

4 1 8 2

B A R N E Y G O O G L E A N D S P A R K P L U G G A M E

They're at the post! They're off! SASSY SUSIE is over the fence! SPARK PLUG broke his leg. He's out of the race. Off to the glue factory with him!

Now they're neck and neck!

Who's in the distance? BARNEY GOOGLE. They meet. Assistance to SPARK PLUG! Home they go two jumps at a time!

SASSY SUSIE is in the lead. Who's with her? COLONEL PLOP.

They're under the wire! Who wins? Who knows?

And so the race goes on, round and round the track, time after time, and if your favorite wins you dine beneath the soft lights and to the slow music, but if you lose---"Good Night!"

The game is for two or four players. If two players play the game, one plays Spark Plug and Barney Google, the other player plays Sassy Susie and Colonel Plop. If four players play each one plays a single figure, and the players playing Barney Google and Spark Plug are partners, and those playing Sassy Susie and Colonel Plop are partners.

The implements for the game consist of a board and four figures, one representing Spark Plug; one Barney Google, his owner; another figure representing Sassy Susie and her owner, Colonel Plop.

There are two cups and two dice. The players start the game, each shaking one dice (Sic), and the one making the lowest throw takes the characters of Spark Plug and Barney Google (or if four play, his partner takes Barney Google). He also has the pole or inside of the track, and plays first.

After deciding who has the first play, the dice is (Sic) thrown and the horses move forward as many spaces as the number thrown. The play then goes on in turn.

At the second play, the player who is representing Spark Plug shakes the dice and this time moves Barney Google backward on the track, or in the opposite direction from which the horses start as both the owners intend to run backward on the track to see their horses come in, meet them if possible, and give them some assistance. Thus the play goes on, one turn moving the horse, the next turn moving the owner.

If either horse lands on the space marked "Over the Fence" by exact throw, he has jumped the fence and run out into the field, and is therefore delayed in making the circuit of the board.

If Spark Plug lands, by exact throw, on the space marked "Spark Plug" to the glue factory (Sic) he has broken his leg, and is out of the race, and the race goes to Sassy Susie.

If Spark Plug lands on the space marked "Spark Plug" at the home stretch he takes the route on which there is (Sic) fewer number of spaces, and goes home that way.

If Barney Google or Colonel Plop on their trip backwards on the track land on the same space with their own horse, or if their horse moves and lands on the same space on which they rest, the owner then moves with his horse towards home, and each throw of the dice that is made is doubled. This is the assistance the owner is giving his horse by meeting him on the track.

Players may occupy the same space at the same time, and this in no way interferes with their race.

The first horse to get on the space marked "Hay" wins the game. It is not necessary to get an exact throw to get on the "Hay" but any throw that brings the player on this space or across it, Wins.

The race may be once around the track or two or more times around at the option of the players. If the race is more than once around, the space marked "Hay" is counted "1" as an ordinary space except on the finishing round.

M I L T O N B R A D L E Y C O M P A N Y, S P R I N G F I E L D, M A S S.

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