



DIRECTIONS

FOR



G A M E

OF

AGCA
ARCHIVES

COCK ROBIN.

McLOUGHLIN BROS., Manufacturers,
NEW YORK.



G A M E
—OF—
COCK ROBIN.

Any Number of Persons can Play

The pack consists of twelve Picture, or Answer cards, containing the Cock Robin Rhymes, and thirty cards of general answers.

The dealer takes from the pack six or eight of the general answer cards, and places them in the centre of the table. The rest of the cards he shuffles thoroughly, and deals one by one to the players until all are given out. The dealer then begins the game by asking the one on his left the first question—"Who killed Cock Robin"? If the player has the Sparrow card, which says—"I Killed C ck Robin,"

Cock Robin is quite alive, Miss Dove,

Please give me a message
To carry your love.

You are looking so wise, you odd little Wren,

Just tell us what land
Has the wisest of men,

And you, Mr, Thrush,
Come out of your bush,
And for your good name
We'll give you the fame
Of winning the game.



THE GAME OF COCK ROBIN

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If the player has not the proper or correct answer card, he reads and plays a general answer card, and the question passes to the different players in succession, until properly answered.

Whoever plays the proper answer to a question, takes all the general answer cards that may have been played to that question.

Players must bear in mind, that picture cards are the only ones that answer the questions read from the book.

A player unable to play the proper answer, and who has no general answer cards, must draw one from the centre of the table,

Whoever takes the largest number of general answer cards, wins.

Questions to be asked by the Dealer.

1. Who killed Cock Robin?
2. Who saw him die?
3. Who caught his blood?
4. Who will make his shroud?
5. Who will dig his grave?
6. Who will be the Parson?
7. Who will be the clerk?
8. Who will carry him to the grave?
9. Who will carry the link?
10. Who will be chief mourner?
11. Who will bear the Pall?
12. Who will sing the psalm?

Cards to be played in answer.

- The Sparrow.
The Fly
The Fish.
The Beetle.
The Owl.
The Rook.
The Lark.
The Kite.
The Linnet.
The Dove.
The Wren.
The Thrush.

To prolong the game the dealer will read the following verses, and require the players who have given correct answers, to give answers to the queries contained in the lines which correspond with their successful plays.

Bad little birds! telling us a story—
Cock Robin is alive, in all his glory!
And so for your punishment, Mr. Sparrow,
Pay a fine for that story
About your bow and arrow.

*(Whoever played the Sparrow must be required to give a rhyme—
or a riddle—or wish three wishes.)*

I don't think you saw him die, little Fly;
But I tell us now the best sight
That met ever your eye?

(Whoever played the Fly answers, and so on with each verse.)

Cock Robin is all alive, Mr. Fish
What will you choose now
To put on your dish?

Your help is not wanted, you smart little Beetle,
What will you please to sew
With your thread and needle?

Cock Robin is all alive, Mr. Owl;
What will you dig now
With your spade and shovel?

You look wise, indeed, Mr. Reek,
In all your reading
What was the dullest book?

They say you are up before daylight, Miss Lark;
Shut your eyes and tell us
What you see in the dark.

Oh, Mr. Kite if you're afraid at night—
Tell us what you do
First at daylight.

To pay for the story you told, Miss Linnet,
Tell us where your nightcap is,
And how you get in it.

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6. Who will be the parson?	The Rook.
7. Who will be the clerk?	The Lark.
8. Who will carry him to the grave?	The Kite.
9. Who will carry the link?	The Linnet.
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