GRANDFATHER'S WHISKERS

THE SIX JIG-TYPE PUZZLES

The backs of the cards comprise six different jig-type puzzles. The cards numbered from 1 to 8 constitute a quite simple puzzle, for the picture is formed merely by placing the cards in a certain order with their edges touching. In the second puzzle group (numbers 9 to 16) the cards overlap.

The remaining groups, numbers 17-24, 25-32, 33-40 and 41-48, become successively more difficult. The last group (41-48), in which Grandfather and his Whiskers are depicted, is the most advanced puzzle of the whole series.

Grandfather's Whiskers

OVER ONE THOUSAND PICTURE COMBINATIONS

The different heads and different bodies can be laid together and in this way over one thousand humorous figure combinations are made possible.

A party of any number of children or grownups can engage in competition to make the funniest figure.

John Waddington Leeds England.

Grandfather's Whiskers

HOW TO PLAY. Any number of players from two upwards can play. The cards are dealt round in the usual manner, faces ipictures downwards. The players must not look at the face side of their cards. The player on left of dealer leads and turns his or her top card face up in the centre of the table. Each player plays a card in turn. Each successive card should be quickly played so that a "body" is fitted to the "Head" on the last card played. The title line "Grandfather's Whiskers" on the back of each card indicates the half containing a "body".

The object of the game is to be first to call when Grandfather's Whiskers are fitted to Grandfather's head. If the Whiskers come under the counterpane they are IN. If they come outside the counterpane they are OUT.

The first player to cry "IN" or "OUT," whichever is appropriate, takes all the cards in the pile

But should anyone cry "IN" when Grandfather's Whiskers are above the counterpane, or "OUT" when they are below the counterpane, he pays a forfeit of a card to each of the other players.

The winner is the player who accumulates all cards in his or her hand.

donated 2001 by Anne William