

NOTES

The holder of six cards of one animal plus the Donkey or the Watchdog may claim a full hand, show his cards and stop the swapping if he so desires.

The Donkey and Watchdog cards are the only ones which **cannot be discarded** to the barnyard. (Sometimes players prefer not to follow this rule, but there is much more fun in the game if a player passes the Donkey Card to another player instead of discarding it.)

The "swapper" asks bids on only one card in each turn, but "bidders" often make several different offers in an effort to make a trade with the swapper.

The more lively the swapping the more interesting the game.

An **extra** Donkey card is included in each pack, and the use of two Donkey cards, when four or more persons play, adds to the interest and fun.

Seven persons can play together if six cards are dealt instead of seven. If more than seven wish to play together, two packs should be used.

A player often finds it advisable to change the animal he is trying to collect, if some other player seems to be trading for the same animal.

It will be discovered that while luck sometimes helps you win, shrewd swapping helps more.

"Rummy" can be played with "Barnyard Swap" cards. "Donkey," played like "Old Maid," is enjoyed by the youngsters. Other games will occur to card-minded persons.

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DIRECTIONS For Playing



*A Game of Fun
for Old and Young*

◆
For Three to Six Players
Ages 8 to 80

◆
A Great Game for Parties

◆
Revised Edition
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(Read these directions carefully, including the notes on last page, before starting to play).

OF WHAT IT CONSISTS

Fifty-two cards with pictures of farm animals; 10 cards each of sheep, pigs, goats, cows and horses, in series of one to 10 animals on a card. There are two extra cards—the Donkey and the Watchdog.

IDEA OF THE GAME

Players trade or “swap” cards (animals) with each other, according to simple rules, each one trying to be the first to hold a full hand of **one suit** (all pigs or all horses, etc.) to win points.

HOW THE GAME IS PLAYED

Seven cards are dealt to each player. The remaining cards are placed in a pile, face down, and called the “barnyard.” One card is taken from the barnyard, called the “runaway-animal” card, and laid aside, face down, until points are counted at the end of the play.

Players are either “swappers” or “bidders.” The player at left of the dealer is the first swapper and begins the game by asking, for example, “What am I offered for seven pigs?” All other players are now bidders and anyone may say, for example, “I’ll give you four cows, or two goats.” Another bidder may say, “I’ll give you three horses,” or another might raise that bid by offering nine horses. Any player **may**—but is not required to—offer the swapper some card from his hand if he wants the 7-pig card.

The swapper accepts one of the various bids **if** it gives him the kind of animal he has decided to collect, and the exchange of cards (one for one) is made, **face down**. But the swapper **refuses** all bids **if** no one offers him a trade to his liking. Instead, he swaps with the “barnyard,” taking the top card and discarding one from his hand, starting a new pile (to be drawn from when the original pile is used up.) Players always hold just seven cards.

Then the other players, each in turn, becomes a “swapper” and asks for bids on some card he wants to swap for a card of the kind of animal he is collecting.

The swapping goes on, in turns, until some player succeeds in holding a full hand (seven cards of one kind of animal.) He then shows his cards and the swapping stops. The other players also show their cards, and points are counted as follows:

HOW POINTS ARE COUNTED

The successful player adds up the numbers on his seven cards and adds five more for being **first** to hold a full hand. The other players add up the numbers on the cards of the animal they are collecting, then **subtract** the total of the numbers on all other cards they hold. The number on the “runaway-animal” card, mentioned before, is **added** to the score of the player collecting that particular animal, if it is an **even** number; if it is an **odd** number it is **subtracted** from his score.

“RUNS” ARE WORTH EXTRA POINTS

If the numbers on all seven cards of the successful player form a “run” (1 to 7 or 2 to 8, etc., consecutively) he adds 10 points to his score. If any other player has a “run” of five or six cards, in **one** suit, he adds either five or six points to his score.

The scores are recorded, cards reshuffled, dealt as at first and another swap session carried on as before. At the end of four such swap sessions the player with the highest total score is the winner. (Or the person who first wins a total of 150 or 200 points is declared the winner, as players may decide.)

THE DONKEY AND WATCHDOG CARDS

These are what is known to card players as “wild,” and **may be exchanged in the place of any other card**. For example, if a player (either a swapper or bidder) holding the Donkey, makes a deal to swap a 5-horse card (or any other) **he may pass the Donkey card instead of the one he offered**, neither player indicating in any way that the Donkey card was passed. The whereabouts of the Donkey is kept as secret as possible, yet all players want to know where he is, in order to guard against receiving him in a trade, because the holder of the Donkey at the end of each swap session must **subtract** 10 points from his score. But the holder of the Watchdog **adds** 10 points to his score.