

3. Try to keep the number of stars gathered during the game a secret as it is not always the one that arrives at the FINISH first that wins.

4. You may desire to accumulate letters until you have two or three short words or one long one. This you may do. However, remember no words may be turned in after one player reaches the finish.

5. Any words may be used — plurals included.

6. Always play in the following order: Draw card from the pile in corner of board, read, move and then place card on bottom of deck.

7. In the event two or more players have an equal number of stars when the game ends, these players must then answer questions from the schoolhouse window in turn by turning the disk to left as in play. If a player fails to answer a question correctly, he is eliminated. The remaining player is the winner.

8. On landing on a Question Square, you take the Question from the Small window in front of you. On landing on "Question or Letter square," you may take a letter if you want or take a Question from your large Schoolhouse window.

9. In the event more than four would like to play, extra players may simply add a token, or playing piece, such as a coin or button, and enter at any STARTING POINT.

### EXTRA QUESTION DISK

One extra set of question disks different from those in the game may be obtained from your dealer for 75 cents a set of three disks, or will be sent postpaid from Salem. When ordering, kindly state whether you want a set of the B Easy, B Medium or B Hard Question disks.

*Questions on Little Red Schoolhouse game will be answered gladly if three-cent stamp is enclosed.*

**PARKER BROTHERS, INC., SALEM, MASSACHUSETTS**

# LITTLE RED SCHOOLHOUSE

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SALEM, MASSACHUSETTS  
NEW YORK CHICAGO  
MADE IN U.S.A.

For Two to Eight Players

### FOREWORD:

LITTLE RED SCHOOLHOUSE is a new type of game which can be enjoyed by children of all ages. The question and answer disks are an interesting feature of the game. These disks consist of graded questions "Easy," "Medium," and "Hard." On the easy question disk there are Nursery Rhymes and simple questions. On the medium and hard disks there are questions on various interesting subjects which are given in the later school years. It is suggested that the first game be played with the easy question disk, and followed with the medium, and then the hard disks.

### *Directions*

### EQUIPMENT:

THE LITTLE RED SCHOOLHOUSE consists of 56 Cards used for moving; a quantity of letters used for spelling; a playing board with letter and question spaces on the playing track; 16 windows for questions and answers; 3 circular disks with a large number of graded questions and answers from 1st to 8th grade, easy, medium, and hard; 4 large and 4 small schoolhouses that fit into answer windows and a quantity of stars.

### PREPARATION:

Place the game on a table. One player is appointed School-teacher and attends to the giving out of letters and stars. Teacher

removes playing board by lifting wooden schoolhouse in the center of the board. He then removes playing board from schoolhouse and all three question disks by lifting them from the top of the wooden schoolhouse. He places one question disk to be used for the game over wooden schoolhouse and then sets the house back on the little pin in the center of the box. He now places playing board back in box over the disk and schoolhouse. He places all stars and letters to his left, leaving the space in front of him clear for use, shuffles the Arithmetic Cards and places them in a corner of the board and places all schoolhouses in the answer windows on the board.

#### START:

Each player places his playing piece on the colored place marked "START" at his right. Player to the right of the Schoolteacher takes the top Arithmetic Card from the pile and moves to any letter space that falls within the number shown on the card, unless by the exact count of the card it would take him to a Question Square. In this case he must move directly to the Question Square. This, however, does not apply to the "Question or Letter Squares" in front of the schoolhouses.

#### PLAY:

On landing on any letter, the player then takes the corresponding letter from the pile at the side of the teacher and places it in front of him, continuing this accumulation of letters until he has enough letters to form a word such as he desires to spell. This word may be singular or plural. When he completes his word and all players agree that it is correct, he then receives the number of stars from the teacher that the word calls for. No words may be turned in for stars after one player reaches the finish. After the first game, the winner becomes the new Schoolteacher. The stars given for words are:

2-letter words 1 star  
3-letter words 2 stars  
4-letter words 3 stars  
5-letter words 4 stars

6-letter words 5 stars

7-letter words 6 stars, etc.

At no time may any two players occupy the same space.

#### QUESTION SQUARES:

The small red schoolhouses remain in all answer windows during the play of the game. They are removed only when answer is to be given and then replaced.

When a player lands on a "Question Square" or a question card is drawn, he turns the disk by turning the red schoolhouse in the center of the board slightly to the left so that the next question appears in the window. He then tries to answer the question. When he has answered the question, the player opposite him removes the small red schoolhouse from his own Answer Window in front of him, reads the answer, and if the player who was asked the question was right, that player receives one star. If he is wrong, he must give back to the Teacher one star. If he does not have a star, he must give back one letter. If it happens he has no stars or letters, he is not penalized. Each player proceeds around the board in regular play until one player completes the circuit and arrives at the square marked "FINISH" on his track in front of the schoolhouse. The player arriving here first by the exact count of the card drawn wins three stars. The game then ends and the player having the greatest number of stars is the WINNER.

#### THINGS TO REMEMBER:

1. Players move within the number drawn to the desired letter. **Example:**  $8 - 2 = 6$ . Move within 6. You could move 1, 2, 3, 4, 5 or 6 spaces, except when a card takes you to a Question Square by the exact count. **Example:**  $8 - 2 = 6$ . The 6 would land you on a Question Square. You must move six and take the question or if the space is already occupied, you lose your turn.

2. If a player occupies a space and another player draws a card landing him on the same space, that player must either go to another letter space or lose his turn. **At no time may any two players occupy the same space.**