## , STORY OF

## Little Red Bushy Tail

A TRIP THROUGH ANIMAL LAND



Directions for Playing the Game of Little Red Bushy Tail will be found on pages 12 and 13

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AGCA ARCHIVES



pretty Red Squirrel who lived with his brothers and sisters in a tiny Red House a few minutes' walk from the center of the little village of Bushyville. He was very fond of travelling all over Animal Land, the country in which he lived.

One day about — years ago he started out with — of his friends and neighbors to see the world. Old Mr. Bunny, his next-door neighbor, was there to see them off.

With him went Pop Dobbin, the horse who had lived in Dobbinville for about —— years, and who, when a young colt, could trot — miles in —— minutes.

There was also Ducky Ding Toes, the big black Duck, who had —— little ducklings all her own, and Bob-Tailed Bo-Bo and his brother, two little Fox Terriers who always barked —— times whenever anyone spoke to them.

Then there was Goosey-Goosey-Gander who, when she went walking, always took her ——



LITTLE RED BUSHY TAIL



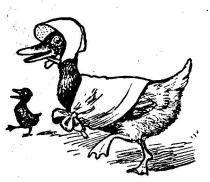
OLD MR RUNNY



POP DOBBIN

little goslings along with her. There was also Billy Goat who wore a white coat. He was always hungry and ate —— meals a day. Then came Tabby Cat, whose eyes were as bright as —— stars.

There was Cock-a-Doodle-Do who always crowed ——times before he had his breakfast. There also went Wise Old



DUCKY DING TOES

Sleepyhead, the big white Owl, who used to go to bed in the day-time at — minutes past —, and would not wake up again until — minutes past —.

There was Bobby Whiteface the new calf who was born about— months ago, and Polly Red Feather the big red Parrot who, when he The one reading the story and the players in their turn move their pieces along the road according to the number they draw. Continue playing until one player has covered the whole course, the one arriving first at Bushyville WINNING THE GAME.

## NOTE: -

- 1. Two or more pieces may occupy the same space at one time. Should the game be won before the story is finished, the reader continues the story until completed, but no moves are made by the players. If, however, none of the players reach Bushyville when the story is finished, the player who is nearest to Bushyville WINS.
- Should the numbered cards run out before the game is finished, the cards in the box (which have already been played) are shuffled and re-dealt.
- 3. The game might be made more interesting by all the players completing the trip, to see who would be the second, third and last to reach Bushyville.



RASTUS COON

MOSE MUSKRAT



## DIRECTIONS FOR PLAYING "Little Red Bushy Tail"

For Two, Three or Four Players

Place the board in the center of the table, the players sitting around it. Shuffle the numbered cards and deal one to each player until all the cards are dealt. Each player places them in front of him, face down, and as his turn comes he draws the top card.

Each player selects a wood piece and places it on the space marked Bushyville. Then each player draws a card from his pile, and the one drawing the highest number is appointed reader and also plays first. The play goes to the left. After each card is drawn it is placed in the box on the table. The reader now starts to read the story of "Little Red Bushy Tail" and when coming to a "dash," he, being the first player, draws his top card, reads aloud the number and moves his wood piece as many spaces along the road as the numbered card indicates. He continues reading the story, and when coming to the next "dash," the player to his left draws his top card and moves his piece along the road as many spaces as the number on the card shows.

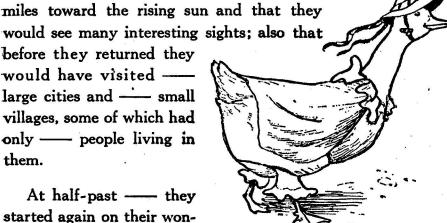
was asked how old he was, would always say in a loud voice. "I am — years old." Maggie Cluck, who laid — eggs every day, was there too, also Willie the Weasel.

Then there was Sammy Silvertail, the little Fox, who used to run away and be gone — days at a time. Scotty, the little Scotch Terrier, who was the youngest of -, and Clarence the jazz bear were there too, along with Rastus the Coon and Mose Muskrat.

Soon after they had started on their journey, Little Red Bushy Tail made a speech to them which lasted nearly minutes. He told them that they were to travel. miles toward the rising sun and that they

before they returned they would have visited large cities and --- small villages, some of which had only — people living in them.

At half-past — they started again on their wonderous journey. They had





BILLY GOAT

taken along with them to eat —— lbs. of beefsteak and —— carrots, and —— chestnuts, and —— bags of bird-seed, and —— bags of oats, and —— cabbages, and —— bales of hay, and numerous other goodies. They had not left their homes over —— minutes when Little Red Bushy Tail said that he forgot to bring the —— bottles of drinking water. He immediately scampers off to the nearest farmhouse and within —— minutes returns with the bottles.

