



FUN *En* ROUTE

For Our Armed Forces



FOREWORD

You men and women in uniform are responsible for this little book. You wrote to us; you stopped in to see us. You told us that no matter how busy you were, there were always brief intervals of spare time—and nothing to do in them. You said that no matter where you were—on trains, ships, planes, or subs; in camp, abroad, in outposts or on leave, there were times when you and your buddy had a few minutes for fun, and what could we suggest.

Well, this is it. The games and tricks are all “quickies.” Time, these days, passes too fast or too slowly. We hope that this booklet will slow it down for you when it needs slowing and will rush it along when it begins to drag for you.



NATIONAL RECREATION ASSOCIATION

315 Fourth Avenue, New York 10, N. Y.

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This pocket-size book is full of the kind of fun you can enjoy—NO MATTER WHERE YOU ARE. Brain Teasers, Tricks, Stunts for one or many, that can be played with equipment found in your pocket:
COINS • CARDS • PENCILS
PAPER • MATCHES OR TOOTHPICKS



The answers and solutions will be found at the back of the book, but try to get your own answer before you look.



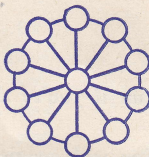
FUN IF YOU'RE ALONE



Did they leave you alone? OR do you choose to be alone?

MERRY-GO-ROUND

Can you place the number 1 through 11 in the eleven circles so that every three numbers in a straight line add up to 18? It isn't so easy as it looks.



FUN-FOR-ONE PUZZLE

The top word-square has two "F's" in a vertical row and two "O's" in a diagonal row. There are also two "N's," but these

TOP ROW	F	U	N
MIDDLE ROW	F	O	R
BOTTOM ROW	O	N	E



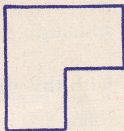
are not in the same row, either vertically or diagonally. Now rearrange the letters and see if you can fill in the four blank word-squares under the following conditions:

1. The letters F, U, N, must be in the top row ...
in any order.
The letters F, O, R, must be in the middle row ...
in any order.
The letters O, N, E, must be in the bottom row ...
in any order.
2. One word must remain the same and stay in the same row in each of your four solutions.
3. There must not be any two similar letters in any row, any column, or any diagonal.

Which of these is the only word that cannot possibly be left in its correct spelling?

CAN YOU SOLVE THESE?

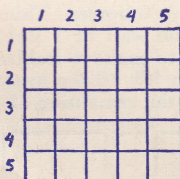
1. With three straight lines change this into a word *aaaaal*
2. A farmer left a plot of land to his four sons, with the request that each son should receive a plot just the same size and shape as that of the others. How would you divide this land into four plots of equal shape and size?



3. Crossword Puzzle.

ACROSS

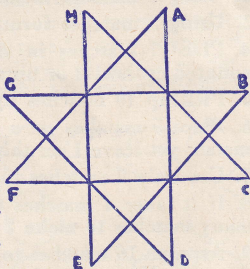
1. Subject of discourse.
2. Theme for talk.
3. Matter treated in a speech.
4. The question.
5. The issue.



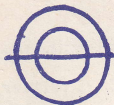
DOWN

1. Golf mounds.
2. Is obligated for.
3. Green vegetables.
4. Organs of sight.
5. Oceans.

4. Star Puzzle—Make a star as indicated. The object is to place buttons or pennies on seven points of the star by starting each one from an uncovered point and sliding along the lines indicated to a point opposite. For instance, a penny is moved from H to E where it remains. E is covered and, therefore, may not be used as a starting point. Can you cover six of the remaining star points?



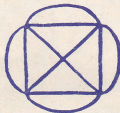
5. Draw this diagram without lifting your pencil from the paper, retracing or crossing a line.



6. Draw this diagram without lifting your pencil from the paper, retracing or erasing a line.

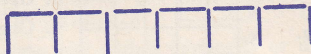


7. Do the same as No. 6 with this diagram.

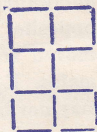


MATCH GAMES AND TRICKS

1. Thirteen matches are used in this trick. A man had 6 open-front stables for his 6 horses. Thieves tried to steal his horses, and did steal the wall of 1 stable, so the man used the remaining lumber to make 6 stables with doors for his horses. How did he do it? (Take away 1 match and make 6 enclosed stables with the remaining 12 matches.)



2. Using 6 matches make 4 equilateral triangles.
 3. Using 5 matches form 2 equilateral triangles.
 4. Place 7 matches in such a way that 5 matches may be counted crosswise or up and down.
 5. Pick up 10 matches by touching only 1 of them.
 6. Place 5 matches on a plate. Ask 5 people each to take a match, yet leave 1 on the plate.
 7. Use only 9 matches to make 3 squares.
 8. If it takes 4 matches to make a square, how many matches to make 2 squares?
 9. Arrange 16 matches to form 5 squares in this manner. Now move 3 to new positions so as to bring the number of squares down to 4.



