

Mfg. By Warren D. Ownby, Tulsa and Broken Arrow, Okla.

HISTRO

Reg.
U.S. Pat. Off.

HISTRO

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50c

20c



HISTRO

Mfg. By Warren D. Ownby, Tulsa and Broken Arrow, Okla.

HISTRO

Miss Smith

HISTRO



HISTRO

HISTRO

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(Series-A)

A game designed for educational purposes and for testing the players skill in remembering historical facts.

Directions For Playing Histro

Histro affords a method by which the principal facts of American History may be fixed in the mind while indulging in a pleasant pastime.

To begin a game, the cards should be dealt equally among the players.

The cards have upon them headings consisting of the names of Historical personages, places, and events, while below each heading are one or more questions to which is always given the answer.

The player on the left of the dealer reads one of the questions from one of his cards. If there are several questions under one heading, he may read any one of them.

(Over)

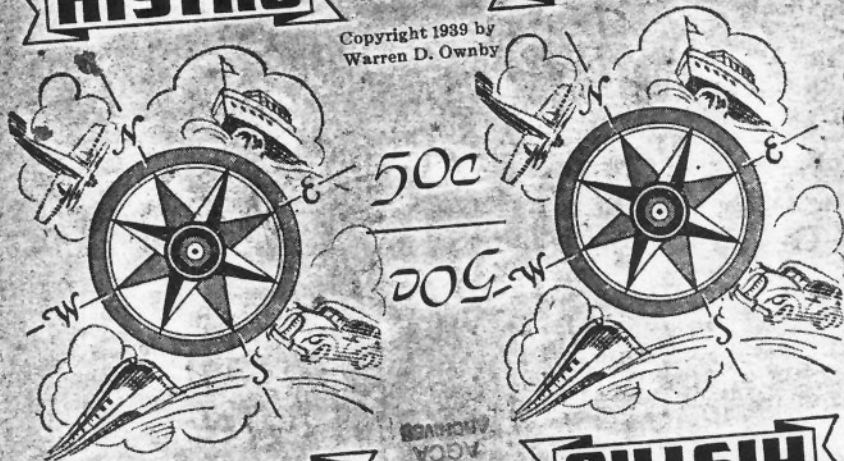
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Fort Donelson

What fort on the Cumberland River was captured by General Grant, February 16, 1862, along with 15,000 Confederates?

Where did General Grant make a famous demand for an "unconditional surrender" and say, "I propose to move immediately upon your works?"

Shiloh

In what battle was the Confederate General Albert Sidney Johnston killed?

In what battle, begun April 6, 1862 was the Union forces under Grant surprised and defeated on the first day, but victorious on the second?

The player next on the left must then, if he is able, say what the answer is. If he answers it correctly, he takes the card and lays it aside. If he cannot answer correctly, the next player must try, and, if he fails also, each player in turn is asked until someone gives the right answer, or all have tried and failed.

If all fail, the first player will read another question under the same heading. He will continue to read from the same heading until some one answers correctly, or all the questions under the heading selected have been exhausted.

In either case, the turn to read then passes to the next player on the left.

The game continues until either all the cards have been laid aside, or the players have failed to capture them.

When this point has been reached, the cards laid aside by each player are counted, and the one having the most cards wins the game.

Cards left in the hands of players through the inability of the others to answer them are, of course, not included in the final count.

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