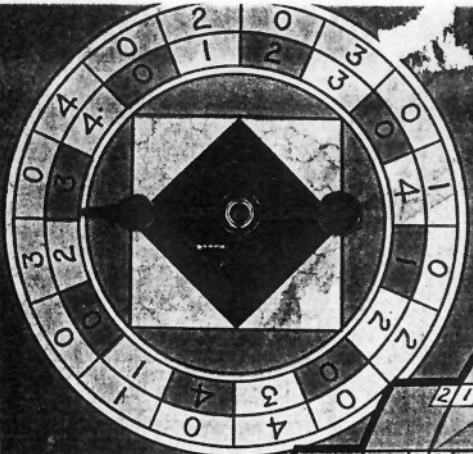


SEPARATE GAMES BY CUTTING ALONG THIS DOTTED LINE

# 16 READY TO PLAY GAMES

DESIGNED AND DRAWN BY W.P. AND G. KEASBEY



## RULES

Two, three or four can play. Each player selects a counter or man and places it on one of the spaces marked "S". All "take" one turn twirling the spinner and the one "receiving" the highest count in the inner circle starts the game, each playing in turn thereafter.

The paths are numbered, and each player moves around the path in a counter-clockwise direction one space for each time the number of his path appears in either circle when he spins. If his number does not appear in either circle he cannot move.

If a player spins a number that would take him to a space already occupied by another man, he cannot move and loses that turn.

The first player to return to the space marked "S" from which he started, reaching it by exact count, wins the game.



No. 9551  
MADE IN U.S.A.

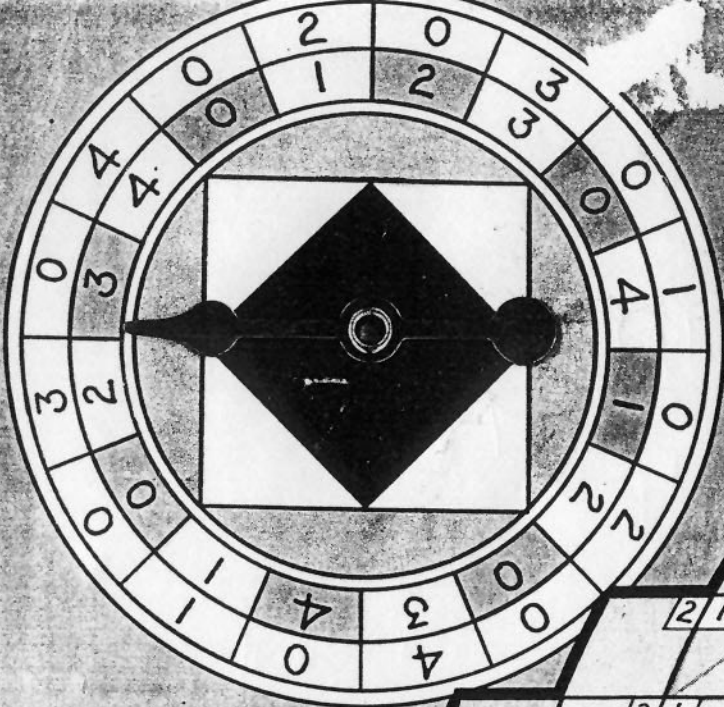
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CO.

MARKERS FOR PLAYING GAMES WILL BE FOUND ON SECOND GAME CARD

SEPARATE GAMES BY CUTTING ALONG THIS DOTTED LINE

# 16 READY to PLAY GAMES

DESIGNED AND DRAWN BY W.P. AND B. KEASBEY



NO. 955  
MADE IN U.S.A.