CODES

1. Insert the same letter eleven times in the following succession of letters and make a sentence.

I E M E F A E D I I E I I G S

2. Decipher the following code arrangement of an old proverb.

DZQKX SN ADC DZQKX SN QHRD LZJDR Z LZM
GDZKSGX VDZKSGX ZMC VHRD

In order to decipher the code, substitute for each letter the one which follows it in the alphabet.

STRATEGY

Set out 4 silver and 4 copper coins alternately or 4 cards face up and 4 face down. The game is to move any 2 adjacent coins or cards and in 4 such moves bring all like coins or cards together. Reverse moves so they alternate again.



JUMP TWO

Line up 10 coins or small pieces of cardboard on numbered squares. Thus: 1-2-3-4-5-6-7-8-9-10. Jump 2 and only 2 and leave in stacks of 2. Vacant numbered spaces do not count. When a stack of 2 is jumped over it is counted as 2.

CONFUSED ORDERS

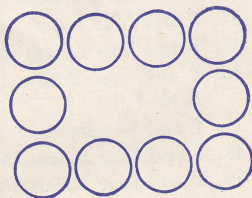
How quickly can you interpret the following orders:

No desdeywan ningorm ta vief-tiyrth petro ot uory netagres
thiw ipselpus dan quemtinpe ot teka reac fo rouy seend orf
ent yads. Ni athtaced vopelne ouy lilw dinf aseled resdor.
Ouy rea nogig no a regnadsuo thu revy tinseregint nisosim.

ABOUT FACE!

Set out any 10 coins or cards face downwards thus:

The player is required to start from any turned down coin, skip 2 coins, turn the 4th coin face upwards, and to continue doing this until all the coins but 1 are face upwards.



A SQUARE MEAL

Begin at any letter in the chart, and moving one square at a time in any direction, see if you can spell out the names of forty articles of food, drink and seasoning. You may use the same letters and squares as often as necessary, and begin each word where you wish.

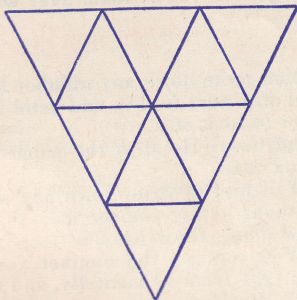
K	E	R	S	M	S	T	A
C	A	R	L	A	B	E	V
T	E	B	C	H	E	S	I
U	L	G	R	E	A	D	V
A	C	O	A	N	M	N	E
K	R	O	P	S	O	N	A
E	I	S	E	C	A	N	L
C	S	P	S	A	S	B	E

TEASERS

1. T with four letters forming to instruct?
2. T with three letters forming a sort of wood?
3. T with three letters forming a bird?
4. T with four letters forming to vex?
5. T with four letters forming masticators?
6. T and four letters forming a sweetmeat?
7. T and two letters forming a favorite game for children?
8. T and five letters forming skill?
9. T and two letters forming a portion of the body?
10. T and three letters forming an appendage?
11. T and three letters forming an interesting story?
12. T and three letters forming a large basin?
13. T and three letters forming a character of sound?
14. T and four letters forming the act of walking?
15. T and four letters forming veracity?
16. T and four letters forming an article of household furniture?
17. T and five letters forming to attach?
18. T and four letters forming a claw?
19. T and four letters forming a wild animal?

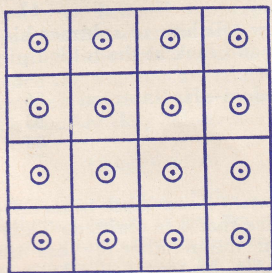
TRY-ANGLE

Can you draw the figure below in one continuous stroke without lifting your pencil, or crossing a line, or going along any line twice?



RIGHT ON THE DOT

In six straight lines and without removing your pencil from the paper, pass through each small circle in every one of the 16 squares in the diagram below.





FUN WITH MAGIC



Is traveling getting dull? Do you need a lift?
Get the gang together—Bowl them over with your magic!

I'LL NAME IT

What you do—You write down any number less than 99 (say 23) on a piece of paper; fold it, and hand it to your friend telling him not to look at it.

What your friend does—He slips the paper into his pocket without looking at it.

What you do—Tell him to write down any number between 50 and 100 without letting you see it.

What your friend does—He writes 86.

What you do—You subtract the number you wrote on the piece of paper (23) from 99 mentally, and tell your friend to add 76 to his number.

What your friend does—He adds:

$$\begin{array}{r} 86 \\ 76 \\ \hline 162 \end{array}$$

What you do—Tell him to cross off the first number and add that digit to the result.

What your friend does—He does so:

$$\begin{array}{r} \cancel{1}62 \\ 1 \\ \hline 63 \end{array}$$

What you do—Now tell him to subtract his result from his original number and look at the folded piece of paper you gave him.

