

Other Popular "All-Fair" Games

AUTO RACE

The most popular game in America.

JUNIOR AUTO RACE

For younger children—tots as young as three can play it.

TOON-IN RADIO GAME

All the thrills of radio with none of the static.
Great fun.

X-PLOR-US

Across the continent by airplane. Thrilling.

ZIPPY-ZEPPE

They are all "up in the air" about this game.

TUTOOM

What sport to go travelling on a donkey!

BINGO

Shooting at wild animal targets.

PON-E-RUN and CHECKERS

A combination game for every member of the family.

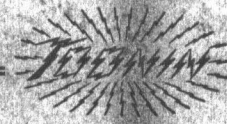
STRIKER-OUT

A new baseball lotto game for parties.

*Buy them from your favorite Toy Department
or write us*

ALDERMAN, FAIRCHILD CO.
ROCHESTER, N. Y.

PRINTED IN U. S. A.



The Toon-In Radio Game

A Game That Everyone Likes

TOON-IN is a new Radio game, but it is unlike your regular radio set because these Toon-In loud speaking sets give programs at any time of the year. You know that your home set must be used during the fall and winter seasons. Of course these little horns do not actually make sounds, but if you are fortunate, you will be able to tune in on stations in far-off cities.

There are six Radio horns (referred to as "Loud Speakers") and each represents a popular make radio set or circuit. The game board shows the most important broadcasting stations in the world. These little "Loud Speakers" move on the game board by throws of the lettered cubes. At the beginning all players place their loud speakers on "Tune in to get Arlington." The object of the game is to get around to "Arlington Winner" ahead of the other players.

DIRECTIONS FOR PLAYING

The Fun Game for Children

Six children can play this game and each must move his own loud speaker. Any player may start and each one throws the *six cubes* in turn (using throwing cup). Each player's loud speaker advances a number of spaces according to the INITIALS FACED UP. (In case three C's, two R's and a D come up, the Crosley set would go to St. Louis, the Radiola set to New York and the DeForrest set to Schenectady. Other sets would remain at the "start.")

Every player's loud speaker advances on all throws of the cubes, when his letter falls FACED UP.

If a loud speaker lands on Philadelphia, Omaha or Chicago, player should follow instructions shown on the game board.

For a player to win he must throw the exact number to reach "Arlington Winner." *For example*—If he is on W. W. J. Detroit it is necessary for him to have just one of his letter on a throw of the cubes.

TOON-IN RADIO GOLF

The Latest Sport for Grown-Ups

The golf course of the radio fan is an invisible substance occupying all space. It is known as the ether.

Everyone with a radio set and Toon-In Radio game can play Radio Golf. The goal is to turn in on your regular Radio set as many as possible of the stations listed on the Toon-In Game

Board, in order, beginning with W. G. Y., Schenectady. Your progress may be indicated by advancing the toy loud speakers to a station after you have received it.

Radio Golf has its hazards and "breaks of the game" just the same as regular golf. They are caused by interference of all sorts, fading static, commercial land stations, amateur transmitters and even lightning. In the still watches of the night the radio golfer sits before his set turning the dials to bring in different wave lengths. As he picks up a station he sits quietly awaiting for the announcer to give the call letters. Then he turns the dials hunting for the next city on the "Toon-In" game board.

You will find many aggravating incidents in Radio Golf which are just as bad as losing a regular golf ball. We are helping by giving you Toon-In city wave lengths and power watts.

CALL SIGNAL	STATION	POWER WATTS	WAVE LENGTHS
W. G. Y.	Schenectady	1,000	380
W. E. A. F.	New York	1,000	492
K. S. D.	St. Louis	500	546
W. D. A. R.	Philadelphia
W. H. B.	Kansas City	500	411
W. S. B.	Atlanta	500	429
N. A. C.	Boston
W. O. A. W.	Omaha	500	526
K. H. J.	Los Angeles	500	395
W. O. C.	Davenport	500	484
K. Y. W.	Chicago	1,000	536
W. G. M.	Chicago
W. Q. J.	Chicago	500	448
W. O. R.	Newark, N. J.	500	405
W. T. A. M.	Cleveland	1,000	390
K. D. K. A.	Pittsburgh	1,000	326
W. W. J.	Detroit	500	517