

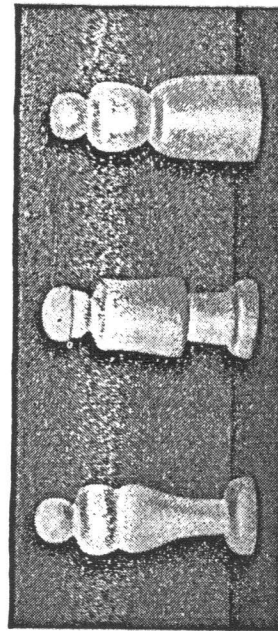
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THE GAMES OF RAGGEDY ANN

: Two Games in One :

GAME OF RAGGEDY ANN, RAGGEDY ANDY AND BELOVED BELINDY

For Two, Three or Four Players



RAGGEDY ANN
RAGGEDY ANDY
BELOVED BELINDY

Implements: Each player uses three of the playing pieces, of one color, representing Raggedy Ann, Raggedy Andy and Beloved Belindy as pictured above; one die, and that side of the playing board which has an inner row of spaces, colored red, with four hexagonal spaces showing interesting adventures and an outer or marginal row of spaces full of wonderful adventures.

OBJECT OF THE GAME

Each player tries to be the first to move RAGGEDY ANN, RAGGEDY ANDY and BELOVED BELINDY from the "Home Play Room" around the board, meeting with many wonderful adventures on the way, and back into the "Home Play Room."

TO PLAY THE GAME

1. Players throw the die in turn and the one throwing the highest number plays first. The player throwing next to the highest number plays second and so on.
2. Each player selects three figures of the same color, representing RAGGEDY ANN, RAGGEDY ANDY and BELOVED BELINDY.
3. The first player places one of his figures in the "Home Play Room," throws the die and moves his figure to the right the number of spaces indicated, counting the corner space of his own color as one.
4. The next player places one of his figures in the "Home Play Room," in center of board, throws the die and moves his figure in the same manner.
5. The other players follow in turn. Play continues in this manner, throwing the die and moving the figures in turn.
6. If the first player has moved his first figure around the board and into the "Home Play Room," or onto the corner space of his own color, he may start his second figure as he did the first.
7. If a player has moved his second figure, as he moved the first figure, he may enter his third figure and play as he did the first and second figures.
8. The game is won when one of the players, observing the rules of the game, first succeeds in moving all three of his figures back into the "Home Play Room."

RULES OF THE GAME

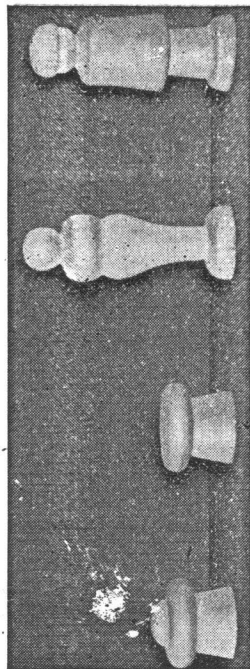
1. A player must move his figures around the board, either over the red spaces, or around the marginal spaces, at least once, before entering the "Home Play Room."

2. The "Home Play Room" must be reached by an exact count. If a player throws a number greater than the number required to reach "Home," he must move his figure to the corner space of his own color and make no further move until he throws number one.
3. If a player's figure stops on an hexagonal space, he may have *two throws on his next turn*. His first throw indicates the row of spaces over which he must move. The second throw indicates the number of spaces he is permitted to move.
4. If a player's throw indicates a row of spaces leading from an hexagonal space in the inner row towards the outside row, he must continue to move towards the outside row *unless* he stops on an hexagonal space, and, on his next turn, throws a row number permitting him to move in some other direction.
5. If a player, with a figure on an hexagonal space, throws a number for which there is no row of spaces, he loses his turn.
6. A player with a figure on an hexagonal space of the inner or red row of spaces throws a number one, he must, on subsequent turns, move until he reaches any one of the corner spaces of the "Home Play Room," and thence back in the opposite direction, *except* when the corner space is of his own color.
7. If a player's figure stops on a space containing the tail of an arrow, he must, on his next turn, move in the direction indicated by the arrow and continue to the marginal row of spaces, *unless* he stops on an hexagonal space.
8. When a player reaches the marginal row of spaces, he must move to the right. If he stops on a space containing the tail of an arrow, on his next turn, he must move by the shortest row of spaces to regain the red row of spaces.
9. Hexagonal spaces count as one space.
10. Player's figures may pass each other or stop on the same spaces at the same time.