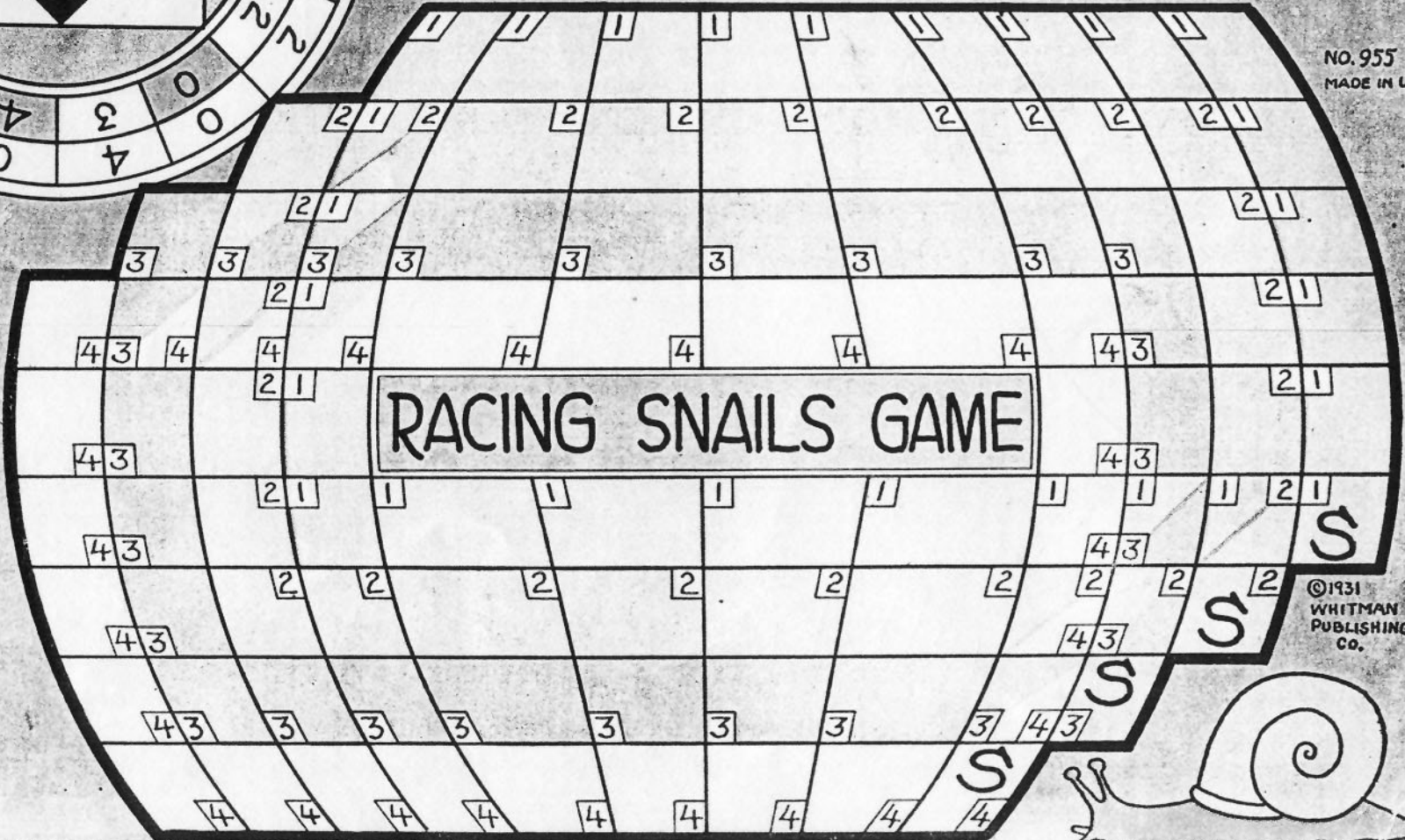
## RULES

Two, three or four can play. Each player selects a counter or man and places it on one of the spaces marked "S." All take one turn twirling the spinner and the one receiving the highest count in the inner circle starts the game, each playing in turn thereafter.

The paths are numbered, and each player moves around the path in a counter-clockwise direction one space for each time the number of his path appears in either circle when he spins. If his number does not appear in either circle he cannot move.

If a player spins a number that would take him to a space already occupied by another man, he cannot move and loses that turn.

The first player to return to the space marked "S" from which he started, reaching it by exact count, wins the game.



## RACING SNAILS GAME

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MARKERS FOR PLAYING GAMES WILL BE FOUND ON SECOND GAME CARD

# HOP-CIRCLE GAME



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## RULES

Two, three or four can play. Each player selects a counter or man and places it on one of the four spaces marked "S." All take one turn throwing a single number-cube or twirling the spinner on the "Fly to Safety Game," and the one receiving the highest count starts the game, each playing in turn thereafter.

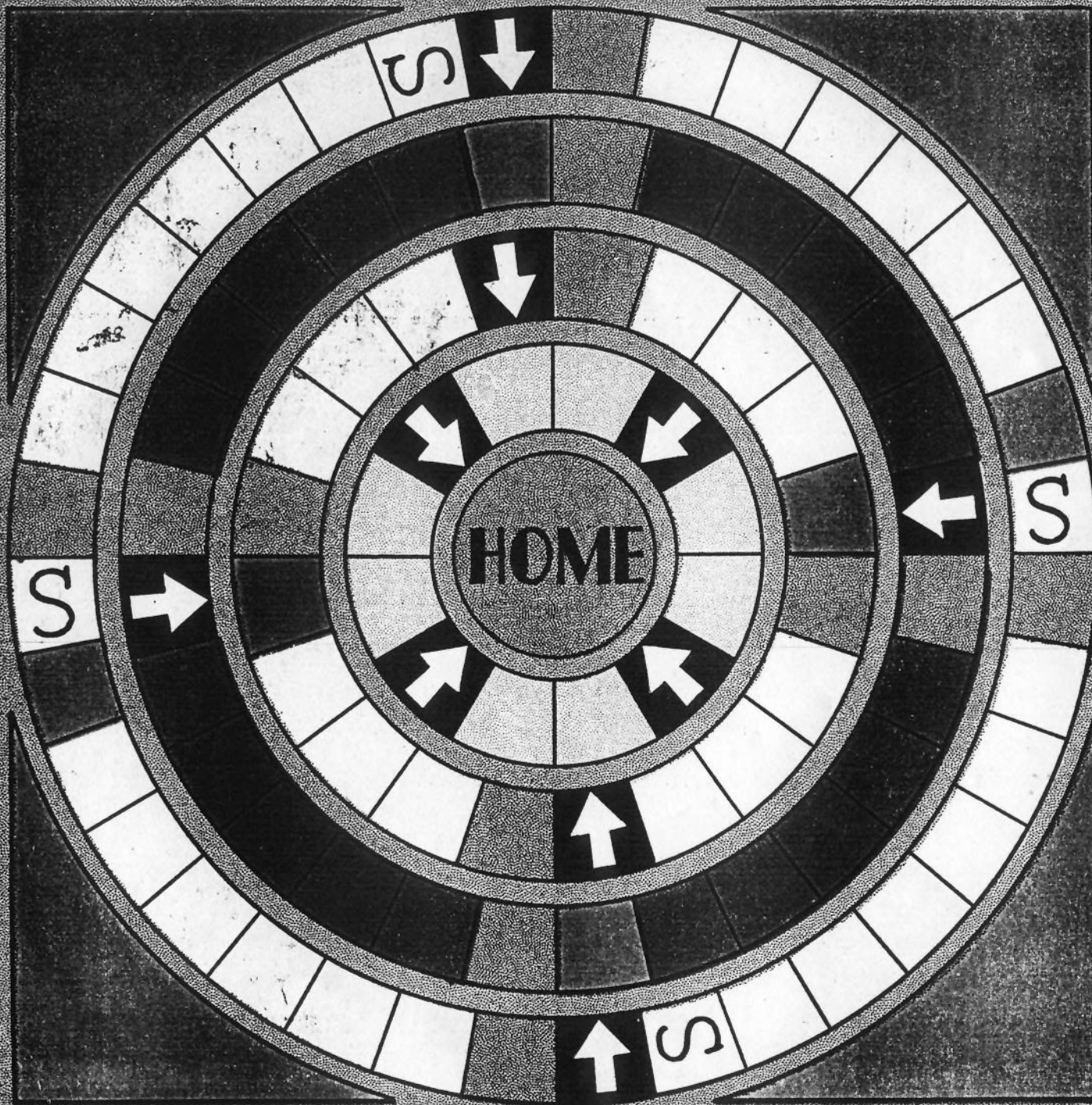
The players move in a counter-clockwise direction around the outer circle the number of spaces indicated by the spinner or number-cube.

