

other card, even the monkey. The player making the demand may give in exchange any card he likes.

AN ANIMAL CAN ONLY BE BUILT BY PLAYING ITS CARDS IN REGULAR NUMERICAL ORDER FACE UPWARDS.

This method of play is continued until some player announces the completion of an animal, whereupon the play stops, and all cards are displayed face upwards on the table.

The successful player scores 10 points; while the unlucky player who has retained the "Monkey" loses 5 points.

A player making a score of 30 points is the winner. WHEN SIGNAL IS GIVEN by the DEALER to begin play, ALL MUST VIGOROUSLY IMITATE their RESPECTIVE ANIMALS.

It should be noted that where two players appeal to each other for cards at almost the same moment, the one who makes the cry of his animal first has the advantage and the other player is obligated to him and must give him the card demanded if he has it.

For Tired Nerves—Play "DIN."



Trade Mark Registered.

Patent applied for

"DIN" CONSISTS of eighty (80) cards, representing ten animals and fowls found in a barn-yard.

The unique feature of the game is the mirth created by the various players in their attempts to imitate the cries of the different animals. The result is side-splitting "DIN" and no end of it.

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Trade

"DIN"

Mark

Registered.

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RULES

Each animal or fowl, with one exception, is subdivided into eight parts, printed on separate cards, each carrying a number 1, 2, 3, etc., to 8.

THE OBJECT OF THE GAME is to complete any one of these sets by placing the cards composing it on the table face UPWARD, IN REGULAR ORDER beginning with card 1, forming the complete picture thus:



ANY NUMBER OF PLAYERS FROM FOUR TO TEN MAY TAKE PART IN THE GAME.

To begin the game, the dealer SELECTS THE HEADS (cards numbered 1) of as many animals as there are players, and distributes these, AFTER SHUFFLING THEM. The remaining parts of those animals whose heads he has distributed constitute the pack to be used—IT BEING NOTED THAT ONE OF THE ANIMALS USED MUST ALWAYS BE THE DONKEY, which is only composed of seven cards, the CARD REPRESENTING THE MONKEY (or "Joker") BEING ALSO INCLUDED.

The dealer shuffles the pack and deals SINGLY seven cards to each player.

When this is done all the players at once EXAMINE THEIR HANDS to ascertain what cards they have belonging to their own suit.

THE PLAYERS MUST NOT BEGIN PLAYING OR CALLING UNTIL A SIGNAL HAS BEEN GIVEN BY THE DEALER.

The player having in his possession card 2 of his own suit CAN BEGIN BUILDING HIS ANIMAL and can add 3, 4, etc., in regular order if he has them. If he lacks the card necessary to continue building, HE MUST SIGNIFY HIS DESIRE FOR IT BY IMITATING THE ANIMAL OF HIS SUIT and motioning to some one of the players. For instance, if his suit is "Rooster," he will turn to ANY PLAYER AND CROW. The player appealed to is OBLIGED to give a card of the suit called for if he has it; if not, he may give any