What your friend does—He subtracts:

$$\begin{array}{r} 86 \\ 63 \\ \hline 23 \end{array}$$

FIGURES DON'T LIE

Have each player write down these numerals: 1, 2, 3, 4, 5, 6, 7, 9. You will notice that 8 is omitted. Then ask each member to write down the number he has the hardest time making. For example, he says 7. Tell him to multiply the

whole 12,345,679 by 63. To his surprise the result consists only of 7's, the numeral he makes the poorest. This is just one of the many oddities in numbers. The secret is that whatever number he selects, the multiplying is done by nine times that number. Thus, if 1 is selected, multiply by 9, if 2 is selected multiply by 18, and so on.

I'VE GOT YOUR NUMBER

Write the number 1089 on a slip of paper and hand it folded to someone to hold. This person must not look at the paper. Ask each member to write down any number of three different digits. Go through the following procedure:

- | | |
|--|------|
| 1. Number chosen for example..... | 478 |
| 2. Reverse the number..... | 874 |
| 3. Subtract smaller from the larger..... | 396 |
| 4. Reverse the result..... | 693 |
| 5. Add (3) and (4)..... | 1089 |

State that the answer is on the paper given to the member at the beginning of the game. (If answer is less than 1089, reverse it and add again.)

MAGIC WATCH

Have a player mentally select a number from 1 through 12. Tell him to start with the number *above* the number he selected, and count to himself the taps you make on a watch until *he* reaches 20, when he tells you to stop. Now if you know how to do the trick you can announce to the assembled audience the number he selected, and show those nearby that the match or pencil which you used for tapping is pointing to the number they selected. How is it done?

HERE'S HOW

You tap at random on the face of the watch for seven taps, but on the eighth tap, touch 12 on the watch, on the ninth touch 11 and so on, going around the face counterclockwise. When the player stops you (when he reaches 20) your pencil should be pointing to the number he selected.

THE MYSTERIOUS ADDITION

The trick is to write down the sum of five lines of five figures when you know only the first line. It looks complicated and is always impressive if done with finesse.

Have some person in the group write down the first line for you. Any figure may be used but the last figure on the right cannot be either 0 or 1. Suppose the person chosen writes down 86215. You can now give the answer, which in this instance will be 286213, regardless of what other four lines are written down later. The first number of the total is always 2, the next 4 numbers are the same as the first 4 in the original line, and the last figure is determined by subtracting 2 from the last figure on the right. In the example given, 5 was the last figure on the right. Subtracting 2 from it, we have 3 and the whole answer: 286213.

But what about the other four lines? How can you be sure they will total this number? To make the trick even more mystifying, ask another person to write down the second line of five figures, and just for good measure—the fourth line, also of five figures. You write down the third and fifth lines. But to make the trick work, each figure you write down must total 9 when added to the figure directly above. If you are skeptical total the following numbers and see for yourself:

$$\begin{array}{r} 86215 \\ 35206 \\ 64793 \\ 82143 \\ 17856 \\ \hline 286213 \end{array}$$

IS IT POSSIBLE?

Take a deck of cards; place the 8 of clubs on the top and the 7 of spades on the bottom. Then with the cards face up, take out the 7 of clubs and the 8 of spades.

Fan the cards face down and ask your companion to place them anywhere he pleases within the deck. Close the deck, make a few magic plays and with the hands dry, toss the deck

on the table holding the top card and the bottom card. Turn them over and your companion will believe they are the two cards he chose.

This can also be worked with the 2 and 3 of hearts and diamonds or the 5 and 6 of clubs and spades.

THE EDUCATED DECK

Here's a dandy—know every card in the deck—and it's simple! First, learn this short poem:

Eight kings threaten to save
Ninety-five queens for one sick Knave.

(8 King 3 10 2 7
9 5 Queen 4 1 (ace) 6 Knave)

By stacking the cards in that numerical order, following bridge suits (Spades, Hearts, Diamonds, Clubs) you positively know every card in the deck. Cut them as many times as you want. Look at the bottom card and you can tell what the top card is and any card on through the deck. This is one of the finest "Stacked Deck" card tricks.



FUN FOR A FEW

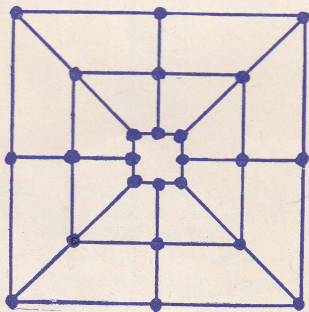


How's your luck running?

Start a little competition and you'll soon find out.

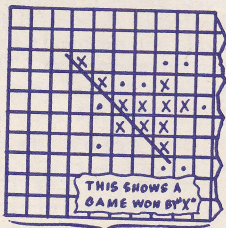
BLOCKING THE ENEMY

This simple game can become quite complex. For traveling, it is perfect since you need no special equipment. Checkers or coins may be used and the diagram drawn on any scrap of paper. You can play it anywhere and the game is brief. Alternately, you and the enemy set down nine men on the spots marked in the illustration. If either of you succeeds in getting three in a row you can take one of the enemy's men. When you have run through the nine you can move your men one space at a time in any direction along a line with the intention of getting three in a row. Each time you succeed you can take another enemy—any man you want. When you are reduced to three you can pick up any man you wish (your own) and move it anywhere you wish on the board. When you are reduced to two the game is over. Loser has choice of the next start.



