Object of the Game:
To feed Hungry Henry with the Playing Pieces and to be the first player to have no Playing Pieces left.

Materials:
Hungry Henry (bird and perch), and 24 Playing Pieces (Bottle caps, Wrenches, Clocks, Bolts, Fish, and Coins)

Preparation:
Place Hungry Henry where he is in easy reach of all players. Each player should take a bottle cap, a wrench, a clock, a bolt, a fish, and a coin. Before beginning the game, make sure each player has the same amount and the same kind of playing pieces.

The Game:
One player is chosen to go first. Play passes to the left. Each player on their turn must feed Hungry Henry with one playing piece of their choice. While feeding, the player cannot touch or hold Hungry Henry with their hand. The player can only move Hungry Henry to face them before feeding. The player will have to select their playing piece carefully so they don't unbalance Hungry Henry while feeding him. If the player fails and Hungry Henry tips forward and drops some or all of the playing pieces from his bill, the player must take them and add them to any playing pieces they may have left. Also the player must take any playing pieces that may fall out if they turn Hungry Henry to face them at the start of their turn. Whenever a player places a playing piece in Hungry Henry's bill and only that piece drops back out, the player must continue on the same turn. The player must continue trying to feed Hungry Henry the playing piece until it remains there or falls out together with one or more pieces or remains there and only other pieces fall out. After the player succeeds in either placing one playing piece into Hungry Henry's bill, or has to take one or more playing pieces which drop from Hungry Henry's bill, the player's turn is over.

Winning the Game:
The first player to get rid of all their playing pieces is the winner!