

DIRECTIONS FOR THE GAME

OF

Farmer Trot and his Family :

Showing how they went to town shopping and gave an account of it when they got home.

There are four character cards and 48 small cards. Four persons play, each taking a character card ; and the 48 small cards are well shuffled and laid on the table, face down.

If more than four persons wish to play, they can do so by taking the *neighbor cards* ; for as the Farmer's wagon was very large, he doubtless had room for some of his neighbors, when he went to town.

Farmer Trot begins by giving some account of things (see page 3), or he may begin immediately with the questions. He says,

* " Well, Dame Trot, where did you go shopping in town ? "

She replies by naming any place that she pleases ; as Milliner, Grocer, Butcher, Dry-goods Store, Hardware Store, Tailor, Shoe Store, Market, &c., &c.

He then asks, " What did you buy ? "

In answer, she turns up a card and names what is on it. If it is something she could not have got at that place, she has evidently told a story, and must

be punished for it—if, for instance, she says she bought a *load of stones* at the Milliner's ; unless she can invent some explanation sufficient. Perhaps the Milliner was tearing down her back kitchen, and so had stones to sell; or perhaps she was digging up the street in front of her house, to keep away some of her customers.

He next asks Dame Trot—"What do you intend to do with it?" (that is, with what she bought.)

If the thing is useless, and she cannot tell what she will do with it, she must be fined for extravagance.

Farmer Trot then asks of the next person the same three questions, in the same manner.

The first one who buys a valuable and useful article at a proper place, and makes very good use of it, wins the game, and takes the part of Farmer Trot. When this happens near the beginning of the game, it is well to remember it, but also to play on through all the small cards, because something better may be obtained by some other player.

For punishment and fines : Sit back to the company—tell what you like best to wear, or to eat, or to see—what occupation you like best—cover your face with your handkerchief—walk round the room twice—recite two lines of rhyme—tell a riddle—tell a story—say something witty, &c., &c.

TO BE READ BY THE DEALER.

Farmer Trot's account of matters.

I was starting off to town this morning very quietly, in my one-horse shay, when out rushes Mistress Dame Trot.

"Oh, Trot," said she, "don't go without me ; I've lots to buy to-day, and I *must* go!"

"Come along my dear," said I. So I unhitched the horse and put him to the little wagon. "This will do for us," said I.

Just then out flies Sallie—

"Oh, father! going to town—I *must* go—got heaps of things to buy!"

Just then out walks John—

"Father, I must go to town to-day; I want a good many things, and can't get along without them."

So I gave a groan and got out, and my Dame got out, and I took the big wagon and two horses ; for I know when Wife and Sallie go to town shopping, not to mention John, it takes two strong horses to bring home all they buy. Their purses might fly back, like feathers on the wind, for never a cent is there left in them.

Now we are all home once more, I should like to know where you all went, and what you all bought. So, Dame Trot, where did you go shopping in town? (He begins the questions as marked *)