



GAMES MY CHILDREN LOVE BEST OF ALL

Six New Card Games

1. The House That Jack Built
2. The Three Bears
3. Little Red Riding Hood
4. Animal Fair
5. The Old Woman and Her Pig
6. Defenders of the Flag

Ten New Board Games

1. Treasure Island
2. Cinderella
3. Alice in Wonderland
4. Santa Fe Trail
5. This Little Pig Went to Market
6. My Black Hen
7. Hey Diddle Diddle
8. Simple Simon
9. Heart and Arrow Game
10. The Bluebirds

Eight New Puzzle Games

1. Little Boy Blue
2. Little Jack Horner
3. Humpty Dumpty
4. Jack and Jill
5. Simple Simon
6. Little Tommy Tucker
7. Little Bo Peep
8. Little Miss Muffet

NOBLE & NOBLE, Publishers
76 Fifth Avenue, New York

SIMPLE SIMON

By Arslina Hauk and Grace Hauk Gilman



FOR ANY NUMBER OF PLAYERS (UP TO TEN)

OBJECT OF THE GAME is to try to pin the goldfish on Simple Simon's hook after you have been blindfolded.

TO BEGIN, cut out the picture of Simple Simon and all the little goldfish. Pin the picture of Simple Simon on the wall, low enough so that all the players can reach it. Each player takes a goldfish and puts a pin through the little circle marked on the fish's mouth. Then the person who has the goldfish with the lowest number on it, is blindfolded, put in the middle of the room, and turned around several times. Finally he is stopped, facing Simple Simon.

He must now advance with his goldfish held out in front of him and pin the fish to the first spot he touches. The player who has the next lowest number takes the next turn, etc.

THE GAME IS ENDED when everybody has taken a turn. The one who comes nearest to putting his goldfish on Simple Simon's hook, wins the game. (A prize could be given to the winner, and a booby prize to the one who pins his fish farthest away.)

NOBLE AND NOBLE, Publishers
New York

HEART AND ARROW GAME

FOR ANY NUMBER OF PLAYERS
(UP TO TEN)

By Arsina Hawk and Grace Hawk Gilman
Copyright 1922 by Noble and Noble

This "Heart and Arrow Game" provides a jolly way to arrange partners for a dinner, game or dance. It would be specially appropriate to play at a Valentine party, though usable at any time of the year.

OBJECT OF THE GAME, to pin an arrow within one of the white hearts after being blindfolded.