MILTON BRADLEY COMPANY
Springfield, Massachusetts

THE GAME OF RAGGEDY ANN, RAGGEDY ANDY OR THE RESCUE OF THE FRENCH DOLL

For Two, Three or Four Players



CAMEL

HORSE

RAGGEDY
ANDY

RAGGEDY
ANN

Implements: Four sets (one set each of four colors) of four wooden figures representing Raggedy Ann, Raggedy Andy, the Camel with the Wrinkled Knees and the Tired Old Horse — as illustrated.

THE PLAYING BOARD

The playing board is divided into four sections, in the corners of the board, and a large circular section in the center. Each section contains three wheels, numbered 1, 2 and 3, each with sixteen spaces. Four of these spaces in each wheel in the first section are Red. In the second section Yellow and in the third section Orange and in the fourth section Green. These spaces indicate the player's colors.

The circular section in the center of the board has sixteen (16) spaces and a picture of the Jumping House Boat.

OBJECT OF THE GAME

Each player tries to be the first to move all four of his figures (ANN, ANDY, Camel and Horse) around the spaces and into the Jumping House Boat, following all of the rules very carefully.

TO PLAY THE GAME

1. Each player throws the die and the player throwing the highest number plays first. The player at his left plays second and so on, the turns always passing towards the left.
2. Each player selects a section of the board containing the wheels numbered 1, 2 and 3.
3. The player taking the section with four Red spaces in each wheel selects four figures representing RAGGEDY ANN, RAGGEDY ANDY, the Camel with the Wrinkled Knees, and the Tired Old Horse.
4. The other players select four similar figures matching the colored spaces in the wheels of their sections.
5. The first player places RAGGEDY ANN on any blank space in the first wheel of his section. (Rule 1). He then throws the die and moves RAGGEDY ANN, in either direction around the wheel, the number of spaces indicated by his throw, trying to stop on a colored space. (See rule 5.)
6. If RAGGEDY ANN stops on a colored space, she remains there and the player puts RAGGEDY ANDY on any blank space, throws the die, and moves him around the wheel in the same manner.
7. If any figure fails to stop on a colored space, the turn passes to the player on his left who places his figures, one at a time, on any blank space on his wheel numbered one and plays as the first player did.
8. All players move RAGGEDY ANN and RAGGEDY ANDY until they stop, each on a colored space. (See rule 2.)
9. When RAGGEDY ANN and RAGGEDY ANDY have stopped on colored spaces in the first wheel, they are placed, one at a time, on any blank space of the wheel numbered 2. (See rule 1.)
10. They are moved as in the first wheel but, in this second wheel, the Camel with the Wrinkled Knees and the Tired Old Horse must also be entered and all figures moved until all four have stopped on separate colored spaces.
11. The four figures are entered, one at a time, on any blank spaces in the wheel numbered 3 and moved as already directed. (See rules 1 and 5.)

12. When all four figures have stopped on colored spaces in the third wheel, they may be entered, one at a time, on the Blue space of the central section and moved around the circle as in the wheels 1, 2 and 3, until they move into the Jumping House Boat over the Red space by an exact count. (See rule 5.)

13. The first player able to move all four figures into the Jumping House Boat, following all the rules carefully, wins the game.

RULES

1. Players must enter their figures on the blank spaces before throwing the die.
2. Figures must stop on separate colored spaces in wheels 1, 2 and 3 before they can be moved to the next wheel.
3. Figures may pass each other or stop on the same space.
4. Whenever a player moves a figure to a colored space or into the Jumping House Boat he may *immediately have another turn*.
5. Moves may be made either forward or backward or a player may count part of the throw in one direction and the remainder in the opposite direction. For example: A player enters RAGGEDY ANN on the second blank space of a wheel and then throws four. She may be moved 3 spaces in either direction and then one space in the opposite direction, stopping on a colored space, if it is not occupied already.
6. If a figure stops on the Red space of the central section on the board, it cannot then be moved until the player throws number *one*, thus permitting it to enter the Jumping House Boat.

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