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HAPPY HOOLIGAN GAME

Directions for playing

Set the eight figures up on the floor as follows: Happy Hooligan in the center of the back row with Gloomy Gus and the Cop on one side of him and Mr. Dough and Montmorency on the other side. There should be a space of two inches between each figure. Then set Hoiman, Boitram and Foidanand up six inches in front of this row, so that they will be standing in front of the open spaces of the back row.

Each player takes the gun and five corks and standing back ten feet from the figures endeavors to shoot them. At the end of five shots the score is totaled according to the figures knocked over, and the play passes along to the next player. If Foidanand, Boitram or Hoiman are hit and knocked over the player loses 5 points; if Gloomy Gus, Montmorency, Mr. Dough or the Cop are knocked over, the player scores 10 points; Happy Hooligan, score 25 points. The figures must fall over when hit in order to score.

A game consists of five rounds, with each player shooting the five corks at a shot. The figures are set up at the end of each player's turn, that is, after he has shot the five corks.

The player having the biggest score at the end of the five rounds wins the game.

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