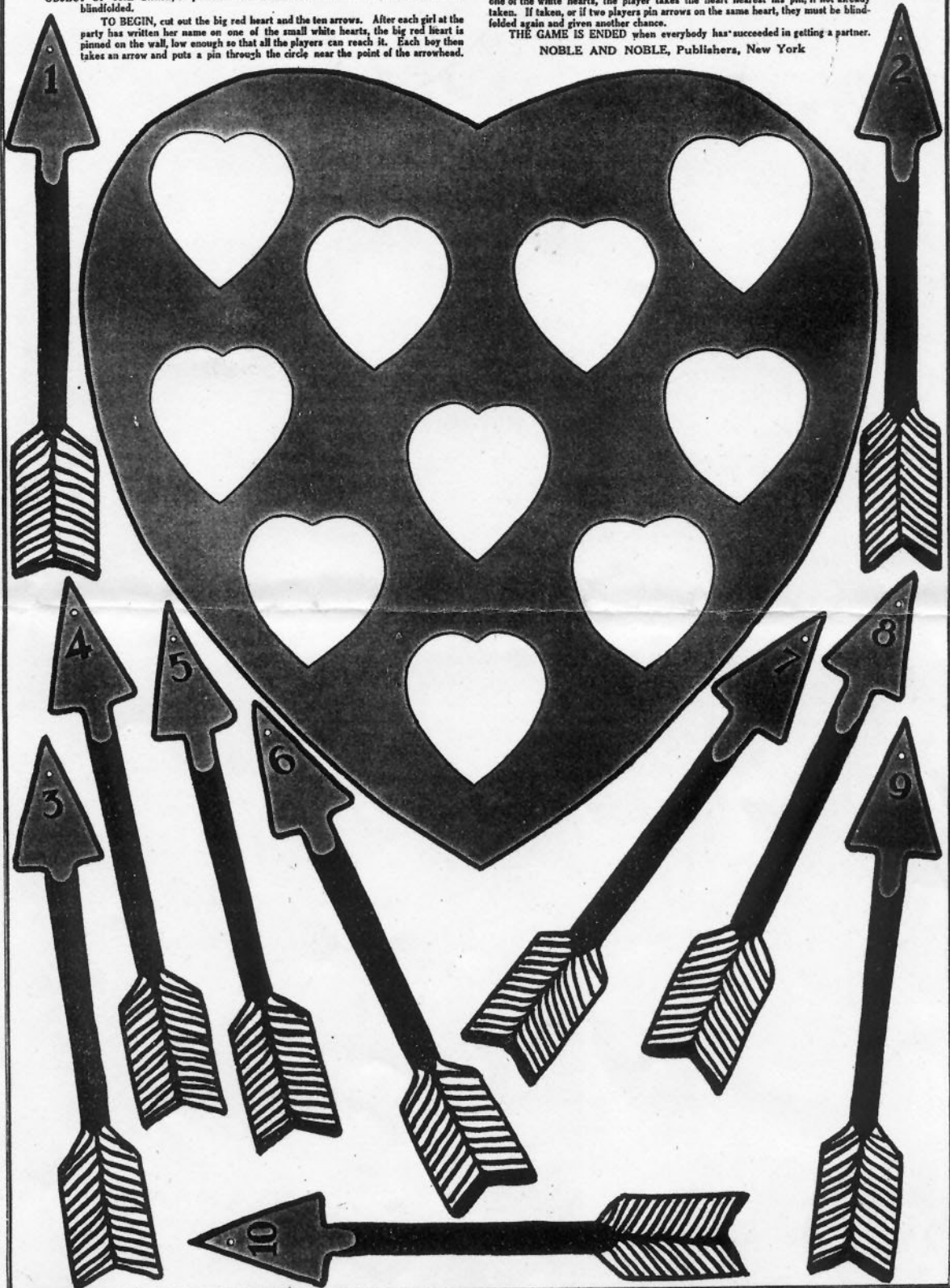
TO BEGIN, cut out the big red heart and the ten arrows. After each girl at the party has written her name on one of the small white hearts, the big red heart is pinned on the wall, low enough so that all the players can reach it. Each boy then takes an arrow and puts a pin through the circle near the point of the arrowhead.

the room and turned around several times.

Finally he is stopped, facing the heart. He must now advance with his arrow held out in front of him and pin the arrow to the first spot he touches. If the pin is within one of the white hearts, his partner is the person whose name appears on that heart. The boy who has the next lowest number takes the next turn, etc. If the pin is not within one of the white hearts, the player takes the heart nearest his pin, if not already taken. If taken, or if two players pin arrows on the same heart, they must be blindfolded again and given another chance.

THE GAME IS ENDED when everybody has succeeded in getting a partner.
NOBLE AND NOBLE, Publishers, New York

Then the person who has the arrow with the lowest number on it is blindfolded, put in the middle of



