

THE GAME OF JACK-STRAWS

This Simple and Entertaining Game is equally enjoyable, whether played by Two or a Dozen persons.

Lay out the handles containing the wire hook ; then gather up the Jack-straws in the right hand, and let them fall endwise on the table, holding them about an inch above it. The object is to have them fall in a confused, tangled heap.

Each player in turn takes a hook, and endeavors to remove a Jack-straw without disturbing any other. If he succeeds he continues to play as long as he can do so, without shaking or moving any except the one removed. As soon as he disturbs any others Jack-straw, the turn to play passes to the next player.

All Jack-straws successfully removed belong to the player removing them.

If a player in removing a Jack-straw, disturbs another one, he must throw the one removed back upon the heap.

Each player in turn must try to remove some Jack-straw, even if there is no possibility of his doing so successfully, as it often happens that the game reaches a stage, when the effort to move a Jack-straw will certainly disturb some other one. It then becomes a necessity for some player, properly the next one in turn, to remove one that will in some degree open up the heap. When all the Jack-straws have been removed, each player counts those that he has won, in the following manner.

Each straight or simple piece counts	1
Each spear, shovel, pitchfork or gun counts	2
Each paddle, arrow, or hammer counts	3
Each hoe, mallet, hatchet or adz counts	4
Each rake counts	5
Each telegraph pole counts	10

Whoever gets the largest count wins the game.