



WOLF & SHEEP GAME

FOR CHILDREN



MANUFACTURED ONLY BY **MADMAR QUALITY CO., UTICA, N.Y.**

THE WOLF AND THE SHEEP

Once upon a time two big black wolves lived in a forest. One day when they were hungry for something to eat, they spied some white sheep on the hillside, back of Farmer Brown's barn. "Hurry up," said the old big wolf to the middle size wolf. "You go one way and I will go the other way, and we will catch the sheep and eat them for dinner." So they crept out of the woods. The old big wolf took the lower path and the middle size wolf took the hill path. The sheep saw the wolves coming and ran for home as fast as they could go.

Farmer Brown was looking out a window of his barn and saw the wolves after his sheep. He loaded his gun and a race began. The wolves chased the sheep, and Farmer Brown, who was also a great hunter, chased the wolves.

Now what do you think will happen? Will the wolves catch the sheep or will Farmer Brown (The Hunter) kill the wolves?

Play the game and see.

DIRECTIONS

"Wolf" is a most fascinating children's card game. It is played with twenty cards, by two, three or four players. Deal five cards to each player. The person who deals the cards should be the first one to play. The player to the dealer's left should play second, etc. The highest card played takes the "trick." The sheep cards rank according to number. (Ten is higher than nine, nine higher than eight, etc.) The "Wolf" card will take any sheep card. The only card higher than the "Wolf" card is "The Hunter." "The Hunter" will take any card in the pack.

HOW TO COUNT POINTS

The game is usually played for 50 or 100 points. Count one point for each trick and five points additional for the player who takes the Wolf card.

Yours with best wishes,

MADMAR QUALITY CO.