the company in 'succession, "How do you like it?" One replies, "I like it cold;" another, "I like it hot;" another, "I like it new;" another, "I like it old." He then asks each of the company, "When do you like it?" One says, "every day;" another, "very seldom;" a third, "in the forenoon;" a fourth, "at dinner;" a fifth, "at all times," etc. Lastly, the "Stock" goes round and inquires, "Where would you put it?" One says, "I would throw it into the sea;" another, "I would bury it in the earth;" a third, "I would hang it on a gooseberry bush;" a fourth, "I would put it in a pudding." From these answers the "Stock" may or may not guess the word chosen; but should he be unable to do so, he must pay a forfeit. Many words might be selected for the game, such as—Aunt and ant; plane and plain; rain and rein; key and quay; beau and bow.

HUNT THE RING

For this game a piece of string long enough to reach round the circle in which the players seat themselves is required. A ring is slipped on to the string and the ends tied together. One of the party stands in the middle of the circle and endeavours to catch one of the players with the ring. The players hold the string with two hands and continually turn it round and round the circle, except when at the request of the person in the middle one of the number has to leave go and expose his hands.

HUNT THE SLIPPER

The players select one of their number to become "customer," and the others seat themselves in a circle on the floor round him, and with their hands behind their backs. They are supposed to be cobblers. The customer hands his shoe to one of the cobblers, who passes it to his next hand neighbour, and the slipper is then continually passed from one to another. The customer in the middle has to guess who has the slipper and when he has fixed upon the right person that person becomes customer instead

of the other. During the progress of the game the cobblers chant the following :—

Cobbler, cobbler, mend, r. y shoe ;
Get it done by half-past two.

HUNT THE WHISTLE

Fasten a whistle to the skirts of some unsuspecting individual. Place him in the centre of the players, who must be all standing up, and show him another whistle, telling him it is to be passed round the company and sounded while his back is turned—his business being to detect the player with the whistle. The person on whom he has turned his back lays hold of the whistle attached to him and blows it. The victim turns round at the blast. The other, however, has quickly let go the whistle, and while he is watching to detect its presence in this quarter, he again hears it sounded at his back. He turns round again, but whenever he looks for the whistle it is sounded behind him.

I WROTE A LETTER TO MY LOVE

All except one of the party form a ring, and hold hands. The player left outside the ring walks round, touching each of the players in turn with a handkerchief, and chanting the following lines :—

I wrote a letter to my love,
But on the way I dropped it •
One of you has picked it up
And put it in your pocket.

Having selected one of the party, she drops the handkerchief behind him, and starts to run round the ring. The player behind whom the handkerchief has been dropped leaves his place and endeavours to catch the postman before she can occupy the place in the circle that he has left. Sometimes instead of running straight round the ring she darts under the uplifted arms of the other players, and sometimes the circle obstructs either the hunter or the hunted. If the postman is not caught before she occupies the vacant place in the circle the other becomes postman and the game recommences. If she is caught she gives a forfeit.

MAGIC MUSIC

All the players must leave the room except one, who must arrange what the others are to do. Then he or she calls the others in, and they must guess what they are to set about. If they do the wrong thing, the piano must be played softly, but it must increase in loudness as they approach doing what is right, and when at last they do it, the piano is played very loud. Sometimes only one player is set upon the task, the rest of the company finding amusement in watching him.

MUSICAL CHAIRS

The *Lord* of Misrule makes the preparations for this noisy game by setting a row of chairs down the middle of the room, *one less* in number than the persons who play. The players then take hands and dance round the chairs. The person playing the piano suddenly stops when he or she pleases—always when least expected. The instant the music ceases the players rush to the chairs and try to get a seat. One will, of course, be left out. He or she pays a forfeit, and a chair is taken away. The music and dancing begin again. Once more the music stops suddenly in the middle of a bar, and the players scramble for seats with the same consequence as before—one is left. The game is renewed till only *two* dancers go round *one* chair. The one who succeeds in sitting down when the music finally ceases is the winner of the game, and imposes the forfeits on all the rest.

MY LADY'S TOILET

All the players sit in a circle except one, who is the lady's maid; she takes up her position in the centre. The players each take a name of some article belonging to a lady's toilet, such as a chair, watch, ring, brush, comb, earrings, or anything suitable they can think of. The lady's maid then says, "My lady is going out and wants her chain," or any other article she likes to name. The one who is named gets up and turns round, saying, "Here, my lady," as she rises. When the *mirror* is named, all rise and make gestures and grimaces as if standing before a mirror. When the

leader says "My lady is dressed," all change seats, and the one left out becomes leader in turn. Any failure in answering to a name, or making the gestures at the mention of the *mirror*, costs a forfeit. Any failure to change seats also results in a forfeit. Should the leader name any article not selected, she must pay a forfeit.

