

Sheep," the play continuing in this manner for any desired time, a record being made on tally cards of each time a person becomes "The Black Sheep" and a prize may be given the person remaining the longest in the "Pen" or to the one who was "Black Sheep" the most times during the party, and appropriate reminders may be given each "Black Sheep."

Similar arrangements to the above can be made for almost any number of guests.

The publishers have arranged series of souvenir post-cards (6 in a set) appropriate for invitations to "Black Sheep Parties" which will be mailed to any address for five cents in postage stamps for each set.

We have also a department devoted to assisting with ideas and suggestions any one desiring to arrange a "Black Sheep Party," and will be pleased to answer any inquiries and furnish any suggestions for the asking.

Published by

The Co-operative Game and Novelty Company,

Boston, Mass., U. S. A.

Regular Edition, 50 Cents. Gold Edges, 75 Cents.

Sent postpaid to any address in U. S. if your dealer can not supply you.

RULES FOR PLAYING

THE BLACK SHEEP.

"WHO'S THE BLACK SHEEP."

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The game consists of 49 cards, divided into six groups or families of eight cards each, forming four pairs or couples to a group, and an odd card, "The Black Sheep," and can be played by three to six persons.

The object of the game is to find out who is the Black Sheep of the party and therefore it is the aim of each player to keep from getting the "Black Sheep" card himself while endeavoring to force it on to some other member of the party.

The game is played as follows:

First, deal out all the cards in the pack, one at a time (except "The Scape Goat," which for this game is not used), starting at the left of the Dealer.

After the cards have all been dealt, each player pairs up as many of the cards he holds as possible, viz.: the Grandfather of "The Jollies" pairs with the Grandmother of the same family,—the Father with the Mother,—the Uncle with the Aunt,—the Brother with the Sister,—each pair or couple must be of the same family or group (see name at bottom of card).

Each pair or couple is laid aside and after the players have paired up all the cards in their hands, the player at the left of the Dealer draws one card from his left-hand neighbor, who in turn draws one from the player on his left, and so on around the table. Each player as soon as he draws a card which will pair with some card he holds in his hand lays the pair on the table.

As soon as a player has paired all the cards in his hand he withdraws from the game, having the satisfaction that for the time being he is not "The Black Sheep," the remaining players continue the game, drawing from each other and pairing off the cards until all the cards have been paired and laid on the table, leaving but one card,

"The Black Sheep," and the player holding this card is declared "The Black Sheep" much to the merriment of the others.

As the object of the game is to escape being "The Black Sheep" oneself it is important that the player holding "The Black Sheep" card shall conceal the fact from the other players in order that he may so arrange the cards in his hand that his neighbor without suspecting it will draw this card from him, and as the card is continually passing from one player to another, and it is almost impossible for the person drawing this card to so control his features or actions that he will not betray the fact to all, a great amount of amusement is furnished by watching the faces of the different players and their attempts to conceal the fact that they are holding the fatal card.

The real, genuine, wholesome fun furnished by this game cannot be surpassed by any form of amusement for either young or old.

A quicker method of playing the game is obtained by pairing couples irrespective of the Family group, viz.: any Grandfather pairing with any Grandmother, etc., but unless it is desired to play the game quickly the first method is the more desirable.

THE SCAPE GOAT.

"Who's the Scape Goat?"

"The Scape Goat" is played in the same manner as "The Black Sheep," using "The Scape Goat" card in place of "The Black Sheep" card, and the player holding same at the end of the game being called "The Scape Goat."

By alternating these two cards the game can be made to wear much longer, as naturally "The Black Sheep" card is the most handled card in the pack and after a time gives such signs of its handling that it can be distinguished from the other cards in a player's hand and thereby avoided.

THE FAMILY CIRCLE.

Another game that can be played with this pack is called "The Family Circle," and can be played by three to six persons, or by partners, the object of the game being for a player to complete the most groups or family circles. After dealing out the cards as before but omitting both "The Black Sheep" and "The Scape Goat" cards, each player arranges all the cards of one group or family together and if he has a complete group he lays it on the table and it counts as one group for him.

After all the players have arranged their cards the player at the left of the Dealer calls from any other player whom he thinks holds the card that he needs in completing a group which he holds in his hand, and if the player called upon holds that card he must surrender it to him and he calls again for another card, continuing to call until he fails to call upon the right person for the desired card, when it becomes the turn of the next player to call; thus, if a player holds a number of cards of "The Wises" and he needs the Grandfather to complete the group he would call upon some player for "Grandfather Wise" and if the player called upon held that card he would have to surrender it.

Each group or family consists of the Grandfather, Grandmother, Father, Mother, Uncle, Aunt, Brother and Sister.

Great care must be exercised in calling for cards, for, when a player has succeeded in calling for all of a set except one or two cards, another player who has followed the game and holds one or both of these cards can call from him all these cards, one by one, which he has succeeded in collecting.

This game offers even greater opportunity for concealing ones own feelings and reading of those of others, and furnishes a most enjoyable and interesting form of entertainment.

Each group or family counts one and the game can be played for any desired number of points.

"BLACK SHEEP" PARTIES.

The most enjoyable form of entertainment for a house party, club social, or similar gatherings is furnished by a "Black Sheep Party" which can be arranged as follows:

Invitations are sent to sixteen guests (this number can be varied) to be present at a "Black Sheep Party."

The party should be divided into four sets of four each and placed at separate tables and the game of "The Black Sheep" played as previously prescribed. A fifth table can be provided, situated preferably away in a corner and suitably decorated, and which is called the "Pen" and the player who becomes "The Black Sheep" at each of the four tables in the first round retires to this table where he plays with the three other "Black Sheep" while the other players arrange themselves at three tables.

The losing player in the "Pen" remains there to be joined by new "Black Sheep," while the other three return to the tables to take the places of the new "Black

Father



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The GROUCHES



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A New & Novel Game
The
Black Sheep
TRADE MARK

Fun and Amusement
for Young & Old
Also the New Game
The Scape Goat
TRADE MARK
COPYRIGHT 1900 BY
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Father



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The WISES

Brother



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Mother



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The Scape Goat

Uncle



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The WISES

Grandmother



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The WISES

Uncle

Father

Grandfather

Father



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The JOLLIES

Grandmother



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The JOLLIES



The Black Sheep

Grandmother



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The GAYS

Grandfather



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The GAYS

Grandfather



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The JOLLIES