

72  
*Elsie*

## AND HER FAMILY

*Get Them in the Barn!*

### INTRODUCTION

*This is a game about ELSIE, the Famous Cow, known and loved by old and young alike. No doubt you know too, that Elsie has a husband whose name is ELMER. ELSIE and ELMER are the proud parents of BEULAH, a darling little calf. All three live in a big, clean, modern barn, but in the daytime, they are out in the pasture, eating wholesome alfalfa and sweet clover. In the evening they wander slowly back to the barn. In this game, you try to be the first to get your ELSIE, ELMER and BEULAH back in the barn and it's grand fun doing it.*

#### PLAYERS:

2, 3 or 4 may play.

#### EQUIPMENT:

1 Playing Platform.

1 Spinner mounted on platform.

4 Sets of colored wooden pawns (3 pawns to each set).

The largest pawn represents Elsie.

The medium pawn represents Elmer.

The smallest pawn represents Beulah.

#### THE SET-UP:

Each player selects the colored pawns he wishes to play with, taking the complete set of three—large, medium and small.

For example: If player decides to play with the red pawns, he selects the complete red set of three.

The players then decide which one goes first, second, third, etc.

#### HOW TO DETERMINE MOVES:

The spinner is used to determine all moves. Each section of spinner is sub-divided into three different sized squares. The largest square on the outside edge indicates Elsie's move, the medium square indicates Elmer's move and the smallest or inner square represents Beulah's move. If arrow rests in-between a section, player gets another spin.

#### THE PLAY:

First player places each of his three pawns on their respective starting spaces. The large one on space marked "Start Elsie", etc.

Player then spins the arrow to determine his move and moves each pawn on its respective pathway to the colored daisy as indicated by the spinner.

For example: If arrow rests on a space which is sub-divided as follows—Large outer square blue, medium square yellow, smallest square white, this means the Elsie pawn should be moved on the Elsie pathway to the first blue daisy, the Elmer pawn on the Elmer pathway to the first yellow daisy and the Beulah pawn on the Beulah pathway to the first white daisy.

(OVER)

If, however, any of the squares, rested on, are black, the pawn for that square cannot be moved out on its pathway at the beginning of the game (see rules on "Black" after game is under way).

The players, who follow, start their pawns in the same way, moving each pawn on its respective pathway to the first colored daisy that is not already occupied as indicated by the Spinner.

For example: If, when second player spins, the arrow indicates that the Elsie pawn should be moved to blue, he moves ahead to the first unoccupied blue daisy on his Elsie pathway. Because of this, a player never rests his pawn on a space already occupied by another player.

## **RULE FOR SPINNING "BLACK" AFTER GAME IS UNDER WAY:**

If, after pawn gets out on its pathway, the arrow indicates "Black" in any of the three squares, the pawn for that square *Must move BACK* on its pathway to the first daisy which is unoccupied and of the *same color* as the daisy on which the pawn was resting previous to that particular spin.

For example: Let us assume the Elsie Pawn is resting on a Red daisy. If, when player spins, the arrow rests so that the large outer square is "Black" the Elsie pawn is moved back to the first *red daisy that is unoccupied*. This sometimes brings the pawn back to the start, for re-entry on the next turn.

So watch out for "Black", as you must always move *Back* each time *Black* is indicated.

## **THE FINISH:**

Players proceed in this manner around the board toward the barn, moving each of their three pawns forward or backward along their respective pathways as indicated by the spinner.

As each pawn nears the barn, it cannot actually enter until the exact color is indicated on the spinner.

For example: Elsie cannot enter the barn until "Blue" is shown on the spinner for Elsie. Elmer cannot enter until Yellow or White is shown for Elmer and Beulah can only enter if spinner indicates Red or Green for Beulah.

When one of the pawns gets to the barn, player continues to spin, trying to get his other pawns to the barn.

In so doing, he ignores the color indicated for pawn or pawns already in the barn. If he cannot use the color indicated for the particular pawn he wishes to move, he misses his turn.

## **SCORE:**

First player to get all three of his pawns in the barn, scores 10 and is the winner of that game.

Players getting only 1 or 2 of their pawns in the barn score as follows:

Elsie in barn	scores 5
Elmer in barn	scores 3
Beulah in barn	scores 2

Five games make a set. High score **WINS** the SET.

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