If a player receives a number that would carry him to a space already occupied by another man, he cannot move and loses that turn.

If a player lands on a Red space, he loses one turn; if on a Green space, he must move TWICE the number he receives on his next turn; and if he lands on a space containing an Arrow, he hops to the next circle nearer the center on his next turn.

However, when the circle next to the space marked "HOME" is reached, players must not only land on an Arrow but must receive a One on their next turn. If they receive any other number, they continue moving around the circle in a counter-clockwise direction until they land on an Arrow and then receive a One on their next turn.

The first player to reach "HOME" wins the game.



# "CALL YOUR SHOTS" GAME

SEPARATE GAMES BY CUTTING ALONG THIS DOTTED LINE

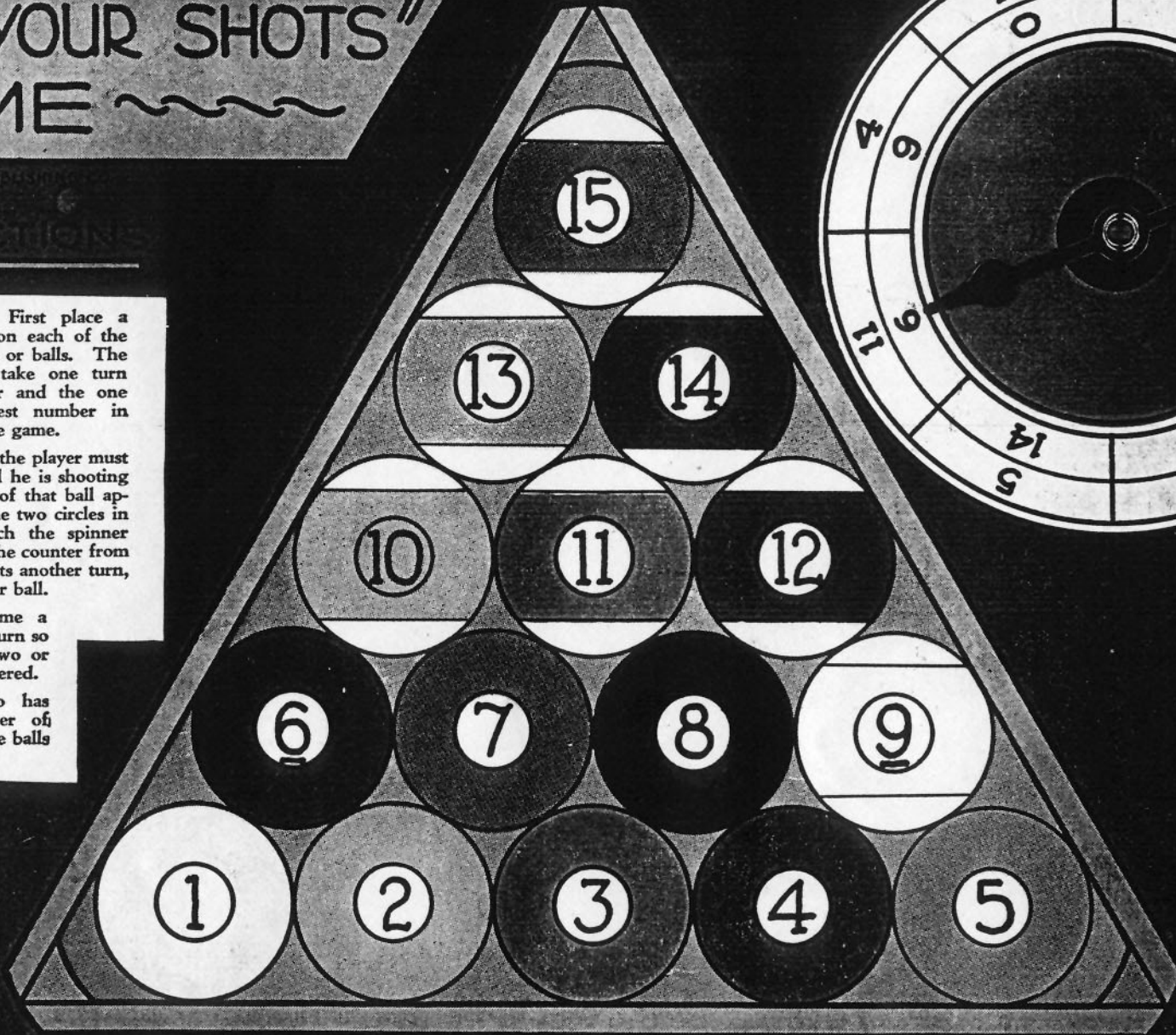
## INSTRUCTIONS

Two can play. First place a counter or marker on each of the 15 numbered circles or balls. The players then each take one turn twirling the spinner and the one receiving the highest number in either circle starts the game.

Before each spin, the player must announce which ball he is shooting at. If the number of that ball appears in either of the two circles in the section to which the spinner points, he removes the counter from that ball and also gets another turn, after naming another ball.

Players must name a different ball each turn so long as there are two or more balls still covered.

The player who has the greatest number of counters after all the balls have been taken wins the game.



