

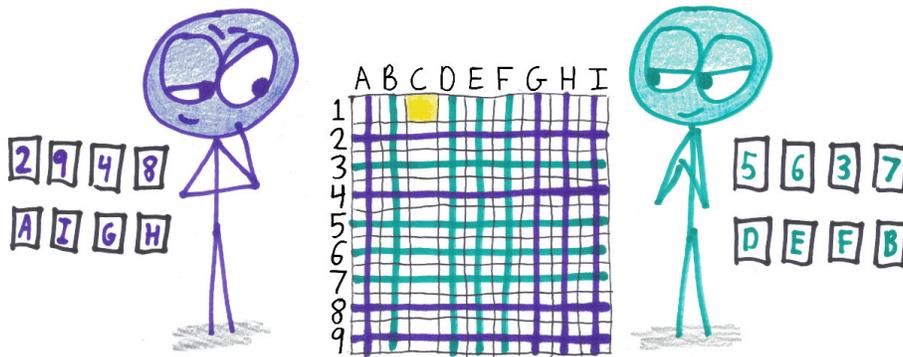
Buried Treasure

A Game of Bluffing (But Not Lying)

I learned this traditional two-player game from Eric Solomon's *Games with Pencil and Paper*. "It introduces the idea of bluff," he notes, "without requiring the players to lie." Perfect for the child who is honest in deed yet sneaky in spirit.

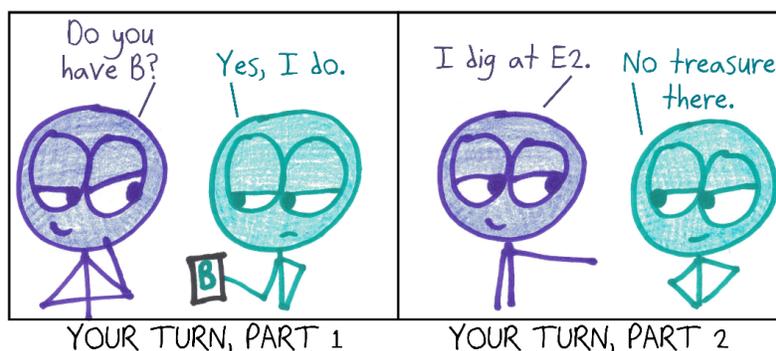
To begin, write the **letters A through I on scraps of paper**. Without looking, randomly give **four scraps to one player, and four to the other, leaving one left over**. Look at your own scraps, but keep them secret from your opponent. Then do the same with **the numbers 1 through 9**.

Now, each player draws a 9-by-9 grid, labeled as below. The leftover number and leftover letter designate the square where the treasure is buried.



On each turn, take two actions. First, **ask your opponent if they hold a particular letter or number**. Feel free to throw them off the scent by asking about a number that you yourself possess. Either way, they must answer truthfully.

Second, **propose a location to dig for the buried treasure**. If your opponent holds the letter or number, they say "No treasure there," and your turn ends. Otherwise, they say, "Could be." Then, if you know the location to be wrong (because you yourself hold the letter or the number), you must say, "Actually, no treasure there."



If neither of you says “no treasure there,” then it’s the right location. Check the leftover scraps of paper to be sure, and claim your prize. Eric Solomon notes that the ideal treasure “is something tangible like a toffee apple.”

It’s true: all things, including sneakers and video game consoles, would be better if they were toffee apples.