

Rules for Zoo A game of Animals

Parker Brothers 1895

Beautiful colored box, with cards also vividly colored



It then becomes the turn of the player from whom he has drawn, to draw from the player on his right and form a pair if possible.

So the game proceeds until all the cards have been paired and thrown aside, leaving the Kitten only.

The player holding the Kitten, which will always be the last card, WINS THE GAME.

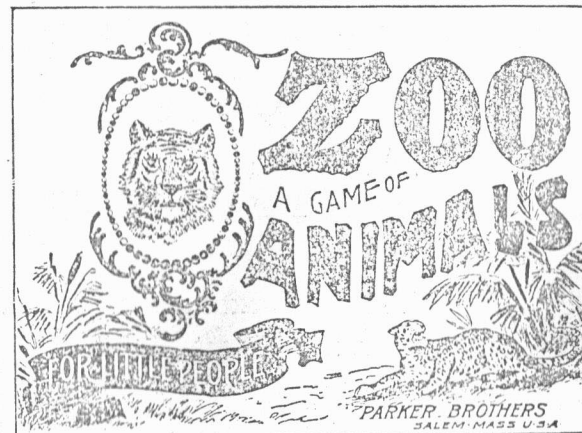
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Send two-cent stamp for Parker Brothers' Illustrated Catalogue of Games.

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If you want good fun for the entire family, buy the Game of "WATERLOO." Children and adults enjoy it thoroughly. Price \$1.25. Ask to see it.

....RULES FOR PLAYING THE GAME OF....



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Salem, Mass., U. S. A.

# THE GAME OF "ZOO."

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There are thirty-five cards in this game, there being seventeen of which there are exact duplicates and one [the Kitten] which has no duplicate.

The game is intended to amuse little children, and is of so simple a nature that it can be played by those who are very young.

In the beginning of the game the cards are well shuffled and dealt, one at a time, to the players until all are distributed.

As soon as the cards are all dealt, each player pairs or matches as many cards as he can. That is, if he holds two Tigers, he puts them together and throws them aside.

The dealer then draws a card from the player on his right, who must hold his cards spread out, but with the backs toward the drawer, so they cannot be seen.

If the card drawn is a duplicate of one the player has in his hand, he puts them together and throws them aside.

If it does not pair with any in his hand, he keeps it.