



BETTY THE COOK.



MATILDA THE NURSE

DIRECTIONS

For Playing the Fuzby Cards.

The Cards with a Phial in the corner represent the Fuzby party, consisting of Old Fuzby, Student, Errand boy, Mrs. Fuzby, and Bottle.

The Cards with a Chicken in the corner are Betty the Cook, John her Lover, James the Waiter, Matilda the Nurse, and Chicken.

The Cards with a Coat in the corner, are Mr. Caudle, Mrs. Caudle, Mr. Prettyman, Miss Prettyman, and Caudle's Sunday Coat.

The Cards with Shears in the corner are Snip the Tailor, Stitchem the Journeyman, Scratchem his Clerk, Nimble the Boy, and Shears.

The Dealer commences the Game by demanding from his right hand neighbor any card which the Dealer does not possess, which if his neighbor has in hand, must be given; he may then call for another, and continue calling until a card is named which he does not possess. The next then takes his turn, calling first for those cards which have been called for and obtained by the first. The players must give attention, which have been called and previously obtained, if possible, by which means the Game is lengthened and made more amusing.

When any player has called all the cards from his right hand neighbor, which expels him from the game, he may then continue to call from the next on the right hand. At the conclusion of the game the conqueror will obtain all four parties united in his possession.