

"MAKE A WISH"

First we introduce WISII-ING GAME. All that is needed are slips of paper (two to each person) and pencils or pens. A slip is given to each of the guests who desire to join the game and he or she writes his or her name on it, then folds the paper and drops it into a hat or box. Then a second slip is given to each guest. On the inside he or she writes a wish or resolution and his or her name on the outside. This slip is also folded and dropped into another hat or box. The hostess may start with any guest, asking him or her to draw a slip from the first hat or box. The person whose name appears on this slip becomes the *Questioner*. A slip is drawn from the other box or hat; the person whose name appears on the outside of this slip becomes the *Questioned*. The *Questioner* tries to guess the content of the folded slip of the *Questioned* by asking him or her only 10 questions. If the *Questioner* guesses the wish or resolution, he or she is in line for a prize. If the wish is not guessed, the paper is not unfolded, but is kept by the *Questioned*. After all slips have been drawn, anyone who thinks that he or she can guess any of the wishes left unguessed may volunteer to try and is allowed 5 questions. If he or she fails, another may volunteer and is allowed 3 questions. If the wish is still unguessed, a fourth volunteer may ask two questions, and a fifth may ask one. Those whose wishes were not guessed draw a prize each—and then tell their unguessed wishes or resolutions. The *Questioner* who guessed a wish by asking the least number of questions is also given a prize. The hostess acts as a scorer.

GRAB

This is a modern version of the well-known "pares-pares". Small objects, such as buttons, clips, matches, safety pins, are placed in the center of the table around which the players sit. The cards are shuffled and equal number of them are dealt to each player.

The first person chosen exchanges a card with the person to his or her right or in turn exchanges a card with the person next to him or her, and so on around the table. The first person to have a pair of matched cards grabs an object from the pile in the center of the table. The player who has grabbed the highest number of objects is the winner and is awarded a prize. Pieces of candy or coins may be used instead of objects and serve as prizes at the same time. Needless to say, the player who pairs the highest number of matched

hat at equal distances from it. Ten cards are allowed to each player. The one who has the highest number of cards in the hat is the winner.

This game may sound easy, but try it.

MATCH STICKS on BOTTLE

This game used to be a craze in the United States. The equipment needed for each player is a bottle (for soft drink, for instance) and match sticks. The player starts with 4 sticks, arranging them in a square, the ends crossed, on the open mouth

a pencil. The guests, one after the other, writes what he or she thinks of the "victim". After a player has written his or her opinion, the top of the sheet of paper is folded over the writing before it is given to another player. When all have given their opinions, the victim reads what the others have written about him or her and guesses the author of each. Then another "victim" is chosen.

Another way: As many sheets of paper as there are players are produced by the hostess and the names of the players written on top (one name on each sheet) for identification. A sheet (not bearing his or her name) is given to each guest who proceeds to write down what he or she thinks of the person whose name appears at the top. This sheet is passed on to the next person. When all the sheets are filled, the hostess or the leader reads them one by one.

SLOGANS

This is our favorite game. Only those who are regular readers of advertisements in the newspapers and magazines can participate in this game successfully.

The leader starts the ball rolling by giving a slogan of a n y product — automobile, food, movie, cigarette, etc., then the others guess the product advertised with this slogan. For instance: *They Satisfy*, which of course refers to Chesterfield cigarettes, *Best by Test* (Apo Cement), *I'd Walk A Mile For a—* (the guessers supply the missing word). The player whose slogan is not guessed is the winner. Needless to say slogans must be authentic and not just made up. Any doubtful one should be looked up.

WHY NOT SPREAD

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also train them in virtues which will be useful to them in their later life, our parenthood will be worthier the name.

And this — if we follow Maxine Davis' idea, and adopt it among our children, will be a "merry christmas" for the little tots the whole year round.

Games To Play

WHEN YOU ARE BORED OR WHEN FRIENDS DROP IN AT YOUR HOUSE

cards gets the most candy or money.

CARDS into HAT

Here is another game to be played with a pack of cards. Only men may participate (to show how good their aim is) but ladies may also try their hands at it.

The players may take turns, one at a time, or play together. In the first case, the player sits on a chair, leaning forward a bit, his right elbow on his right knee, at any agreed distance from a hat (brim up) placed on the floor. He tosses the cards one by one into the hat. The player who succeeds in making the highest number of cards fall into the hat is the winner.

When several players play together, they sit around the

of the bottle. Then one by one sticks are arranged on top of this foundation until you have a pyramid or a ball. When the pyramid or the ball topples over, the number of sticks are counted. Known record: 200 sticks. One needs a very steady hand in this game.

When several persons play at the same time, staging a marathon, the first one to finish using a specified number of sticks or the one whose pyramid or ball lasts the longest, is declared the winner.

THE AWFUL TRUTH

Those who are sensitive are requested not to join this game.

One way: A person is chosen the victim. The hostess produces a sheet of paper and

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