

# THE GAME OF MONKEY SHINES

## DIRECTIONS

This game may be played by any number, from two to seven players, the "more the merrier."

The cards consist of seven sets of four cards each. Select same number of sets as there are players. Discard other sets. The cards are then thoroughly shuffled and dealt, one card at a time, face down. Each player takes his cards in hand and the dealer, after matching up his similar cards, passes one card which does not match to the player on his left. That player does likewise, the object being for a player to get four cards of a set. As soon as a player gets a complete set, he makes the sound, or other action as shown on his cards. For example: he "crows" like a rooster, or "scratches his ear," etc. As soon as one player performs such action, the other players immediately perform the same action, the last player to do so being presented with a "Monkey Ticket" by the dealer. One ticket makes a player "part monkey." Two tickets make him two-thirds monkey." When a player gets three "Monkey Tickets" he is the "Monkey" and the game is ended.

Of course no one wishes to be a "monkey" so the players strive to be the first to imitate the player who has a full set. Any player making one of the noises shown on the cards or scratching himself, etc., before securing the full set which entitles him to do so is penalized by one "Monkey Ticket."

After one player gets a "Monkey Ticket" the cards are again dealt by the next player to the left of the first dealer.