

**Forfeits**

## Forfeits

*Many games required a player to “pay a forfeit” at some point. Here is a list of possibilities from The Girl’s Own Book, 1834:*

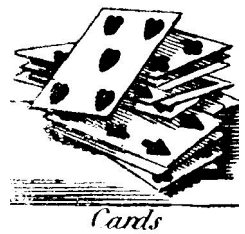
- ♦ Rub one hand on your forehead, at the same time you strike the other on your heart, without changing the motion of either for an instant.
- ♦ Make two lines of rhyme; or if one line be given, find a rhyme to it.
- ♦ Say five flattering things to the one who sits next to you, without making use of the letter L.

Can you come up with your own forfeits?

# Games with Cards

# The Art of Memory

From: *The Compleat Gamester*, 1725



**1 deck of cards**

**Any number of players**

1. Take the number of players and place 3 cards for each person face-up on the table.  
(Example: if you have 3 players, use 9 cards.)
2. Allow time for everyone to memorize them.
3. Collect the cards, shuffle, and deal them out, 3 to each player. Hold the cards in your hand so no one can see them.
4. Starting to the left of the dealer, each person must call for a card that was on the table (and not in their hand). The person with that card places it *face-down* on the table. The game continues to the left, each person calling for a card that is in the game but has not been played yet. This requires a lot of good memory!

# Bone-Ace

From: *The Compleat Gamester*, 1725

**1 deck of cards**

**Any number of players**



1. Deal 2 cards to each player face-down, then 1 more face-up.
2. Each player may look at their own cards. Add up your cards; each card is worth the number of shapes on it, and face cards are worth 10.
3. Players take turns taking 1 more card from the deck, until their cards add up to 31 (or as close as you can get).
4. When everyone is finished taking cards, turn your cards over; the player who is closest to 31 wins.

## Wit and Reason

From: *The Compleat Gamester*, 1725



**1 deck of cards**

**2 players**

1. One player has all the red cards, the other all the black. Each player should shuffle their cards. Turn over the top card, and the person with the higher card goes first.
2. Each player takes turns playing a card. Keep track of what the cards add up to.
3. The player to reach 31 wins. (Example: The first player plays an 8; the next plays a 4, which adds up to 12; the next is a 10, which adds up to 22; the next is a 9, which adds up to 31, and that player wins!)

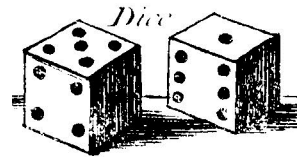
# Games with Dice

## Inn and Inn

From: *The Compleat Gamester*, 1725

4 dice

Any number of players



The first person rolls all 4 dice.

If no doubles = "Out" = Pass the dice to the next person

If 1 pair of doubles = "Inn" = You get to go again

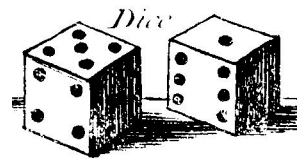
If 2 pairs of doubles = "Inn and Inn" = You win!

Keep playing, passing the dice around, until someone wins.



## Passage

From: *The Compleat Gamester*, 1725



3 dice  
2 players

Players take turns rolling all 3 dice until someone gets doubles.

If the doubles are under 10 (for example, two threes), the player loses.

If the doubles are 10 or more (two fives or two sixes), the player wins.

# Games with Marbles

# Ring Taw

From: *The Boy's Own Book* 1829

**Marbles**

**Any number of players**

1. Each player needs 1 shooter marble. (This can be larger than the others, or the same size.)
2. All other marbles are placed in the center of a circle.
3. Players take turns shooting the shooter marble into the circle. Any marbles that the player knocks out of the circle, he or she keeps and is allowed to go again.
4. Players take turns until all marbles are out of the circle. The player with the most marbles wins.

## Spans and Snops

From: *The Boy's Own Book* 1829

### Marbles

#### Any number of players

1. The first player shoots a marble onto the floor.
2. The next player tries to hit the first player's marble, or to have his marble come within a span of it. (A span is the distance of your outstretched fingers, from the tip of your thumb to the tip of your pinkie.)
3. Any player whose marble hits another ("snop") or comes to rest within a span of it keeps the captured marble, and is allowed to take his marble back.
4. Play continues until all players but one have run out of marbles.

# Games of Skill

## Quoits

2 or more players

2 rings (called "quoits")

1 stake (called a "hob")

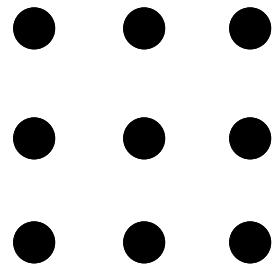
1. Set the hob on a tabletop or on the ground.
2. Players take turns, each tossing 2 quoits toward the hob.
3. Scoring:
  - Quoit lands directly on the hob = 3 points
  - Quoit touches the hob or base = 1 point

## Ninepins

2 or more players

9 pins

1 ball



1. This game came before bowling. Set the pins up in a square, with 3 on each side.
2. Stand back, and roll the ball toward the pins, trying to knock over as many as you can.
3. Players earn 1 point for each pin knocked down.

# Active Games



## Blindman's Buff

From: *Christmas Entertainments*, 1740

**At least 3 players**

One player is blindfolded. The blindfolded player tries to touch another player, while the other players keep away. The first player who is touched by the "blindman" becomes the next blindman.

The name of this game was later changed to Blindman's Bluff, but the 1700s version is Buff without an L.

## Puss in the Corner

From: *Christmas Entertainments*, 1740

5 players (or 1 more player than the number of corners, chairs, trees, etc.)

1. Use the 4 corners of a room, or 4 trees, or 4 chairs... or 1 fewer than the number of people playing.
2. All players go to a corner, with the remaining person in the middle.
3. The person in the middle says, "Puss, puss in the corner!" and all players must run to a different corner, while the person in the middle does the same.
4. The player left without a corner then stands in the middle, and the game repeats.

*Note: "puss" is another word for "cat."*

# Hoop and Hide

From: *Christmas Entertainments*, 1740

**At least 2 players**

One player closes his or her eyes while the other players hide.

The player tries to find all the hidden players. When each player is found, he or she must pay a forfeit. (See the card on “forfeits.”)

## Questions and Commands

From: *Christmas Entertainments*, 1740

**At least 2 players**

1. One player is the Questioner. He or she chooses another player and asks a question, or gives a command.
2. The second player must answer the question, or obey the command. If the player does not, he or she must pay a forfeit. (See the card on “forfeits.”)

## Earth, Air, Fire, Water

From: *The Girl's Own Book* 1834

### At least 3 players

1. Players sit in a circle. One throws a handkerchief (or something soft) to another player, and calls out one of the four elements (Earth, Air, Fire, Water), then begins to count to 10.
2. The person who caught the handkerchief must name an animal that lives in that element before the count of 10. That player then throws the handkerchief at another player, and the game repeats.
3. If anyone cannot name an animal by the count of 10, they must pay a forfeit. If Fire is named, remain silent, since no animal lives in fire.

# Buz

From: *The Girl's Own Book*, 1834

**Any number of players except 7**

1. Players sit in a circle. The first person says "one," the next "two," and they continue counting around the circle.
2. Any time a multiple of 7 is reached, or a number with 7 in it, the player must say "buz" instead of the number.
3. Anyone who says the number instead of "buz," or says "buz" incorrectly, must pay a forfeit. (See the card on "forfeits.")