

Tucholsky Wagner Zola Scott
Turgenev Wallace Fonatne Sydon Freud Schlegel
Twain Walther von der Vogelweide Fouqué Friedrich II. von Preußen
Weber Freiligrath Frey
Fechner Fichte Weiße Rose von Fallersleben Kant Ernst Richthofen Frommel
Engels Fielding Hölderlin Eichendorff Tacitus Dumas
Fehrs Faber Flaubert Eliasberg Eliot Zweig Ebner Eschenbach
Feuerbach Maximilian I. von Habsburg Fock Ewald Vergil
Goethe Elisabeth von Österreich London
Mendelssohn Balzac Shakespeare Rathenau Dostojewski Ganghofer
Trackl Stevenson Lichtenberg Doyle Gjellerup
Mommsen Thoma Tolstoi Lenz Hambruch Droste-Hülshoff
Dach Thoma von Arnim Hägele Hanrieder Hauptmann Humboldt
Karrillon Reuter Verne Rousseau Hagen Hauff Baudelaire Gautier
Garschin Defoe Hebbel Hegel Kussmaul Herder
Damaschke Descartes Schopenhauer Bebel Proust
Wolfram von Eschenbach Darwin Dickens Grimm Jerome Rilke George
Bronner Campe Horváth Aristoteles Voltaire Federer Herodot
Bismarck Vigny Gengenbach Barlach Heine Grillparzer Georgy
Storm Casanova Lessing Tersteegen Gilm Gryphius
Chamberlain Langbein Lafontaine Iffland Sokrates
Brentano Strachwitz Claudius Schiller Bellamy Schilling Kralik Gibbon Tschchow
Katharina II. von Rußland Gerstäcker Raabe Gleim Vulpius
Löns Hesse Hoffmann Gogol Morgenstern Goedicke
Luther Heym Hofmannsthal Klee Hölty Kleist
Roth Heyse Klopstock Puschkin Homer Mörike Musil
Luxemburg La Roche Horaz Kraus
Machiavelli Kierkegaard Kraft Kraus
Navarra Aurel Musset Lamprecht Kind Kirchhoff Hugo Moltke
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Nietzsche Nansen Lassalle Gorki Klett Leibniz Ringelntz
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Entertainments for Home, Church and School

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Imprint

This book is part of the TREDITION CLASSICS series.

Author: Frederica Seeger

Cover design: toepferschumann, Berlin (Germany)

Publisher: tredition GmbH, Hamburg (Germany)

ISBN: 978-3-8491-8827-6

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**ENTERTAINMENTS FOR HOME, CHURCH AND
SCHOOL**

BY

FREDERICA SEEGER

EDITED BY THEODORE WATERS

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INTRODUCTION.

Games are meant to amuse, but in addition to amusing, a good game, played in the right spirit, may have great educational value.

Now, this is distinctly a book of *games and amusements*.

There are games for indoors, scores of them, while there are other scores that can be enjoyed only in the open.

When young folks, and older folks, too, for that matter, meet for a pleasant evening, it is rather depressing to have them sit solemnly on stiff chairs in the company room and stare helplessly at one another, like folks awaiting a funeral service.

Now, if there is present, and there usually is, a bright girl, who knows the games in this book, and she starts in to "get the ball a-rolling," all will soon be enjoying themselves better than if they were watching a three-ring circus. And then the volleys of wholesome laughter that will roll out—why, they will be better for the digestion than all the medicines of all the doctors.

It will be noticed that some of the outdoor games, and others devised for indoors, require some apparatus, like tennis and croquet, or back-gammon boards and magic lanterns, but the majority need only the company, and—let it be added—the disposition to have a good time.

Within the covers of "Entertainments for Home, Church, and School," you will find condensed and clearly set forth the best of a library of books on amusements.

ENTERTAINMENTS FOR HOME, CHURCH AND SCHOOL

CHAPTER I

HOUSEHOLD GAMES AND AMUSEMENTS

GOING SHOPPING – HIT OR MISS – GAME OF RHYMES – MOST IMPROBABLE STORY – ANIMATED ART – GUESSING CHARACTERS – TONGUE TWISTERS

GOING SHOPPING

A lively game of "talk and touch." The company is seated in a circle, and one who understands the game commences by saying to his neighbor at the right:

"I have been shopping."

"What did you buy?" is the required response.

"A dress," "a book," "some flowers," "a pencil" – whatever the first speaker wishes, provided always that he can, in pronouncing the word, touch the object mentioned. Then the second player addresses his neighbor in similar manner, and so on around the circle until the secret of the game is discovered by all.

Whoever mentions an object without touching it, or names one that has already been given, pays a forfeit.

