

DIRECTIONS FOR PLAYING

LITTLE BO PEEP

For two, three, or four players

LITTLE BO PEEP has lost her sheep and you must help to find them.

The equipment consists of twelve cards of different color, picturing white sheep and one black sheep. There are four LITTLE BO PEEP counters with different colored bases.

The object of the game is to collect one's white sheep and then to reach the black sheep first. The player who gets the black sheep wins the game.

To start the game, each player selects the color of the LITTLE BO PEEP marker he wishes and places this in the same colored starting pen. The same colored cards picturing sheep are placed in the correct squares about the board, and the black sheep is placed in the circle in the center of the board.

To start play each player spins the dial. The player with the highest number starts.

A player may take any path he wishes to reach his sheep. If he lands by exact count on any penalty or reward spot, he is to follow instructions.

As a player reaches one of his sheep, he need not land on these squares by exact count, but his turn ends at that spot and he must await his next turn to progress.

As each sheep card is reached the card is to be placed in the player's pen.

After a player's four sheep have been penned, the player then attempts to win the game by reaching the black sheep first.

This is the only sheep that must be reached by exact count to be taken.

NATIONAL GAMES INC.
WEST SPRINGFIELD, MASS.

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