ONE OLD OWL OPENING OYSTERS

This is a capital round game, and will tax the memory and the gravity of the youngsters. The company being seated in a circle, the fogleman says, "One old owl opening oysters," which each must repeat in turn with perfect gravity. Any one who indulges in the slightest giggle must pay a forfeit. When the first round is finished the fogleman begins again: "One old owl opening oysters, two toads totally tired trying to trot to Tedbury," and the others repeat it in turn, each separately. The third round goes on, "Three thick thumping tigers trying to tickle a trout." Each time the fogleman adds another line until the legend is complete, as follows:—

One old owl opening Oysters.
 Two toads totally tired trying to trot to Tedbury.
 Three thick thumping tigers trying to tickle a trout.
 Four fat friars fanning a fainting flea.
 Five French flies flying to France for fashions.
 Six silver salmon setting sail for Southampton.
 Seven Scotch soldiers successfully shooting snipe.
 Eight elegant elephants elucidating the elements.
 Nine nice nieces knitting nine nice night-caps.
 Ten twittering tomtits on the top of a tall tottering tree.

This game has seldom been known to fail in producing a rich harvest of forfeits. Of course, a good deal depends on the serio-comic gravity of the fug'emán.

ORANGES AND LEMONS

Two of the players arrange between themselves which will be called "Oranges" and which "Lemons." Then they face one another, and holding and swinging their hands they chant the following ditty:—

Oranges and Lemons,
 The Bells of St. Clement's,
 I owe you five farthings
 Said the Bells of St. Martin's.
 When will you pay me ?
 Said the Bells of Old Bailey.
 When I grow rich,
 Said the Bells of Shoreditch.
 When will that be ?
 Said the Bells of Stepney.
 I do not know,
 Said the big Bells of Bow.
 Here comes the candle to light you to bed,
 Here comes the chopper to chop off your head,
 Chop, chop, chop,
 Last, Last, Last, Last, etc.—man's head.

The other players in a long line, holding the tails of one another's coats or dresses, meanwhile pass underneath the arch, and go round the two players and under the arch again and again, until the last line, "Last, Last, Last man's head," is reached, and then the "Choppers" hold the one who is passing under the arch at that moment. This player is withdrawn and asked whether he will be Oranges or Lemons. Having made his selection (secretly to the "Choppers") he is told to go behind the player who represents whatever he has chosen. The game then continues until all the players are "executed" and have selected which they will be. They then put their arms around one another's waists, and a tug of war takes place between the Oranges and Lemons. Of course there may, for example, be 12 Oranges and only 3 Lemons.

PARTNER'S CHAIR

The chairs are placed in a long row, and all the gentlemen of the party sent out of the room. The ladies remain, and after arranging amongst themselves which gentleman they are to have for a partner, take up their positions, one behind each chair. A gentleman is now invited into the room and he sits himself down on the chair of the lady whom he thinks has selected him. If he is correct he is loudly clapped, and remains in the room to watch the fun, but if he is wrong he is hissed out of the room and another gentleman enters to find his "partner."

POSTMAN'S KNOCK

One of the players is selected to be postman, and another doorkeeper. The postman goes outside the room and the doorkeeper stands at the door. The other players then seat themselves in a row. The postman then knocks at the door and says he has a letter for Number 5, for example; the person occupying the fifth chair from the door has to leave the room and be kissed. He or she then becomes postman, those remaining in the room rearranging themselves so that the person outside cannot choose any particular person. The same proceeding is then gone through again. Sometimes the ladies take only odd numbers and the gentlemen even.

PROVERBS

One of the company is sent out of the room; the rest decide on a proverb, a poetical quotation, or any known sentence, to be discovered by him on his return. To effect this he is entitled to ask questions from the company all round, beginning with whoever sits on his left. The question may be what he pleases, but the answer from the first person must contain the first word of the proverb, the answer from the second must contain the second word, and so on, each member of the party taking a word in succession, and the questions going round the company as many times as are necessary till the proverb is completed. The great difficulty in the game is to contrive answers in such a way that the fatal word may not be conspicuous. It is best to choose proverbs or quotations composed of the most common words, such as "Still waters run deep," "There's many a slip 'twixt the cup and the lip," and so forth. The guesser may be allowed some time for deliberation, but should he be compelled to "give it up," he must leave the room and another proverb is tried.

