

Example. A calls from B for "Bottles the Butler." B gives A the card, but A neglects to say "Thank you." C is recognized as the one who first called "Duster." C takes all of B's cards, but C neglects to say "Thank you," and loses all of his cards to some other player.

After a player has lost all his cards, those who still hold cards are forbidden to speak to the loser, and the latter cannot get back into the game unless he can induce one of the remaining players to speak to him. Any player holding cards who speaks to or recognizes, in any way, a player who has lost his cards, shall be called "Duster," and the *first* person saying "Duster" secures all of the cards of such speaker. This receiver must then say "Thank you," or his associates call "Duster," and the *first* who says "Duster" takes all the forfeited cards.

The player retiring the last set of cards has "by his memory and unfailing politeness" **WON THE GAME.**

This game is made up of four families, as follows:

The **FUNNYDUSTER FAMILY**, having the Duster in the corner of the cards, consists of Sir Hinkle Funnyduster, his Wife, Son, Daughter and Servant.

The **BUTLER'S FAMILY**, with the Cup and Saucer in the corner, consists of Bottles the Butler, his Wife, Son, Daughter and Cat.

The **HUNTSMAN'S FAMILY**, with a Whip in the corner, includes Whip the Huntsman, his Wife, Son, Daughter and Whip.

The **GARDENER'S FAMILY**, including Spade the Gardener, his Wife, Son, Daughter and Spade.

THE GAME.

The players should sit around a table. The cards must be well shuffled and distributed equally. Play in turn. One of the

Rules for Playing

THE GAME OF

Sir Hinkle Funnyduster

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players begins the game by calling upon another player for a card which he does not have in his own hand. If the player has the card called for, he must give it up. The asker then calls, in like manner, for another card, and so on until he fails to receive a card called for. It then becomes the turn of the next player to the left.

When a player obtains all five of the cards belonging to a family, he places the set upon the table, thereby retiring so many cards from the game.

When a player receives a card (*i. e., when he first touches it*), he must say "THANK YOU." If a player neglects to say "Thank you," the other players call "DUSTER," and the player recognized to have called "DUSTER" first receives all of the cards of the one who neglected to say "Thank you." The one receiving the cards must say "THANK YOU," or he in turn must say "Thank you" in the same manner.