LIGHTING THE CANDLE

This feat is a very amusing one, and is performed as follows: Two persons kneel on the ground, facing each other. Each holds in his

left hand a candle in a candlestick, at the same time grasping his right foot in his right hand. This position compels him to balance himself on his left knee. One of the candles is lighted; the other is not. The holders are required to light the unlighted candle from the lighted one. The conditions are simple enough, but one would hardly believe how often the performers will roll over on the floor before they succeed in lighting the candle. It will be found desirable to spread a newspaper on the floor between the combatants. Many spots of candle-grease will thus be intercepted, and the peace of mind of the lady of the house proportionately spared.

HIT OR MISS

Great amusement is excited by this game when played in the presence of a company of guests. Spread a sheet upon the floor and place two chairs upon it. Seat two of the party in the chairs within reach of each other and blindfold them. Give each a saucer of cracker or bread crumbs and a spoon, then request them to feed each other. The frantic efforts of each victim to reach his fellow sufferer's mouth is truly absurd—the crumbs finding lodgment in the hair, ears and neck much oftener than the mouth. Sometimes bibs are fastened around the necks of the victims for protection.

CROSS QUESTIONS

The company is divided into two equal parts and blank cards and pencils are distributed. One side writes questions on any subject desired, while the other prepares in like manner a set of haphazard answers. The question cards are then collected and distributed to the players on the other side, while their answer are divided among the questioners. The leader holding a question then reads it aloud, the first player on the other side reading the answer he holds. Some of the answers are highly amusing.

THE GAME OF RHYMES

A variation of the former game. The game is begun by a young lady or gentleman speaking a single line, to which the next nearest on the left must respond with another line to rhyme with the first. The next player gives a new line, of the same length, and the fourth

supplies a rhyme in turn, and so on. The game is provocative of any amount of fun and nonsense. A sample may be given:

1st Player.—I think I see a brindle cow. 2d Player.—It's nothing but your dad's bow-wow. 3rd. Player.—He is chasing our black Tommy cat. 4th Player.—Poor puss had best get out of that, etc.

Any amount of nonsense may be indulged in a game of this sort, within proper limits. Clever players can easily give the game a most interesting turn and provoke rhymes that are original and witty. Thus, a subject once started, every phase of it may be touched upon before the round closes.

THE MOST IMPROBABLE STORY

The players are seated in a circle and are provided with pencils and paper. It is then announced that this is a competition, and that the one who writes the most improbable story in fifteen minutes wins a prize. The allotted time being up, the papers are collected and re-distributed so that each player receives another player's story. The stories are then read aloud and a committee decides which is the most improbable story. A prize is usually given the writer of this.

ANIMATED ART

A picture is selected showing a group of individuals and portraying some historical incident or event illustrative of the affairs of every-day life. The performers make up, each one to represent some character in the picture. Out of their number some one is chosen to act as stage manager and he poses the figures. Two rooms with folding-doors, or one room divided by a curtain, are required for this representation. A reflection, or footlight, will enhance the beauty of the picture.

GUESSING CHARACTERS

One of the party leaves the room, while the others decide upon some character, real or fictitious. The absentee is then recalled, and each in turn asks him a question referring to the character he has been elected to represent. When he guesses his identity, the player

whose question has thrown the most light upon the subject has to go from the room.

For example: A goes from the room, and the company decides that he shall represent King Henry VIII. When he enters, No. 1 asks: "Which one of your wives did you love best?" No. 2 says: "Do you approve of a man marrying his deceased brother's wife?" No. 3 adds: "Were you very sorry your brother died?" etc., while A, after guessing various names, is led by some question to guess correctly, and the fortunate questioner is consequently sent from the room to have a new character assigned him in turn.

WHO IS MY NEIGHBOR?

One-half the company is blindfolded; these are then seated in such a way that each has a vacant chair at his right hand. The other half of the players gather in the middle of the room. This is done silently. The unblindfolded players will each one take one of the empty seats next to those who are blindfolded. When requested to speak or sing they must do so. It is permissible to disguise the voice. The blindfolded neighbor must guess who is speaking or singing. The bandages are not taken off until the wearer has guessed correctly the name of the person at his right. When he guesses correctly, the one whose name was guessed is blindfolded and takes the guesser's place.

The leader gives a signal, and the players who are unblindfolded walk softly to a vacant chair. The leader then plays a familiar air on an instrument, and says, "sing!" All must sing until he suddenly stops playing. The guessing goes on as before until the leader decides to stop it.

TONGUE-TWISTERS – ANY NUMBER OF PLAYERS

The amusing game of tongue-twisters is played thus: The leader gives out a sentence (one of the following), and each repeats it in turn, any player who gets tangled up in the pronunciation having to pay forfeit.