They all start off again, now feeling very happy, but when they have gone about — miles further, a big thunder storm comes up and lightning strikes within — feet of little Bo-Bo, who barks — times and then runs away as fast as his short legs can carry him.

The thunder sounds like — big bombs going off all at once. They all run under — trees which are about — feet away. After waiting about — hours the sun comes out — times as bright as before the storm, so they venture out once more on their trip.

After going - miles through a forest, which was

At the right of them, down a short lane, they see, to their surprise, Squirrel Center railway station. In high glee they turn their steps in that direction and soon reach the station.



They enquire of the agent there when the next train leaves for Bushyville, and he tells them that there is one at — minutes past —. Tickets are bought, and soon they hear the whistle of a locomotive blow — times, and a train of — cars pulls into the station. They all climb aboard, and shortly after starting, the conductor comes through the train. Then poor little Bushy Tail, to his horror, discovers that he has lost his tickets as well as his pocket-book. He looks around, and about — seats behind him he sees his friend Old Mr. Bunny who gladly loans him a — dollar bill, which is quite sufficient to pay all the fares.

The train is — minutes late in reaching Bushyville, but all are glad to get home again, as they have been away for — days.

They give — cheers for Bushy Tail (players cheer) and say that their little trip was the best ever.

THE END.



OLD SLEEPYHEAD

past — they return to the garage, where it is found that — repairs are necessary to the airplane's engine. As it will take — hours and — repair men to make these repairs, and as it is now getting late, Bushy Tail says, "We must start for home before it gets dark." They then bid good-bye to their friends

and start walking along the road. All at once Little Red Bushy Tail begins to get anxious and wonders if they are going in the right direction, when to his delight he sees a sign-post marked "Bushyville — Miles."

They continue on their way and before very long they come to a trolley line. In about — minutes a trolley car appears, marked "Bushyville," and the little party gets aboard. They have not gone far, however, when Bushy Tail discovers that — of the little folks are missing, so the others get off the car and walk back — rods, where they find — of the missing ones sitting on a big log beside the road and — of them fast asleep.

times as dark as midnight, they come to an opening and see — automobiles waiting to take them on their journey. Each auto can carry — of the party, so all are taken care of.

One of the autos has a — on the front, which means that it can



TABBY CAT

travel — miles in — hours. It is — times as big as a Flivver and goes — times as fast.

They reach the next village about — o'clock and all go to the little hotel, where they get — rooms in which to sleep. They have supper, and Little Red Bushy Tail says that they all eat as if they were — times as hungry as — bears.

After travelling for — days, it happens that one night about — o'clock Little Red Bushy Tail is awakened by Bob Tailed Bo-Bo who says, "Get up, there are — little dogs down stairs to see you!" Bushy Tail runs down — stairs at a time and bumps right into — little dogs and asks them

what they want. In answer, — of the dogs start barking all at the same time and ask Bushy Tail if they may also join the party. "Yes," says Bushy Tail, "but it will cost you — dollars for the trip." They give him — dollars and — cents and tell Bushy Tail they will pay him some more money in about — days. As it is now nearly — o'clock, they all go back to bed.

In the morning after breakfast, our friends start out once more in high spirits. About — miles from Pollyville they see an airplane away up in the sky. Very soon the little



passengers in the airplane see them, and in — minutes they make a landing. Happily, they prove to be none other than friends of Bushy Tail, so all are invited to take a ride.

The airplane soars above the trees and flies along over — miles a minute. The aviator shortly discovers he has only — gallons of gasoline in his tank and that there is some-

thing the matter with the engine, so he starts on a long, easy glide to the ground and makes a safe landing just outside a pretty woodland village — miles from Squirrel Center.

Fortunately, the aviator is able to buy ——gallons of gasoline at a garage —— minutes' walk from their landing place, for which he pays —— dollars and —— cents.

As all are very hungry, they decide to have lunch, and — of the little aviators are invited to join them. They sit down to a splendid feast, which all enjoy.

Bushy Tail then suggests that they go to the Movies. The nearest Picture House is only —— steps away, so all think it would be a very pleasant way to spend —— hours

or so. Bushy Tail, as host, pays—dollars for the tickets. They obtain—splendid seats—rows from the front.

They like the pictures very much, and after the show is over they have —— ice cream sodas. Then at —— minutes