PLANE FORMATIONS

You can play this on a handmade chart on scrap paper. It is very much like Tick-tack-toe, but more complex, and a good player must use forethought and strategy. The illustration shows a game won by "x." Take turns setting your pegs, one at a time, or your marks. The winner is the first player to get five pegs in a row. It can be played when traveling by using coins for markers.



WE'RE ALL WILD

Here is a chance to set the boys crazy. Have them write on paper as you dictate. Read this slowly and carefully but *do not* repeat:

On your paper write New York.

To the right of New York write Boston.

If Chicago is not smaller than Detroit, write Omaha under Boston.

If it is farther from San Francisco to Los Angeles than it is from Seattle to Chicago, cross out Omaha and write New-ark under New York.

If Baltimore is not larger than Philadelphia, cross out Boston and write Toledo to the left of New York.

If St. Louis is north of New Orleans, write Cincinnati under Omaha.

Do not cross out Toledo unless Cleveland is not in Indiana.

If Milwaukee is west of Detroit, cross out New York unless Providence is larger than Bridgeport, in which case cross out Omaha and write Washington over Toledo.

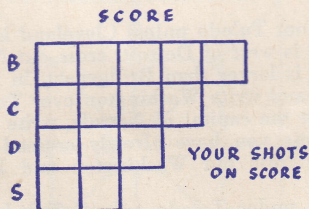
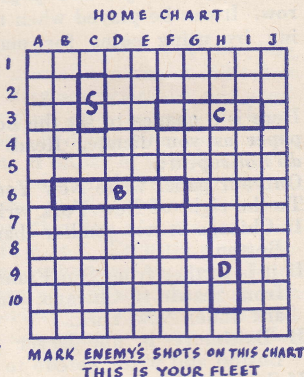
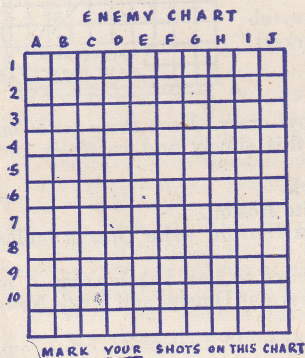
If Reno is not the capital of Nevada, write Springfield over Boston unless you have already crossed out Boston, in which case cross out Washington and leave Cincinnati alone.

Write Atlanta under Toledo only if Toledo is in Georgia.

If you have not crossed out Cincinnati, write Denver under Toledo unless Toledo is west of Denver, in which case write Richmond to the right of Boston.

BATTLESHIPS

Before the battle, draw the chart below, one for each of you. Don't look while your enemy determines the location of his fleet. Instead, concentrate on your own battle array. Your battleship should fill five adjacent spaces, horizontal or vertical, not diagonal; the cruiser, four; the destroyer, three; the submarine, two. The way they are arranged below is just an indication of how it is done. Use your own system for your own navy.



Now decide who takes first shot. This Admiral fires a broadside of five guns, placing them on your home waters by stating in which square they are to land—such as 10-G, 8-C,

etc. Write them down as called on your home chart, while the Admiral who is doing the shooting marks them on his Enemy Chart. Mark the first five shots with the figure "1," the second volley with "2," etc.

When the volley is over tell the enemy the number of hits made on your navy, designating the vessel struck, but not the space in which it was hit. Then you have a volley of five shots. Mark them on the enemy chart as you take them. If you make a hit on a battleship, for instance, mark a little "1" on your score chart.

Keep on alternating broadsides. Be sure you mark down every shot taken and made. As soon as a ship is sunk the sinker of it is allowed one guess as to its exact location. If the guess is correct the Admiral who has lost a ship also loses one shot in all succeeding broadsides. If the guess is incorrect, the Admiral who did the sinking has to guess again on the next broadside but is penalized one shot for poor deduction.

After three or four broadsides the game becomes strictly scientific. A smart Admiral can figure out the location of the enemy vessels and place his shots to do the most harm.

PAY SLIP

Mr. Jones gave me a check in full payment for some work which I had done for him. The check was in three figures and for much more than my bill, I was informed, so naturally I was very pleased. As a further gesture of his great generosity, Mr. Jones told me that if I promised not to cash the check (which I hadn't seen as yet) he would give me the difference between the product of the three digits and their sum—and he assured me that this difference would not be a small number. Of course I jumped at this but when I saw the check I realized what a fool I was. How much was the check?

HOW TO PLAY HEARTS

Many people like Hearts because it is the reverse of Bridge—the object is to lose tricks, not win them.

The Pack—Regular deck of fifty-two cards. Two decks are used if more than six or seven people are playing. Cards rank as in bridge from two (low) to ace (high).

