

THE ANIMAL FAIR GAME

By ARSINA HAUK AND GRACE HAUK GILMAN

For Two to Six Players

(40 Cards)

Once there was a person, of whom you have doubtless heard, who went to the Animal Fair and found that all the birds and beasts were there. This is an Animal Fair game and the parrot, the hen, the sheep, the cat, the dog, the duck, the rooster, the donkey, the cow and the crow are all in it.

OBJECT OF THE GAME is just like that of "Snaps." Each player tries to capture all the cards by making the noise of the bird or animal as soon as another player turns up a card that matches his top card.

TO BEGIN, shuffle the cards and deal around to the left, one at a time, until all of the cards have been dealt, face down, in front of the players. The one to the left of the dealer now starts the game by turning over the top card of his pile quickly, so that everybody sees it as soon as he does. The next player does the same, and so on around the table. Each player arranges these "Turned-Up cards" in a pile next to his "Face Down" pile. As soon as some player turns up a card that matches a card on the top of another player's "Face Up" pile these two should call out the cry of that bird or animal. For example: Polly-wants a cracker, Cluck-cluck-cadacket, Baa-baa, Meow-meow, Bow-wow-wow, Quack-quack, Cock-a-doodle-doo, Hee-haw, Moo-cow-moo and Caw-jaw-caw. The first one to give the correct cry takes all the cards in the other's "Matching Pile." He then puts these cards and his own "Matching Pile" face downward underneath his own "Face Down" pile.

Whenever a person has played the last card from his "Face Down" pile to his "Face Up" pile, he must wait until his turn comes again before he turns the pile over and plays once more. Everybody watch carefully then, for if someone should give the right cry before he says it, he loses every card he has. If a player gives the wrong call such as Bow-wow-wow when the cat card is turned up, or if he gives the right call but does not have a similar animal or bird on top of his pile, his "Face Up" pile is forfeited and put in the center of the table. Everybody must watch this pile too, because whenever a card is turned up that matches the card on top of the center pile, any player may call "Center" and give the cry of that animal or bird. The one who first calls it correctly, takes both the center pile and the pile of the "Turner-Up." Whenever a player has lost all his cards, he is out of the game unless he has a chance to call on the center pile and starts again with those cards.

THE GAME IS ENDED when someone succeeds in taking all the cards.

Noble and Noble, Publishers New York

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