QUESTIONS AND ANSWERS

Each player is furnished with a pencil and any given number of slips of paper. On one slip any question is written, as "How old is the moon?" "Where shall I dine?" "What is truth?" and so on. On another slip

any random single word is written, as "Sense," "Table," "Imagination," etc. All the questions are then laid in one heap, and all the answers in another, and every player selects one slip from each. A few rhymes must then be strung together embodying the single "word" in the answer to the question. Thus, supposing you draw, "How old is the moon?" and the word, "Simpleton," you may say:

Simpleton I sure would be,
 If the moon's age would puzzle me I
 I curtsied to her young last night—
 One day and two nights must be right.

The question and answer are doubled up together and cast before the "honorary secretary" chosen for the occasion, and are read for the amusement of all, frequently amidst roars of laughter. Those who have not finished the necessary reply have to pay a forfeit, or a fine as may be settled before the game begins.

REVIEWERS

Every player must be provided with a pencil. The first player must write down on a long slip of paper an imaginary title of a book. He turns the top of the paper down to cover what he has written and passes it on to the next, who writes a sub-title without seeing the first, and folds the paper down. The third must give the name of an author, and the fourth a motto for the title-page. The next player writes a review, attaching to the review the name of any paper she pleases, and then turns the paper down as before; she then passes it on to the next player who writes another review. A second paper is then started, only another player writes the first title, and so on till the last paper is finished. The papers are then read out, and one may read something like this: "Killed by Love; or, Up in a Calloon, by Tommy's Uncle." "Still waters run deep."—"This is a very silly book.—*The Times*." "Most fascinating romance we have ever read. Try it on the dog—*Punch*."

SEA AND FISHES

The players seat themselves in a circle, leaving out one of their number, who represents the "Sea." Each player having taken the name of some fish, the "Sea" walks slowly round outside the ring, calling her companions one after another by the titles they have adopted. Each one, on hearing his or her name pronounced, rises and follows the "Sea." When all have thus left their seats, the "Sea" begins to run about, exclaiming, "The Sea is troubled! the Sea is troubled:" and suddenly seats herself, an example immediately followed by her companions. The one who fails to secure a chair becomes the "Sea," and continues the game as before.

SHADOW BUFF

This affords good practice at guessing. A screen or frame is covered with white linen, and behind it is placed a lighted candle. One of the company is seated before the screen, and the others passing by between the candle and the white surface. By the shadow, or silhouette, the guesser must name the person behind the screen. Only the face is thus shadowed, the figure being hidden by skirts, cloaks, and shawls. Without the least disguise the right name is not given once in a dozen times.

THE ELEMENTS

The players seat themselves in a half-circle round the queen of the game, who holds in her hand a ball of thread, partially unrolled and fastened by a knot; leaving a length of thread long enough to reach any of the players she may choose to throw it at, and enable her to draw it back immediately. The names of three animals are then chosen, one inhabiting earth, another air, and the third water—for example, *cat*, *eagle*, and *herring*. Whenever the queen touches a player with her ball of thread saying "Earth, air, or water," the player must immediately answer with the name of the animal inhabiting the element mentioned. For example, should she say, "Air," the player she touches will at once answer, *eagle*. Should she reply *herring*, or *cat*, she must pay a forfeit. The queen

may also say, "Fire," and when she does so a dead silence must be observed. Should she say, "The Elements," all the players together must repeat the names of the three animals chosen in quick succession.

THE HUNTSMAN

This may be played by any number of persons above four. One takes the part of "Huntsman"; the others call themselves after the different parts of the dress and accoutrements of the sportsman: thus one is the hat, another the coat, whilst the gun, dog, shot-belt, powder, powder-flask, and all other articles belonging to a huntsman have their representatives. As many chairs as there are players, excluding the huntsman, are then ranged in two rows, placing the chairs back to back. All the players then seat themselves; and being thus prepared, the huntsman walks round and calls out the assumed name of one of them; for instance, "powder-flask!" when that player immediately rises, and lays hold of the coat-skirts of the huntsman, who continues his walk and calls out the others one by one. Each lays hold of the skirts of the player before him, and when they are all summoned, the huntsman sets off running round the chairs as fast as he can, the other players holding on and running after him. When he has run round two or three times he shouts out "Bang!" and immediately sits down on one of the chairs, leaving his followers to seize the other seats as they best can. Of course one is left standing, there being one chair less than the number of players, and the player so left must pay forfeit.

THE OLD SAILOR

One of the children pretends to be an old sailor, and goes to each of the other players in turn saying, "Here comes a poor old sailor from Botany Bay, What have you got to give me to-day? You mustn't say Yes, No or Nay. Black, White or Grey. He then proceeds to beg from the players, and the player he is addressing has to answer his question without using any of the prohibited words. Any one who laughs, does not reply at once, or

uses any of the 10-bidden words must pay a forfeit, or take the place of the old sailor.