Dealing—Number of cards dealt to each player depends on the number playing, but in every case should be as many as possible and yet still allow each player to have the same number of cards; if six are playing, for example, each player should receive eight cards. If any cards remain after the deal, they are placed face down in the middle of the table.

Trading—After the cards are dealt, each player selects three cards he does not wish from his own hand and passes them, face down, to the player on his right. After passing his cards, he then replaces them with the three cards given him by his opponent on the left.

Object of the Game—To avoid taking tricks containing hearts, or a trick containing the queen of spades.

Play—Cards are played as in Bridge or "500"; players must follow suit if possible but do not need to try to win the trick unless they wish. If players cannot follow suit, they may throw off any cards they wish. There is no trump and highest card of suit led wins the trick.

Player to left of dealer leads to the first trick; subsequently, winner of one trick leads to the next until all cards are gone. Players are not allowed to lead any card in the heart suit until the first three tricks have been played, unless forced to do so because no other suit is in the hand.

SCORING

Player with lowest score wins; those who take in neither hearts nor queen of spades get no score. Players get 1 point for each heart and 13 points for queen of spades.

THE ROYAL TRIANGLE

On the three cards shown below:

- . There's at least one Queen just to the right of a King.
- . There's at least one Queen just to the left of a Queen.
- . There's at least one Spade just to the left of a Heart.
- . There's at least one Spade just to the right of a Spade.



Name All Three Cards

Card No. 1 _____

Card No. 2 _____

Card No. 3 _____

WHAT WOULD YOU DO IF—

This is one of those jumbled question and answer games which can be hilarious if players are in the mood. Prepare in advance a slip of paper for each player. Number them in pairs, writing on one-half of the slips, "What would you do if _____," and on the other half "I would _____." Distribute the slips and ask each player to finish the statement on the slip he has received. When sufficient time has passed, ask the person holding question number one to read his question, and the player who has answer number one to read the corresponding reply. As you can guess, the questions will make little sense, and the answers less, but the results will be amusing.

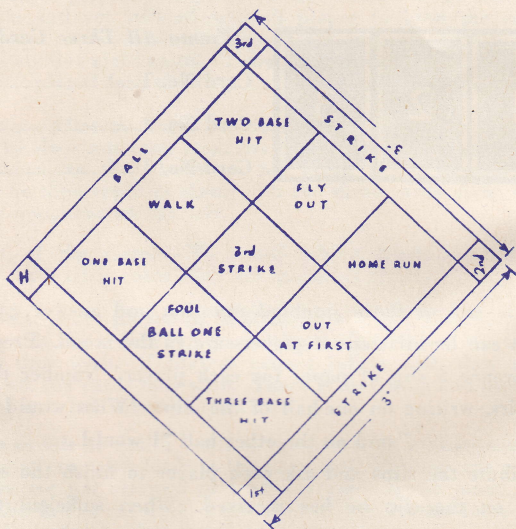


FUN FOR THE GANG



MINIATURE BASEBALL

Choose two teams and play according to baseball rules. This diagram can be drawn on cardboard or paper and placed on a table or drawn on the ground. Rubber heels, washers,



pebbles or coins can be used for the "ball." If drawn on the floor or ground, make the chart about 6 feet square. Players can stand on the bases as in regular baseball. If played on a table, use coins or pieces of paper for men. The players stand back several feet from the diagram and each player gets three tosses, or 3 strikes. After 3 outs, the opposing team goes to bat.

DO YOU KNOW YOUR PROVERBS?

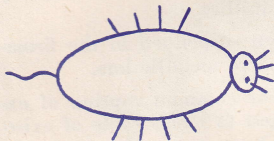
1. Compounds of hydrogen and oxygen in the proportion of two to one that are without visible movement invariably tend to flow with profundity.
2. A body of persons abiding in a domicile of silica combined with metallic oxides should not carelessly project small geologic specimens.
3. Where there is sufficient positive volition, a successful conclusion may usually be expected.
4. Cast a stroke at the propitious moment when the silver-white metallic substance is of excessive temperature.
5. The customary symbol of regal power does not necessarily indicate desirable mental tranquillity.
6. Each mass of vapory collection suspended in the firmament has an interior decoration of metallic hue.
7. Deviation from the ordinary or common routine of experience is that which gives zest to man's cycle of existence.
8. A short vocal utterance directed toward the individual possessing a high degree of knowledge meets adequately all the needs of the occasion.
9. Unwonted egotism prophesies the speedy effect of the force of gravity.
10. A vessel under optical supervision never reaches a temperature of 212 degrees Fahrenheit.

WHO AM I?

This is your opportunity to be a celebrity, for a moment at least. Decide "who you wish to be" and the others are given 10 questions to find out your identity. This can be reversed by asking the group to select the person you are to be and you guess who you are by asking 10 questions.

COOTIE

Equipment—paper, pencil, dice. The game of “cootie” is one of the most hilarious ever invented. The game can be played by two or more, but more exciting if played progressively by 12 or 16, divided in fours. Can be played by partners. When the signal is given, the first player at each table throws the dice. He must throw a “one” before he can draw the body. His partner can keep his score while he throws the dice. If he throws something he cannot use, the one to his left takes his turn. The first one to complete the “cootie” calls out, and everyone adds up their score. The winners progress to the next table.