CUT OUT MARKERS SHOWN BELOW FOR USE IN PLAYING THIS AND OTHER GAMES

# STEP TWO GAME



Two, three or four can play, and this game will also serve as a new and intriguing game of solitaire.

No spinner or number-cube is required to play the STEP TWO GAME.

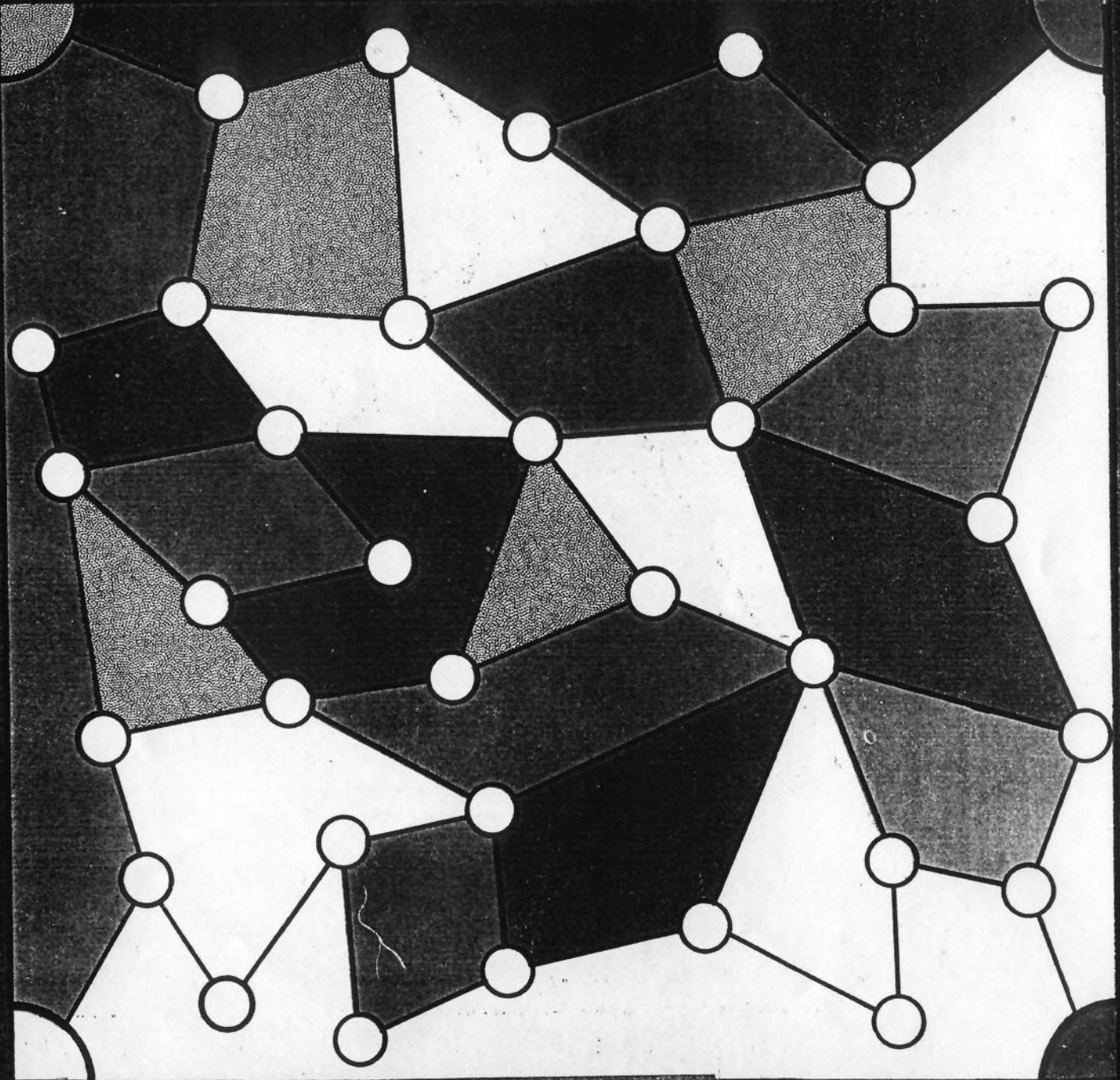
Each player selects a counter or man and places it on one of the four corner spaces. The player whose man is on the Red corner space starts the game.

The players take turns moving along the lines two circles, or steps, at a time.

Players may move along the paths in any direction, but they must move exactly TWO STEPS each turn. A player may not move to a space already occupied by another man.

The object of the game is to Two Step into each of the corners in succession, counting in a counter-clockwise direction, and return to the corner from which you started.

The player who is first to get back on the corner space from which he started wins the game.



# TENNIS

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## RULES

Two can play. Each player selects two counters or men to use in keeping score; one for the Game score and the other for the Point score. These men are placed in the blank spaces at the left of the Game and Point score diagrams.

A fifth counter is used to indicate the position of the ball on the diagram of the tennis court.

The players take one turn throwing a single number-cube or twirling the spinner on the "Fly to Safety Game," and the one receiving the highest count Serves first.

The Server places the man which represents the ball on the Service Line on his side of the net. He then throws the number-cube or twirls the spinner and if he receives an Odd number (other than One) the Serve was good and he moves the man across the net to the opponent's side of the court. However, if he receives an Even number the Serve was not good and he takes another turn for his second Service. If he fails to receive an Odd number in either of his two tries, it is a Double Fault and his opponent scores the point. If he receives a One when Serving, that means an Ace Service, and he scores the point without giving his opponent a chance to return ball.

After each good Service, the ball is moved over the Net and the opponent then has a turn. If he receives an Odd Number, he returns the ball to the Server's side of the Net; if an Even number, he failed to return the ball and his opponent scores the point. The players continue taking turns until one of them receives an Even number, thus losing the point.