A haddock! a haddock! a black-spotted haddock, a black spot on the black back of the black-spotted haddock.

She sells sea shells.

She stood at the door of Mr. Smith's fish-sauce shop, welcoming him in.

The sea ceaseth and it sufficeth us.

Six thick thistle sticks.

The flesh of freshly fried flying fish.

A growing gleam glowing green. I saw Esau kissing Kate, the fact we all three saw, I saw Esau, he saw me, and she saw I saw Esau.

Swan swam over the sea; swim, swan, swim; Swan swam back again; well swum, Swan.

You snuff ship snuff, I snuff box snuff.

The bleak breeze blighted the bright broom blossoms.

High roller, low roller, rower.

Oliver Oglethorp ogled an owl and oyster. Did Oliver Oglethorp ogle an owl and oyster? If Oliver Oglethorp ogled an owl and oyster, where are the owl and oyster Oliver Oglethorp ogled?

Hobbs meets Snobbs and Nobbs; Hobbs bobs to Snobbs and Nobbs; Hobbs nobbs with Snobbs and robs Nobbs' fob. "That is," says Nobbs, "the worse for Hobbs' jobs," and Snobbs sobs.

Susan shines shoes and socks; socks and shoes shine Susan. She ceaseth shining shoes and socks, for shoes and socks shocks Susan.

Robert Royley rolled a round roll round; a round roll Robert Rowley rolled round. Where rolled the round roll Robert Rowley rolled round?

Strict, strong Stephen Stringer snared slickly six sickly, silky snakes. The Leith police dismisseth us.

She sun shines upon shop signs.

CHAPTER II

FRENCH RHYMES – ANT AND CRICKET – SPOONFUL OF FUN – HOW, WHEN AND WHERE – GRANDFATHER'S TRUNK – PREDICAMENTS – AUCTION – BEAST, BIRD, OR FISH – ROTATING GLOBE

BUTTON, BUTTON

The players sit around the room in a circle. The leader then holds a button between his hands, with the palms pressed together, so as to hide it. He goes around the circle, passing his hand between those of the players. As he does this, he says: "Hold fast to what I give you." He is careful not to let the players see into whose hands he passed the button. The circuit having been made, the leader says to the first player: "Button, button, who has the button?" The one questioned must answer, naming some one whom he thinks has it. So it continues until all have had a turn at answering the same question. Then the leader says: "Button, button, rise!" The button holder must do this.

FRENCH RHYMES

Each member of the company writes upon a slip of paper two words that rhyme. These are collected by one player and read aloud, and as they are read everybody writes them down upon new papers. Five or ten minutes being allowed, each player must write a poem introducing all the rhyming words in their original pairs. At the expiration of the given time the lines are read aloud. Suppose the words given are "man and than," "drops and copse," "went and intent," etc., these are easily framed into something like this:

Once on a time a brooklet drops, With splash and clash, through a shady copse; One day there chanced to pass a man, Who, deeming water better than Cider, down by the brooklet went, To dip some up was his intent.

Of course, the result is nonsense, but it is pleasant nonsense, and may be kept up indefinitely, to the entertainment of the participants.

CONSEQUENCES

The players are each provided with a slip of paper and a pencil. Each must write the name of some gentleman (who is known to the party), turn down the end of the paper on which the name is written, and pass the paper to the next neighbor. All must then write the name of some lady (also known), then change the papers again and write "where they met," "what he said," "what she said," "what the world said," and "the consequences," always passing the papers on. When all are written, each player must then read his paper.

Mr. Jones And Miss Smith Met on a roof
. He said, "I trust you are not afraid." She said, "Not while you are here." World said, "It's a match." Consequences, "He sailed for Africa next morning," etc.

ANT AND CRICKET

One of the company being appointed to represent the Cricket, seats himself in the midst of the other players, who are the Ants, and writes upon a piece of paper the name of a certain grain, whatever kind he pleases. He then addresses the first Ant: "My dear neighbor, I am very hungry, and I have come to you for aid. What will you give me!" "A grain of rice, a kernel of corn, a worm," etc., replies the Ant, as he sees fit. The Cricket asks each in turn, and if one of them announces as his gift the word already written upon the paper, the Cricket declares himself satisfied and changes places with the Ant.

A SPOONFUL OF FUN

This is a German game. One of the players goes into the middle of a ring formed by the other players. He is blindfolded and has a large, wooden spoon for a wand. The players join hands and dance about him. There may be music, if it be so desired. When the signal is given to stop, all must stand still. The blindfolded one touches one of the players with his hand and tries to guess his identity. If he