1. Body

2. Head

3. Tail





4. Eye

5. Feelers

6. Leg

Player can use tail, head and legs after he has the body. The eyes and feelers after he has the head. Each part of cootie counts 1 point. A complete cootie is 17 points.

SCORE CARD

1  9	2  16	3  11	4  17
5	6	7	8
9	10	11	12

At the conclusion of the 12th “cootie,” total the final score.

GUGGENHEIM

This is a popular favorite. It consists merely in selecting three or four classifications of people or places and three or four letters of the alphabet and filling them in on a chart as shown below.

	AUTHORS	RIVERS	MUSICIANS
T	TENNYSON	THAMES	TAYLOR
H	HAWTHORNE	HARLEM	HAYDN
R	RINEHART	RHINE	RAVEL

Suggested classifications are numerous: painters, book titles, quotations from Shakespeare, actors, actresses, streets, automobiles, moods, colors, etc. There is not much choice when it comes to the letters of the alphabet, but it is recommended that you stay away from x, z, e, and i. Scoring is conducted as follows: the maximum score for each answer is the total number of people playing—this if only one player has that answer. In case of duplication, one point is deducted for each person who has the same answer.

FAST TRAVELING

If you want to speed up your trip, try this way of getting around. One player calls out the name of a city. Perhaps he says Detroit. The person on his right must name a city beginning with T, (the last letter in Detroit). Perhaps he says Tacoma, then the player to his right might say Albany, etc. Keep going until a player cannot name a city and is eliminated. The last person in the game is the winner. This can be varied by using names, colors, fruit, vegetables, states, countries, etc.

WHO CAN—

1. Compile the greatest number of words ending in "ion."
2. Make the longest list of words using the letters in United States.
3. Make the longest list of words beginning with "W" and ending in "R."
4. Write the best 10-word telegram using the letters in "Arithmetic" for the beginning of each word.
5. Keep from laughing the longest?
6. Who can identify the most melodies as they are whistled or sung?
7. Put together a jig-saw puzzle made out of newspaper the quickest? (cut several identical puzzles.)
8. Tell the funniest gag on himself?
9. Who can tell the "dumbest" joke?
10. Who can show the "gang" his pet trick, or draw the best picture in the dark?

WATCH OUT!

You'll find the answers in your watch.

1. When does a young man's fancy turn to love?
2. Small boys prefer 'em to be dirty.
3. There is safety in them.
4. Holds the gang together.
5. Waits for no man.
6. Doctors seek one.
7. Everybody does but father.
8. A flower has it.
9. Belongs to us.
10. They can never be first.
11. Cattle have it; so do beds.
12. A sign of honesty.

WAR BINGO

The leader prepares in advance a list of about thirty terms used by servicemen and women and keeps this hidden. When the game begins each player is given a large sheet of paper on which he draws five lines each way from margin to margin, making twenty-five squares. On a signal from the leader all the players start writing as many different terms as they can think of, one in each block, until all the squares are filled. An award is given to the player completing the paper first, but all should finish. Now the leader reads the previously prepared list slowly while each player crosses out on his or her own sheet the names of terms as read. Each player who gets five crosses in a row vertically, diagonally, or horizontally, calls "Bingo." Play continues until first vertical, first horizontal, and right and left diagonals have been called. Awards are given each winner. If time permits, play may continue until some one has crossed out all 25 names. This player should be given a special prize.

For other occasions, animals may be used instead, or garden flowers, wild flowers, birds, vegetables, shrubs, geography terms, screen and stage stars, musicians, authors, book titles, and song titles, either modern or old.

COFFEE POT

The more you play this the more fun it is.

One player leaves the group while the others choose an "action verb." The player returns and proceeds to ask questions, using "coffee pot" for the unknown word. He asks questions which can be answered by "yes" or "no," but if the verb is extremely difficult to guess, he may demand more specific answers. Players must tell the truth, therefore there is no end of fun in playing this game. Verbs like—"dream," "shave," "fly" will get you off to a good start. Questions continue until the "verb" is guessed.

RIDDLE REVIEW

1. Why are pianos noble characters?
2. When is a lady's dress like a chair?
3. What is that which we can all make but which is never seen after it is made?
4. Why are potatoes and corn like heathen idols?
5. When is an ax inconsistent?
6. When is a tooth not a tooth?
7. What belongs to yourself, but is used more by your friends than yourself?
8. Why is a wise man like a pin?
9. Why may some carpenters reasonably believe there is no such thing as stone?
10. What is that which is put on the table and cut, but never eaten?
11. What lives upon its own substance and dies when it has devoured itself?
12. What is that from which you may take away the whole and yet there will be some remaining?
13. What is it which never asks any questions and yet requires many answers?
14. What is that which is seen three times in each week, twice in every day but only once in a year?