BLUEBIRDS

By Arsina Hawk and Grace Hawk Gilman
Copyright 1922 by Noble and Noble

FOR TWO TO TEN PLAYERS

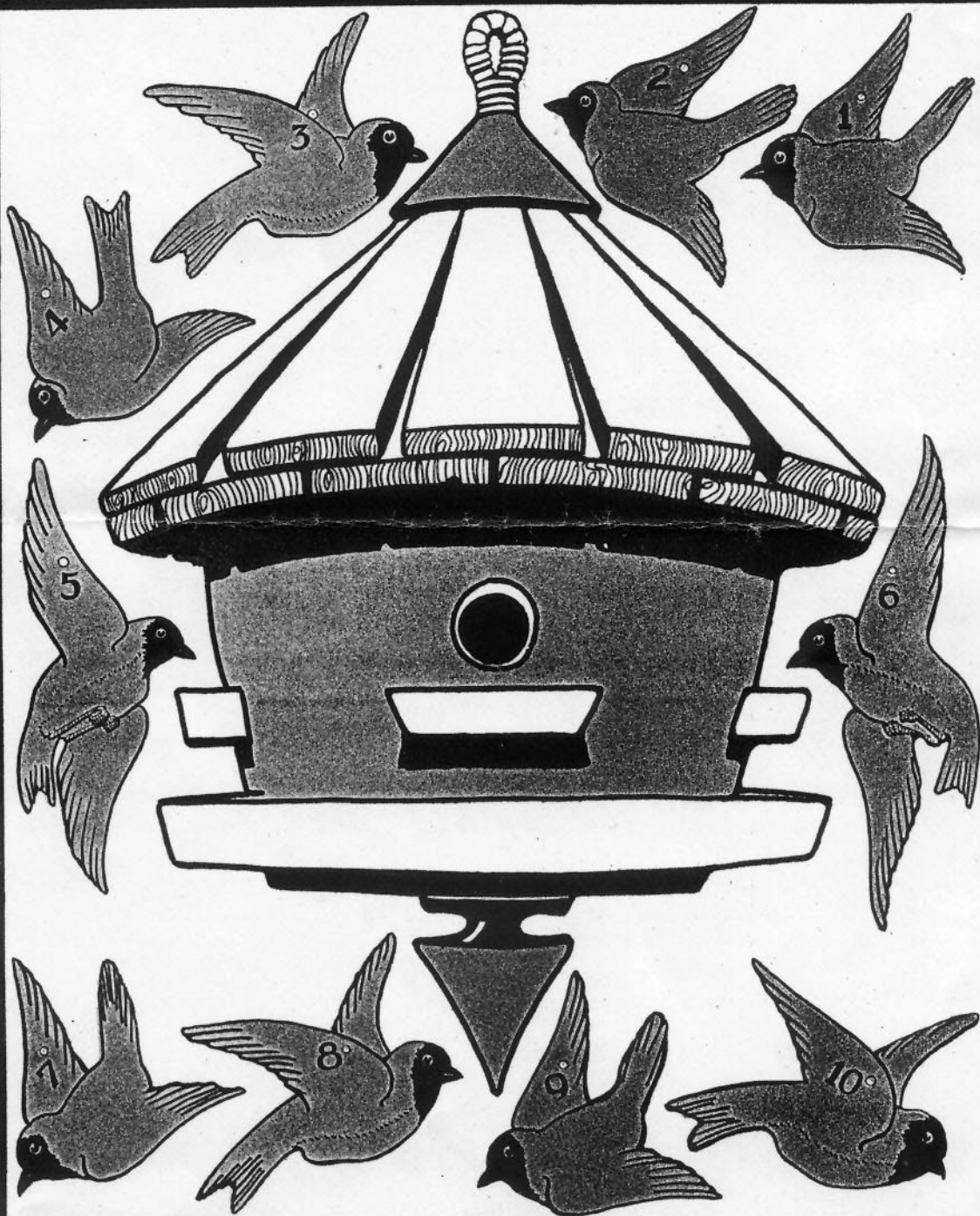
OBJECT OF THE GAME is to help the bluebirds fly to their bird-house.

TO BEGIN, cut out all the little bluebirds of happiness and their bird-house. Pin the bird-house on the wall, low enough so that all the players can reach it. Let each take a bluebird, and put a pin through the little circle marked on its wing. Then the person who has the bluebird with the lowest number on it, is blindfolded, put in the middle of the room and turned around several times. Finally he is

stopped, facing the bird-house. The player must now advance with his bluebird held out in front of him, and pin the bird to the first spot he touches. The player who has the next lowest number takes the next turn, etc.

THE GAME IS ENDED when everybody has taken a turn. The one who comes nearest to putting his bluebird in the bird-house, wins the game. (A prize could be given to the winner, and a booby prize to the one who pins his bird the farthest away.)

NOBLE AND NOBLE, Publishers, New York



**START
HERE**

**The Rabbit
Hole**

Use
the numbered
circles as
spaces

The Queen's Croquet Grounds
My! What funny croquet!

The cat
looks at
a king.

THE END

**The Mad
Tea Party**
Wait one
turn and
drink
tea.

**The Lobster
Quadrille**
Very queer
and
interesting
Go ahead
2 spaces

Alice gives her
evidence and wakes up

She
takes
some
orange marmalade
Go back 2 spaces

The Cheshire-Cat.
Go to Tea Party
at the Hatters House

Advice from the
Caterpillar.
Take one
more
turn.

You're
doing fine.
Go ahead
4 spaces.

The Caucus Race

Go
ahead
6 spaces.

Alice gets
the wainslide
back on the
shelf
fall
down 2
spaces

You
fall down.
Go back
3.

You're
too hot.
Wait one turn
and cool
off.

Good
Start.
Go ahead
3 spaces

The Duchess

Wait one turn
till you get
the pepper
out of
your
nose.

**In the
Rabbit's
House**
Wait one turn
till you grow
small.

**The Pool
of Tears**

Wait here and
swim about
for 2 turns

The Long Hall

She falls
on a bed
of leaves.
Go ahead 3

Key unlocks
tiny door.
Go ahead
2 spaces

Alice gets
too little.
Go back
1 space

Alice gets
too big.
Go back
1 space.