Points are scored as in the regular game of Tennis. Players move their Point score counter one space to the right for each point won. If one player reaches the space just beyond "40" before his opponent reaches "40," he wins that game and moves his Game score counter one space to the right. If both players reach "40," the score is Deuce and the play continues until one of the players gets two spaces ahead of the other, thus winning the game.

If one player wins 6 games before his opponent wins 5, he wins the Set. If the players each win 5 games, they continue playing until one of the players gets two games ahead of the other, thus winning the Set.

The players take turns Serving, changing after each Game.

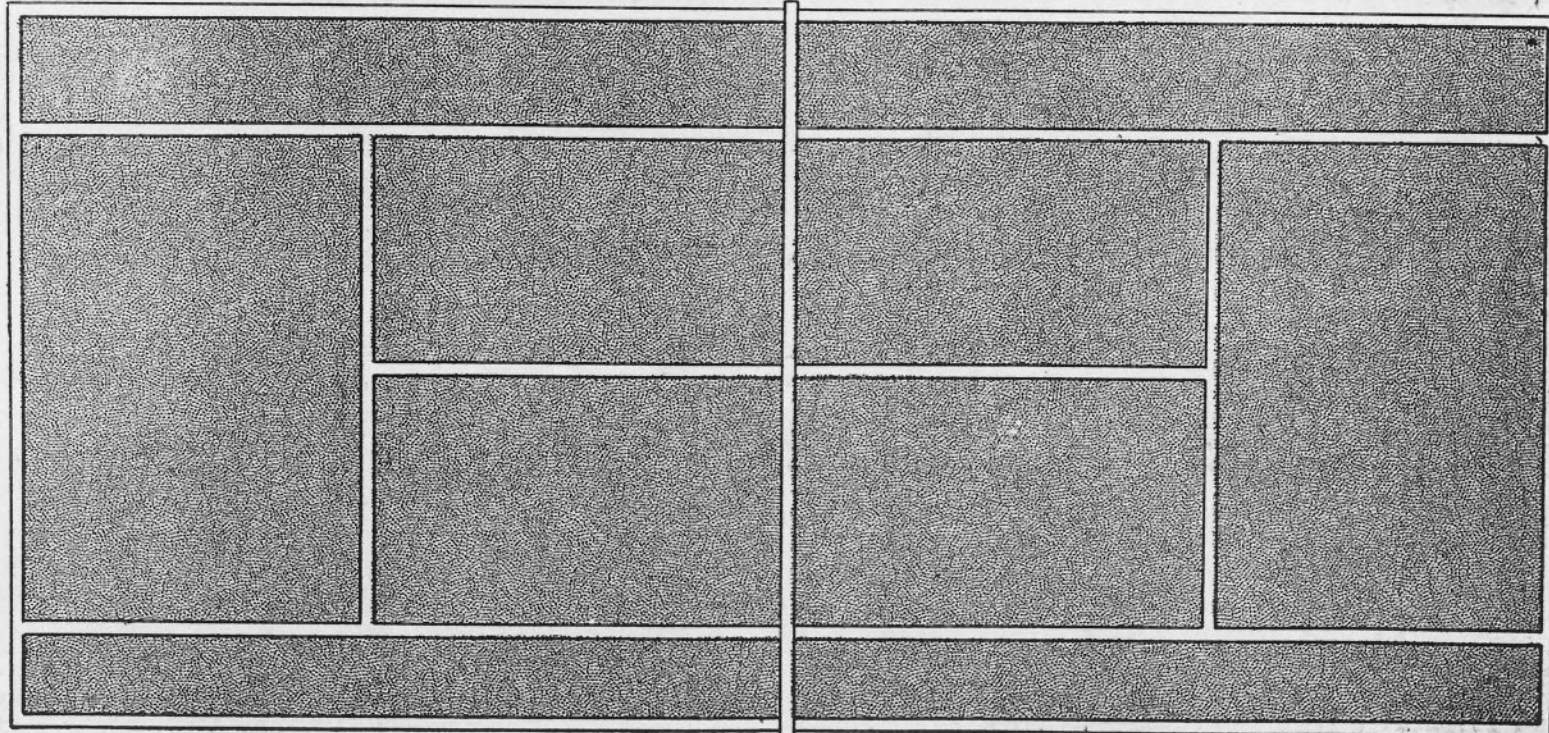
W. K.  
+  
B. K.