CROSS WORDS

This game can be played with small groups only—preferably not more than six people. Each player draws himself a cross-word puzzle diagram, running five squares horizontally and five squares vertically. Each in turn calls a letter of the alphabet. Everyone must write it down in one of the squares. The letter, once written, may not be moved. This procedure continues until all the squares are filled. The object of the game is to get the maximum number of complete words possible, running horizontally or vertically. Scoring is as follows: *five* points for a five-letter word; *four* for a four, and *three* for a three-letter word. It is recommended that two-letter words be discarded. Each letter may be used only twice, once horizontally and once vertically.

SIGNAL CORPS

The players stand in line as for a spelling match, or they may be seated and spell around the circle. Those who miss drop out. The leader announces that the letters A and T must not be said aloud but that A is to be indicated by raising the right hand and T by raising the left. For example, the word "cat" would be spelled thus: C pronounced, right hand raised, left hand raised. In giving out the words for spelling the leader selects those containing as many A's and T's as possible (as "art, fat, tat, that, tart, battle, trait, attic, matter, state, plantation, Tampa, Atlanta"). With a group of players who have become expert a more complicated system may be used, as follows: A, raise right hand; E, raise left hand; I, touch the eye; U, point to leader; R, whistle; S, shake the head.

ENCYCLOPEDIA

In this game the players select people in a given field—painters, playwrights, poets, novelists, etc. They select one letter of the alphabet. A time limit is set—five minutes is recommended. Each player writes down as many different people of the classification as he can think of whose name begins with the selected letter. One point is given for each name, and a bonus of five extra points for each name which only one person has written.

WHY NOT START—

A spelling bee—Your magazine will supply the words.

A music memory game—Take turns humming tunes, or tapping out the rhythm of songs.

Military code contest—Write a message using an original code.

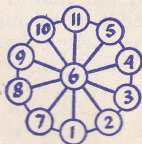
A coin (or rubber heel) tossing contest—Make a diagram either on floor or table. Rules like shuffleboard.

Card tricks—Show some and learn new ones.

A community sing—A parody contest. (Try for four part harmony.)

ANSWERS

Merry-Go-Round



Fun-For-One Puzzle

N	U	F
F	R	O
O	N	E

N	F	U
F	R	O
O	N	E

U	F	N
F	R	O
O	N	E

F	U	N
O	R	F
E	N	O

F	U	N

F	X	R

O	N	E

FIG. 1

FIG. 2

FIG. 3

The three lower diagrams show the reasoning. Look at Fig. 2 first, proving that F, O, R, cannot be left in order in the center squares, since the "O" would be in a line with the "O" in the bottom row, no matter which of the three spaces it was placed in.

Fig. 3, with O, N, E, in correct order, requires the "O" of the middle row to be over the "E." But the "F" of the middle row cannot be in the center space, since it would then line with the "F" of the top row, no matter where the letters, F, U, N, were placed. So it MUST be in the first space, leaving the three given solutions for the top row.

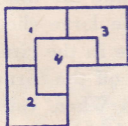
Fig. 1, with F, U, N, in correct order above, requires the "F" of the middle row to be under the "N." But the "O" cannot occupy the center space, as proved above. Hence the middle row MUST be O, R, F. This leaves no alternative for the bottom row, but E, N, O.

ANSWERS

Can You Solve These?

1. Adapt.

2.



3. Across. 1. Topic

2. Topic

3. Topic

4. Topic

5. Topic

Down 1. Tees (TTTTT)

2. Owes (OOOOO)

3. Peas (PPPPP)

4. Eyes (IIIII)

5. Seas (CCCCC)

4. Star Puzzle:

The only way to cover the seven points of the star is to cover on each successive move the point from which the penny was started on the previous move. For example, if the penny is moved from H to E, the next move would be from C to H. The remaining moves would then be as follows: F to C; A to F; D to A; G to D; B to G.

5.



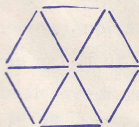
ANSWERS

6. Turn a small corner of your paper towards you. Draw a horizontal line on the main part of the paper till it meets the point of the turned-down corner. It should be the same length as the line in the diagram. Continue the line along the corner. This should not show on the large sheet, but should equal the distance between the line in the circle and the circumference. Now turn your pencil off the corner and away from it. Start drawing the circle. When you come to the corner, turn it back and complete the circle.

7. Fold a piece of paper in half. From the edge where the fold is, fold the paper again but this time turn the paper only about a half inch. Now along the edge of the second fold draw a line about an inch long in the center of the paper so that it makes two lines with one stroke, one on the fold, the other on the main part of the paper. To do this a soft pencil should be used. Keeping the pencil on the paper, unfold the paper and complete the diagram.

Match Games and Tricks

1. Six enclosed stables with 12 matches.



2. Place three on table to form triangle. Now hold three in place above them to form equilateral pyramid.



ANSWERS

3.



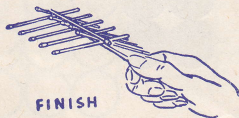
4.



