

The Game so continues until ONE of the Players has succeeded in filling his ALICE Spaces who calls aloud "ALICE" and WINS the game.

REMEMBER:—To turn ONLY ONE card at a time as your turn no matter whether it is a Letter or a "Name" Card; ALSO to remove the Letter Cards of YOUR COLOR to the playing spaces in front of you ONLY in the exact order of spelling A-L-I-C-E; also to play ONE or MORE exposed cards of YOUR COLOR to your Alice Spaces so long as they are in correct spelling order.

For a New Game place cards face down, reshuffle and replace as before.

For Two or Three Players

The Game is the same as for FOUR—ALL of the 27 starred spaces being covered except—When the Alice Cards of the Fourth Color which are NOT USED (when THREE play) or the Third and Fourth Colors which are NOT USED (when TWO play) are TURNED these cards are immediately removed from the Box BUT the turning of these cards constitutes a player's turn just the same.

Another Interesting Method of Play

The play is exactly the same as described for FOUR players—EXCEPT that WHEN the DUCHESS "Name" Card is turned Face Up by ANY player ALL ALICE CARDS of ALL COLORS which are exposed Face Up at the time are again TURNED FACE DOWN, but when ANY of the OTHER Six "Name" Cards are exposed ONLY the ALICE Cards of that player's COLOR who has turned the "Name" Card is TURNED DOWN again.

DIRECTIONS
FOR PLAYING
the game of
ALICE IN
WONDERLAND



PARKER BROTHERS, Inc.

SALEM, MASS.

LONDON

NEW YORK

Directions for Playing the game of ALICE IN WONDERLAND

The game is best for FOUR players, although TWO or THREE may play.

There are 27 Cards supplied with the game as follows:—

5	A-L-I-C-E	Cards	with	Each	Letter	in	RED
5	"	"	"	"	"	"	BLUE
5	"	"	"	"	"	"	YELLOW
5	"	"	"	"	"	"	GREEN

and

7 MENACE "NAME" Cards as follows:—

The DUCHESS, The MAD HATTER, The MARCH HARE, The MOCK TURTLE, The WALRUS, The CARPENTER and The KING OF HEARTS.

On the Playing Surface in the bottom of the box are 27 BLANK **BLACK** STARRED SPACES and around EACH of the Four Sides are 5 BLANK SPACES with the letters of the word A-L-I-C-E printed in DUPLICATE Colors to the ALICE CARDS.

First place ALL of the 27 cards FACE DOWN in the Bottom of the Box and SHUFFLE them about thoroughly as in the game DOMINOES.

Then each player assists in sliding them STILL FACE DOWN one card each NEATLY over the 27 STARRED SPACES.

The **OBJECT** of the game—is to **FILL** in the **ALICE** spaces with the **ALICE** Cards **DUPLICATE** in **COLOR**.

Place the box in the center of a table, the FOUR players sitting around the FOUR sides and the COLOR directly in front of each is the COLOR that player is to Play.

One Player is chosen to START the game, who begins by turning ONE and ONLY ONE of the cards FACE UP on the space on which it rests.

A. If it is an A of HIS COLOR he immediately removes it from its starred space and places it on the A SPACE of his color in front of him.

B. If it is a Card L-I-C or E of HIS COLOR he CANNOT play it but LEAVES it FACE UP on the starred space where it was turned.

C. If it is a Letter Card of ANY OTHER COLOR than his own he LEAVES it FACE UP on the starred space where it was turned.

D. If it is a "NAME" CARD he LEAVES it FACE UP on the starred space where it was turned.

A-B-C and D cover the possibilities of the First Play. The TURN now passes to the Player at the LEFT of the First Player who also TURNS a Card and plays likewise—the play so continues to pass in turn around the Table from Left to Right until the game is ended.

To Play a Card from the starred spaces to YOUR OWN ALICE Spaces an A must always be played FIRST—then L, then I, then C and finally E.

EXAMPLE:—If cards L-C and E of YOUR COLOR are exposed FACE UP on the starred spaces and you TURN the A you can immediately play the A and the L, but NOT the C and E until the I card is turned.

When you turn ANY "NAME" CARD FACE UP you MUST immediately turn ANY and ALL of the A-L-I-C-E Cards of YOUR COLOR which are exposed FACE UP on the starred spaces FACE DOWN again, but NOT any which may be in your ALICE spaces because once there they are SAFE.

These "Name" Cards when turned FACE UP are left FACE UP on the starred spaces where they have been turned and are not used again.