## SCORE IN GAMES

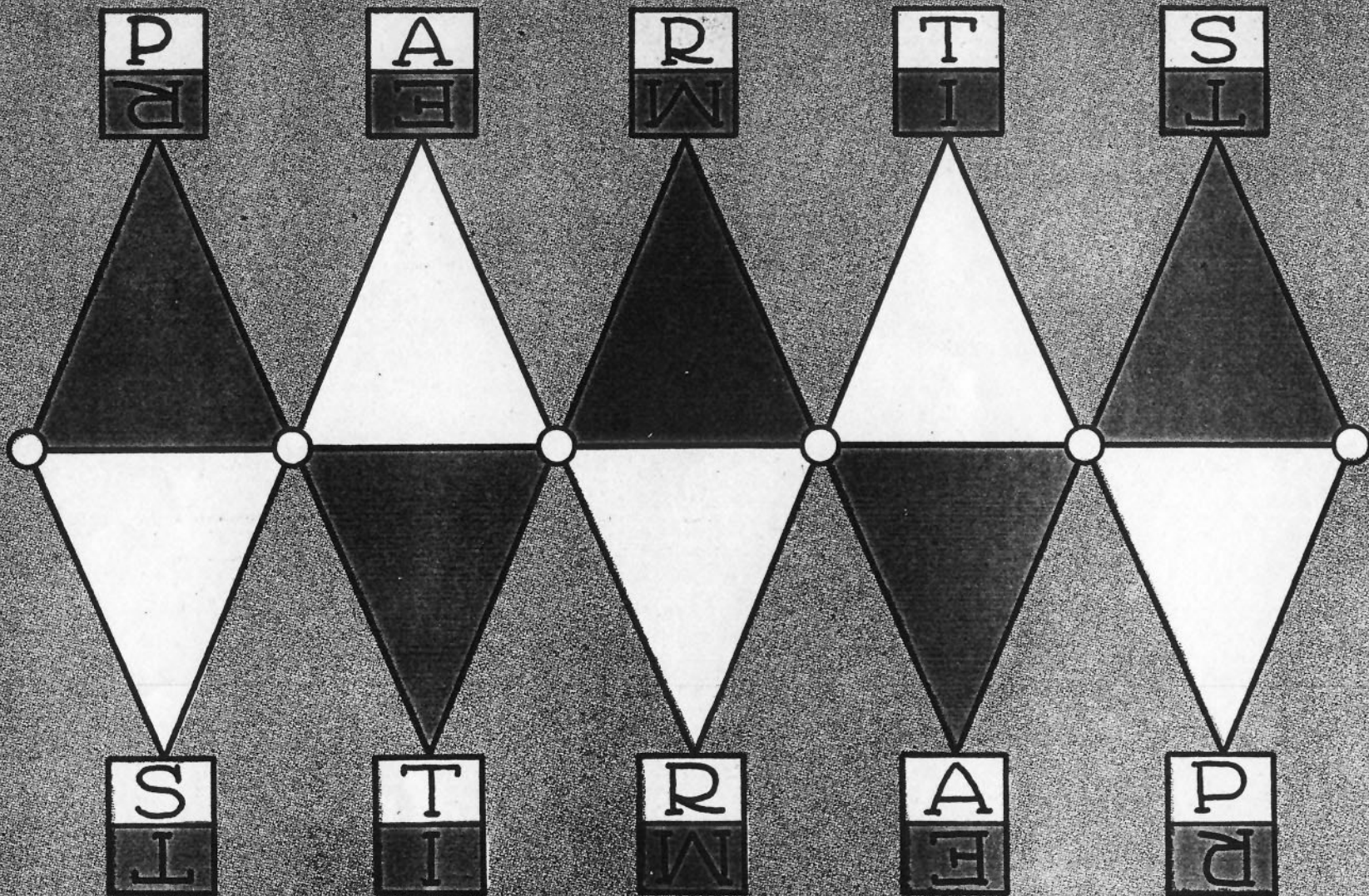
	1	2	3	4	5	6	7	8	9	10	11	12
	1	2	3	4	5	6	7	8	9	10	11	12

## SCORE IN POINTS

	15	30	40									
	15	30	40									



SEPARATE GAMES BY CUTTING ALONG THIS DOTTED LINE



# ANAGRAM~ CHECKERS

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### RULES

Two can play. First cut out the 10 half-inch lettered squares shown at the bottom of the game. Place these on the corresponding lettered spaces of same color nearest to center of diagram. Red plays first.

Players move along the lines in any direction to the next circle or square. A player may jump an opponent's man to a vacant space just beyond, but does not take the man jumped.

The object of the game is to move the checkers across the board, reversing their order, so that STRAP becomes its Anagram, PARTS; and TIMER becomes REMIT.

The player who first forms the complete Anagram of his words wins the game.

CUT OUT MARKERS SHOWN BELOW FOR USE IN PLAYING THIS GAME

TIMER STRAP

W.K.  
B.K.

# PIRATE PURSUIT GAME

SEPARATE GAMES BY CUTTING ALONG THIS DOTTED LINE

BOSTON

LONDON

## RULES

Two can play. Each player selects a counter or man, the Pirate placing his man on Tawao, and the Merchant placing his man on London.

The spinner on the "Racing Snails Game" is used.

The Merchant spins first and moves his man the number of spaces indicated in the INNER circle of the spinner. If the arrow points to a yellow space, the Merchant moves in the Yellow path; if the arrow points to a Red space, he moves in the Red path. If he is resting on the Yellow path and spins a Red Zero, he moves over to the corresponding space on the Red path.

The Pirate must stay in the Red path and moves only the number of spaces indicated in the inner circle of the spinner, regardless of the color of the number which he spins. He can move either forward or backward, whereas the Merchant may only move forward.

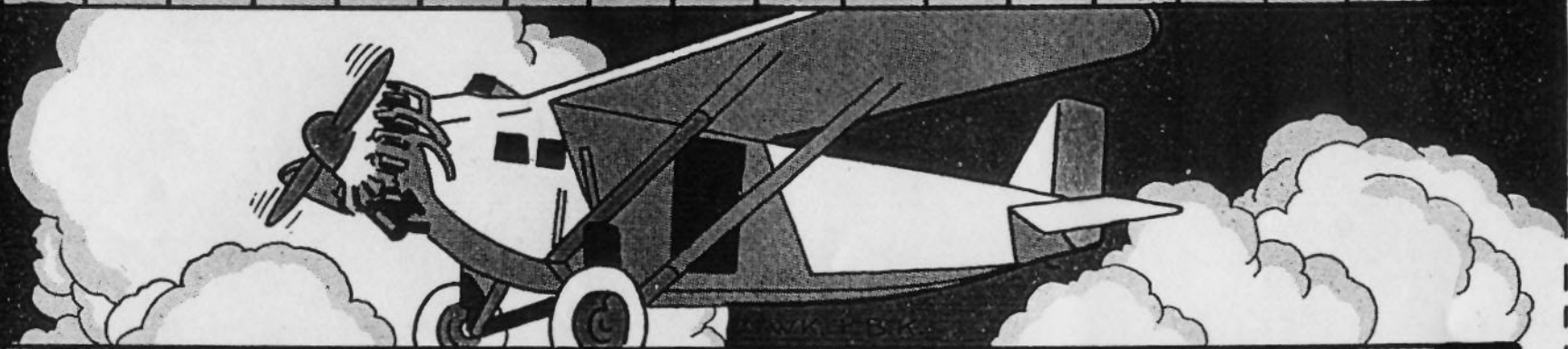
The Pirate can capture the Merchant only while the Merchant is in the Red path. He captures the Merchant and wins the game if he lands on a Red space occupied by the Merchant.