5.



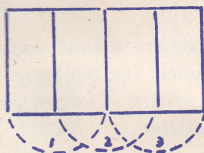
START



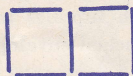
FINISH

6. The last person to pick up a match takes plate and all.

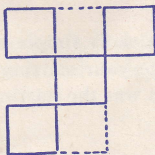
7.



8. Seven matches.



9.

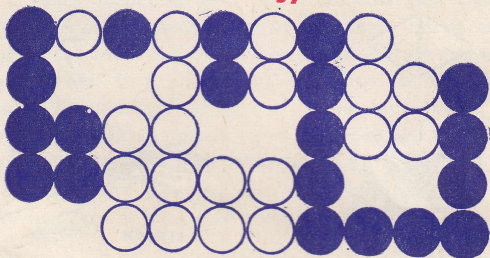


Codes

1. Nine men fanned in nine innings. 2. Early to bed, early to rise, makes a man healthy, wealthy and wise.

A N S W E R S

Strategy



Jump Two

Solution: 4 on 1, 7 on 3, 5 on 9, 2 on 6, 8 on 10.

Confused Orders

On Wednesday morning, at five-thirty report to your sergeant with supplies to take care of your needs for ten days. In attached envelop you will find sealed orders. You are going on a dangerous but very interesting mission.

About Face!

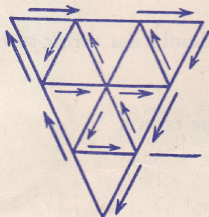
The solution of this trick is simple and easily remembered. It is, always to arrange your starting point so that you will turn up the coin which was the starting point of the last move.

Teasers

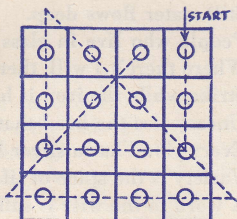
- | | | | | |
|----------|-----------|----------|-----------|------------|
| 1. Teach | 5. Teeth | 9. Toe | 13. Tone | 17. Tackle |
| 2. Teak | 6. Taffy | 10. Tail | 14. Tread | 18. Talon |
| 3. Teal | 7. Tag | 11. Tale | 15. Truth | 19. Tiger |
| 4. Tease | 8. Talent | 12. Tank | 16. Table | |

A N S W E R S

Try-angle



Right on the Dot



I'll Name It

The number you tell your friend to add is always 99 minus the number you wrote on the paper; i.e. if you wrote down 43, tell him to add 56. If you wrote down 34, tell him to add 65.

We're All Wild

~~Washington~~

New York

~~Boston~~

~~Teledo~~

~~Omaha~~

Denver

Cincinnati

Pay Slip

The answer is \$123, because 1 plus 2 plus 3 equal the multiple of 1 times 2 times 3, and their difference is—0—which is *not* a small number.

The Royal Triangle

Card No. 1: *King of Spades*

Card No. 2: *Queen of Spades*

Card No. 3: *Queen of Hearts*

A N S W E R S

Do You Know Your Proverbs?

1. Still water flows deep.
2. People who live in glass houses should not throw stones.
3. Where there's a will, there's a way.
4. Strike while the iron is hot.
5. Uneasy lies the head that wears the crown.
6. Every cloud has a silver lining.
7. Variety is the spice of life.
8. A word to the wise is sufficient.
9. Pride goeth before a fall.
10. A watched kettle never boils.

Watch Out!

- | | | |
|--------------------|----------|------------------|
| 1. Spring | 5. Time | 9. Ours—Hours |
| 2. Hands and face. | 6. Case | 10. Seconds |
| 3. Numbers | 7. Works | 11. Tick |
| 4. Chain | 8. Stem | 12. An open face |

Riddle Review

- | | |
|--|---|
| 1. Because they are grand,
upright and square. | 7. Your name. |
| 2. When it is satin (sat in). | 8. He has a head and comes
to the point. |
| 3. A bow. | 9. Because they never saw it. |
| 4. Because, having eyes they
see not, and having ears
they hear not. | 10. A pack of cards. |
| 5. When it cuts a tree down,
and then cuts it up. | 11. A candle. |
| 6. When it is a-king. | 12. The word "wholesome." |
| | 13. The doorbell. |
| | 14. The letter E. |

The National Recreation Association wishes to express its gratitude for the help given by the recreation workers throughout the country who have made suggestions and provided material for this booklet. Special appreciation is due the Association of American Playing Card Manufacturers for their help in the selection of the card games and to the Garden City Publishing Company and to Greenberg Publishers, Inc., for permission to use the following games from the Big Fun Book and Fun for the Family both edited by Jerome S. Meyer: Merry-Go-Round, Fun-for-One Puzzle, Right On the Dot, Try-angle, The Royal Triangle, Pay Slip, We're All Wild, The Educated Deck, and I'll Name It; and to Paul Taylor for Is It Possible?

The National Recreation Association also wishes to thank the servicemen and women who played the games and helped in their selection.

