

Whenever the Fox becomes the top card of any player, such player takes 5 from Uncle Ned, and all the other players pay Uncle Ned 2.

If any player should score 15 and have the Fox as his top card at the same time, such player takes 10 from Uncle Ned. All other players pay 4 to Uncle Ned.

Should Uncle Ned get out of counters, the players again contribute equally to him.

If a player lends counters to another player and the borrower is unable to return them, the lender may include them in his count for game.

The game is ended when all the cards have been turned down. The player who holds counters of the greatest value, wins.

NOTE.—When a large party play, and the game is found too short, deal and play again before the winner is declared.

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G A M E

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HENS and CHICKENS.

Easily learned, very entertaining, and for
any number of players.

It contains forty-nine cards, an Indicator,
and a series of numbered counters.

Description of Implements and Terms.

THE UNCLE NED CARD is placed in the centre of the table, and is the game-keeper for the players.

THE COUNTERS are valued according to the numbers thereon. In all cases where a player is required to pay or take 2, 5, &c., it does not mean so many counters, but that amount in value.

THE INDICATOR determines the plays, and is used according to the first rule. (See directions on Indicator.)

THE SPIN is the sum of the numbers to which the arrows point.

THE SCORE of the first player is the total of his spin—of the second player the result of the first spin, and his own added together—and of the third player his own added to the two previous spins, and so on, subject to any *laps* that may arise.

LAPS.—Fifteen is the highest number that can be scored. In all cases when the sum arising from two or more plays exceeds fifteen, the excess only is used and is called a lap.

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DIRECTIONS FOR PLAYING.

Select a dealer, who will then distribute all the cards, one at a time, to each player.

He also divides the counters, according to their values, equally among the players.

Each player then lays his cards in a pile, in front of him, face upward, and contributes ten counters to Uncle Ned.

The player to the left of the dealer now spins the Indicator. He adds the numbers at the points of both arrows. If the sum obtained corresponds to any one of the numbers upon his top card, he takes five counters from Uncle Ned. If it does not correspond he pays Uncle Ned two counters.

The top card is then turned down and laid aside, and the turn passes.

The next, as well as the succeeding players, add their own spin to the score or lap of the previous player, instead of using the spin itself, and pay or take from Uncle Ned as above.

When a player scores exactly 15, he takes 5 from Uncle Ned.