The Merchant wins if he reaches Boston by exact count.



TAWAO





# AIRPLANE RACE GAME

## RULES

Two, three or four can play. Each player selects a counter or man and places it in the space marked "START." All take one turn throwing a single number-cube or twirling the spinner on the "Fly to Safety Game," and the one receiving the highest count starts the game, each playing in turn thereafter.

Each player selects a path and follows the strip of color around the course from "START" to "FINISH."

The spaces filled with solid color represent Air Pockets and will not support a plane, so if a player lands on one, he must move back one space.

If a player receives a number that would carry him to a space already occupied by another man, he cannot move and loses that turn.

The first player to reach the space marked "FINISH" by exact count wins the game.

If two play, each player may select two men and move them alternately, moving one the first turn and moving the other man the second turn. In this case, the first player to get BOTH his men on the space marked "FINISH" by exact count wins.

SEPARATE GAMES BY CUTTING ALONG THIS DOTTED LINE

# OBSTACLE RACE RULES

Two can play. Each player selects a counter or man and places it on the space marked "START."

The players take one turn throwing a single number-cube or twirling the spinner on the "Fly to Safety Game," and the one receiving the highest count starts the game.

The players move along the path in a counter-clockwise direction the number of spaces indicated by the spinner or the number-cube.

If a man lands on a Light Blue space, that means he must carry a bowl of water and can move only One space each turn until he gets out of the Light Blue territory.

If a man lands on any Red corner space, that means he stumbled and must go back Five spaces. If a player receives a number that would carry him to a space already occupied by another man, he cannot move and loses that turn.

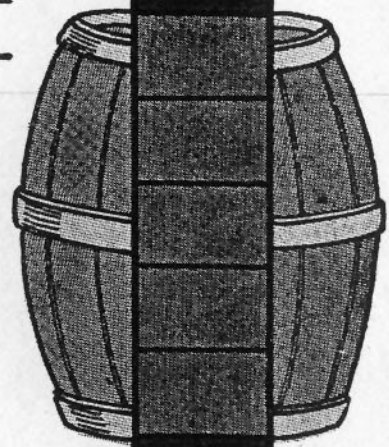
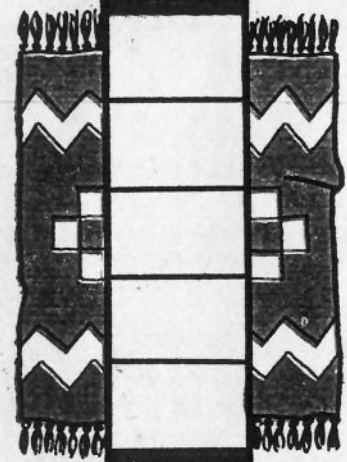
If a man lands on a Brown space, he must crawl through a barrel and can move only when he receives an Even number (Two, Four, or Six) until he gets out of the Brown territory.

If a man lands on a Green space, he must jump over the hurdles, and can move One space each time he receives an Odd number (One, Three, or Five), and can move Two spaces for each Even number until he gets out of the Green territory.

If a man lands on a Yellow space, he must crawl under a rug, and can move only when he receives an Odd number until he gets out of the Yellow territory.

If a man lands on an Orange space, he must run with an open umbrella in his hand and can move only ONE-HALF of each Even number he receives.

The first player to reach the space marked "FINISH" by exact count wins the game.



FINISH  
START

W.K.  
+  
B.K.

