

Directions for Playing **Sir Hinkum Funnyduster**

From 3 to 7 persons can play
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(Lion Coffee game premium by Woolson Spice Company)

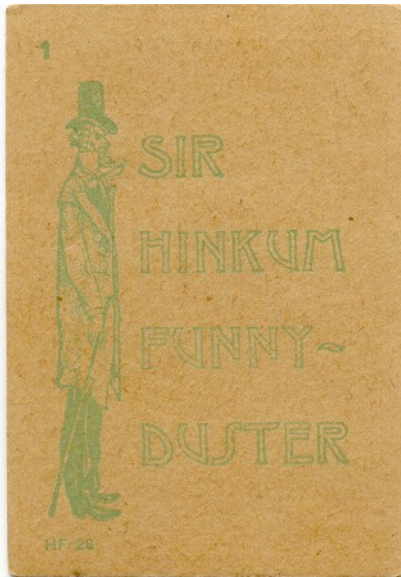
The object of this game is to collect the cards into books. There are four different books, each representing a family; Sir Hinkum Funnyduster's family, The Grocer's family; The Butcher's family; and The Baker's family.

Shuffle the cards, and deal them all equally among the players. Player to the left of the dealer begins play by calling on one of the other players for a card which he wants. For instance, he will say, "Miss Smith, give me Sir Hinkum Funnyduster's Parrot." If Miss Smith has the card, she must hand it over, and player has another call. If not, the play passes to the next player.

Before any player accepts a card from another player - before he even touches it - he must say **Thank you!** If he fails to say "Thank you" before touching the card, it belongs to the first player who calls out the name *Sir Hinkum Funnyduster*.

When any player runs out of cards (no more cards in his hands) he becomes a *Ghost*. Anyone who speaks to the Chost must give the Ghost all his cards. The ghost's object of course is to make the players talk to him. When two or more ghosts get loose in the company, the game becomes wild and exciting.

The first player to collect a book wins the game, and a new game begins as before.



card front



card back

The deck consists of 36 cards. The cards are in different colors of ink printing for each of four "families" with each family card numbered from 1 to 9. An instruction sheet is included the same size of the card and the deck comes in a paper wrapper open on the top and bottom.