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Uncle Wiggily's New Airplane Game

By *Howard R. Garis*

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THE STORY

That old rabbit gentleman, Uncle Wiggily, after many games and adventures, bought a farm and grew some carrots. He used to take his carrots to market in a wheelbarrow, but one day, over the radio, he heard that airships were much faster than wheelbarrows, so he bought himself something with which he could fly in the clouds.

"Now I shall get to market much more quickly with my carrots," said Mr. Longears with a twinkle in his pink nose.

So here we have a playing board to represent the country over which Uncle Wiggily flew from his carrot farm to the market where he sold his yellow vegetables. But the rabbit had as many adventures in his new airship as he did when hopping through the woods to cure his rheumatism at Dr. Possum's office. There were storms, water-spouts and he fell into tail spins and once had to jump in a parachute.

The moves are made by drawing cards. There are 105 white cards, each one telling you how many miles to hop Uncle Wiggily through the air. There are 35 red cards, which may move Uncle Wiggily ahead or perhaps delay him for a turn or two, all according to luck.

The air path, from Uncle Wiggily's farm to the market is marked by sign boards each containing a letter instead of a number. And when these letters are separated into words, beginning at the farm, they spell out a funny little verse. See if you can write it down after the game.

RULES

The new Uncle Wiggily game may be played by two, three or four. Each colored piece of wood is an Uncle Wiggily rabbit which you must fly along according to the directions on the cards you draw. Any number of Uncle Wiggily rabbits may be on the same sign board space at the same time.

Separate the red cards from the white ones, and place them with the printed sides down, in two piles in the middle of the table. Decide who is to play first and take turns around. Do whatever the cards say. If you draw a white card that tells you to take a red card, do that, and follow the directions on the red card.

When you move your Uncle Wiggily along, and get to a sign board that is at a thunder storm, an airpocket, a tail spin or anything like that, you must do whatever you are told to do at these places, go ahead, go back or lose some turns.

As you draw the white or red cards and read them and make your moves, place the cards in separate piles in front of you, printed side down, ready to be used over again. If all the cards are drawn and no one has won the game, shuffle them, put them in two piles in the middle of the table again, and keep on playing.

Whoever first gets his or her Uncle Wiggily into the MARKET wins the game. When you are close to the market, say on sign board B or U, it is necessary to draw a card with the EXACT number of miles on in order that you may go out and win. If you were on B you would need 4 miles to go out, and if you drew a card of 5 you couldn't use it, though if you drew a 1, a 2 or a 3 you could use those.

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