PORK AND GREENS

This is a variation of "The Old Sailor," except that in reply to every question addressed to him the player who is being questioned must reply "Pork and Greens" and nothing more. The old sailor says, "Here comes a poor old sailor from Botany Bay. What have you got to give me to-day," and follows with questions to which the answer "Pork and Greens" would sound foolish, e.g. Q, "What is your bed made of?" A. : "Pork and Greens." This is a game for younger children.

THE RULE OF CONTRARY

The players take hold of the edges of a handkerchief. The leader of the game takes hold with the rest, and then traces mystic circles on the handkerchief with her fore-fingers, saying, "Here we go round by the rule of contrary (always pronounce it in this game *contrairy*), when I say, 'Hold fast, let go; when I say, 'Let go,' hold fast." She then says, "Let go," or "Hold fast," just as she pleases. When she says, "Let go," all who do not hold fast pay forfeits, and those do the same who don't let go when she says, "Hold fast."

THOUGHT READING

This is a trick to discover a given word by the aid of a confederate who plays the part of *witch*. Having entered the room and taken a seat, you are addressed by the witch, who makes mystic passes over you with a wand. She speaks in short sentences, each commencing with a consonant in the word, in rotation. These sentences she divides by waving her wand over your head. The vowels are expressed by thumps on the floor with her wand, thus: one thump stands for A, two for E, three for I, four for O, five for U. Suppose the word chosen to be Boatman. The witch begins, "B-e prepared, my trusty spirit, to answer my questions (*thump, thump, thump, thump!*—a wave of the wand—*thump!*—a wave of the wand—. To answer

my question, O spirit, so mind—a wave of the wand—
M-ind what you are about—*th::mp*—a wave of the wand—
N-ow expound the oracle." The audience may be still
 further puzzled by fixing on the second or third letter
 instead of the first.

THOUGHT READING [another method]

The company take their seats in a circle. The first lady thinks of a gentleman present, and then asks, "What's the object of my thought like?" The others may make any answer they please, and liken him to "a sixpence," "a gorilla," "the moon," "a star," "a post"—anything. When every one has named some object of resemblance, the lady tells who was the object of her thought, and demands in what manner he resembles the thing or person named. If no *good* point of resemblance can be found, the defaulter in wit must pay a forfeit.

TWIRLING THE TRENCHER

The players sit round in a circle, and one stands in the middle with a wooden or metal plate, or trencher. He sets this up on its edge, and gives it a spin, at the same time calling out the name of one of the players. The player thus called upon must catch the trencher before it has done spinning, or failing this, pay a forfeit. He then spins the trencher in his turn calling upon some other player, and the game proceeds, name after name being called.

WINKING

The girls seat themselves on chairs arranged in a circle. One chair is left vacant. A boy stands behind each of the chairs, and the boy behind the vacant chair has to wink at one of the girls, when she must at once try to get to his chair. It is, however, the duty of the boy behind the chair to stop the girl in front of him, and if she is touched before she can get away from the chair she must resume her seat, and the winker has to continue in his position until he can get a girl to occupy his chair. Then the winking is carried on by the boy left with a vacant chair.

“ WOLF ”

Only one gentleman at a time can take part in this game, but any number of ladies can engage in it. The gentleman plays the part of *Wolf*, the principal lady acts as *Shepherdess*, and all the rest stand behind her and form the *Flock*. The Wolf tries to seize the lamb who happens to be at the extremity of the flock. He comes forward saying, “I am the Wolf! the Wolf! come to eat you all up.” The Shepherdess answers, “I am the Shepherdess, and will protect my lambs.” To this the Wolf replies, “I’ll have the little white one with the golden hoofs!” The Wolf now tries to break the line of the flock, but the Shepherdess extends her arms and tries to prevent him. If he manages to break through, the lamb at the end runs before he can catch her and places herself in front of the Shepherdess, where she is safe. The rest in succession follow her example, till in the end the Shepherdess finds herself the last of the line. The game ends with the Wolf having to pay a forfeit for every lamb he has allowed to escape. Should he succeed, however, in capturing one of them he has the privilege of saluting her, and she has to pay a forfeit.

YES AND NO.

The players sit round in a circle and one, the “guesser,” is sent out of the room; the others decide to think of a certain thing and the “guesser” is called in and asks what questions he likes, the players answering “Yes,” or “No,” as the case may be. For instance, the “guesser” may ask whether it is an animal, a vegetable, a mineral, etc., etc., until he is able to guess the name of the thing the others have thought of. There are many things that it would appear almost impossible to hit upon without any other clue than that afforded by the rules of the game. But if the “guesser” follows a system of first generalizing, then gradually centralizing the various heads of information everything can be discovered.