# KING COLE GAME

## RULES

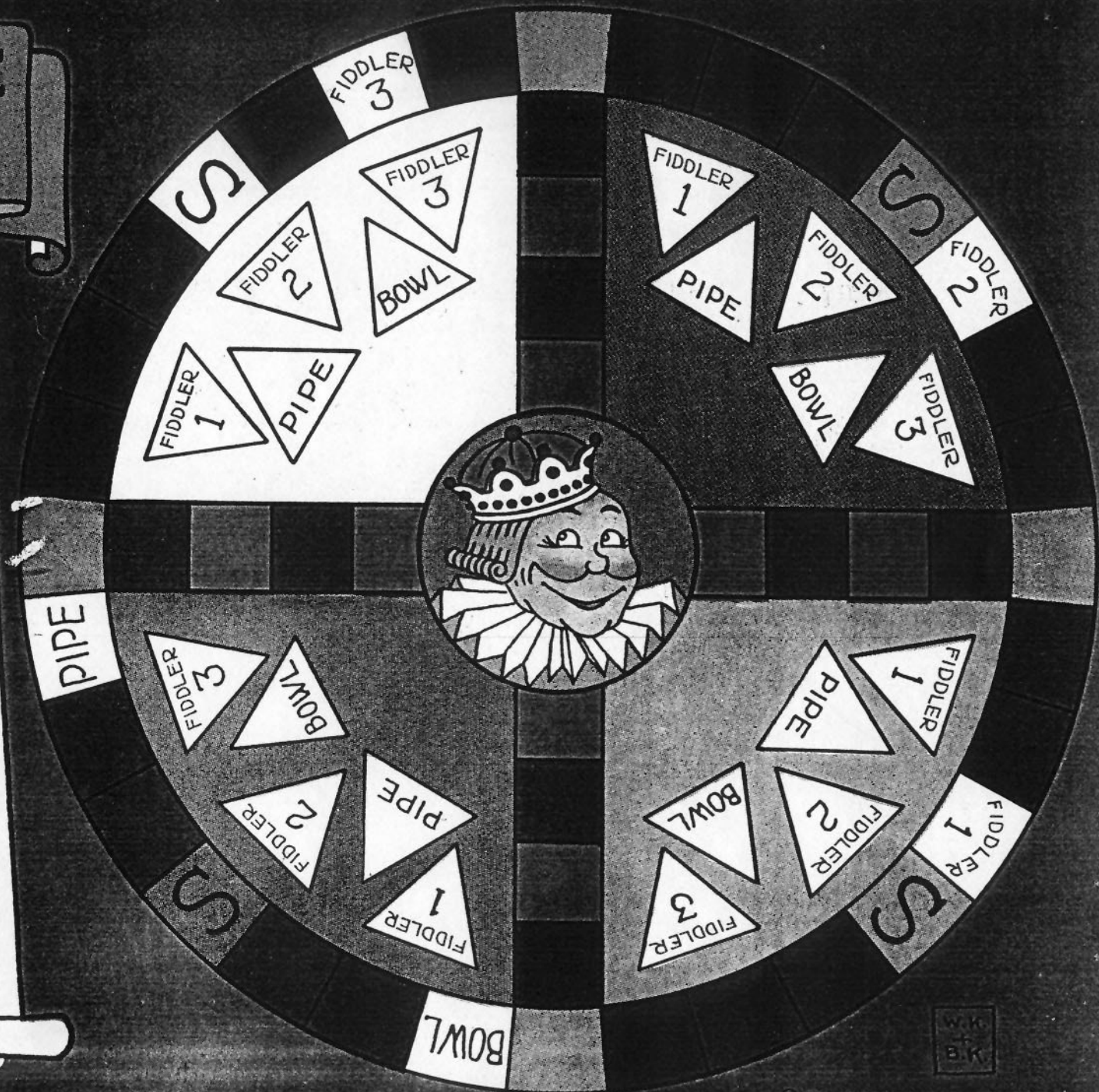
Two, three or four can play. Each player selects a counter or man and places it on a space marked "S." All take one turn throwing a single number-cube or twirling the spinner on the "Fly to Safety Game," and the one receiving the highest count starts the game, each playing in turn thereafter.

The players move in a counter-clockwise direction the number of spaces indicated by the spinner or the number-cube. If a player receives a number that would carry him to a space already occupied by another man, he cannot play and loses that turn.

The object of the game is to get the Pipe, the Bowl and the 3 Fiddlers and take them to Old King Cole. When a player lands on a space containing the name of one of these five things, the player places a counter on the triangle containing that name in the layout of the same color as the "S" space from which he started.

After a player has all five triangles in his layout covered, he then tries to reach the King. To do this the player must land on a Green space and then arrive at the King spot by exact count. If he lands on a Red space, he must go back to the nearest Green space and, on his next turn, continue moving around the circular path until he again lands on a Green space, whereupon he gets another chance to travel the short but hazardous path to the King spot.

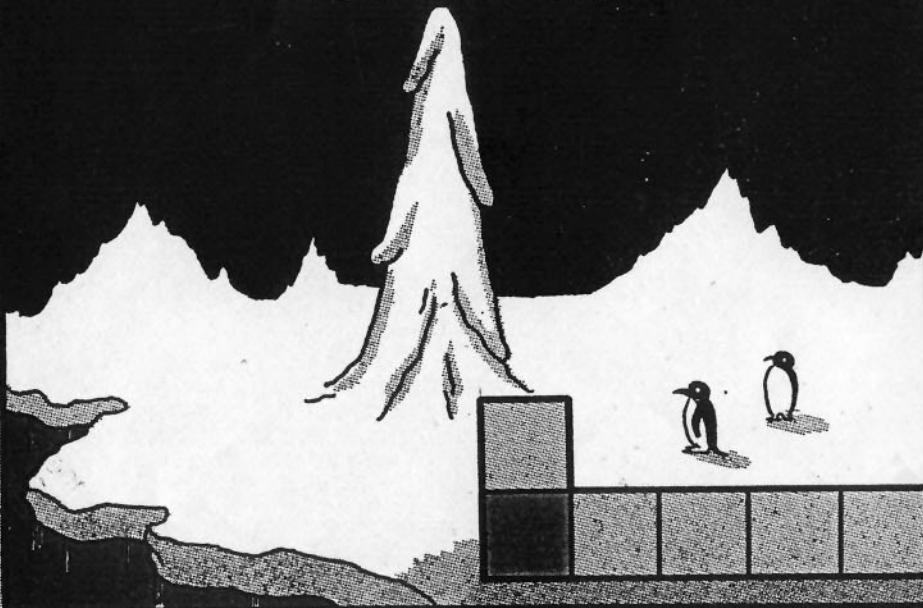
The first player to cover all 5 triangles in his layout and to reach the King spot by exact count wins the game.



W.K.  
B.K.

SEPARATE GAMES BY CUTTING ALONG THIS DOTTED LINE

# DASH to the POLE GAME



## RULES

Two can play. Each player selects a counter or man and one player places his man on the space marked "PLANE" and his opponent places his man on the space marked "DOG SLED."

The spinner on the "Racing Snails Game" is used.

The player with the plane plays first, twirling the spinner and moving the number of spaces indicated by the SUM of the two numbers in the section of the dial to which the spinner points.

The player with the dog sled then twirls the spinner and moves the number of spaces indicated by the number in the INNER circle ONLY in the section of the dial to which the spinner points.

If a player spins a number that would carry him to a space already occupied by another man, he cannot move and loses that turn.

If either player lands on a Red space that means Danger and he must go back to the nearest corner space.

The Pole must be reached by exact count.

The first player to arrive at the Pole wins the game.



W.K. + B.K.

# JUMP-ALONG GAME



## RULES

Two can play, each player using 9 counters or men. One player places his men on the Red circles in the diagram, the other using the Green circles for his men.

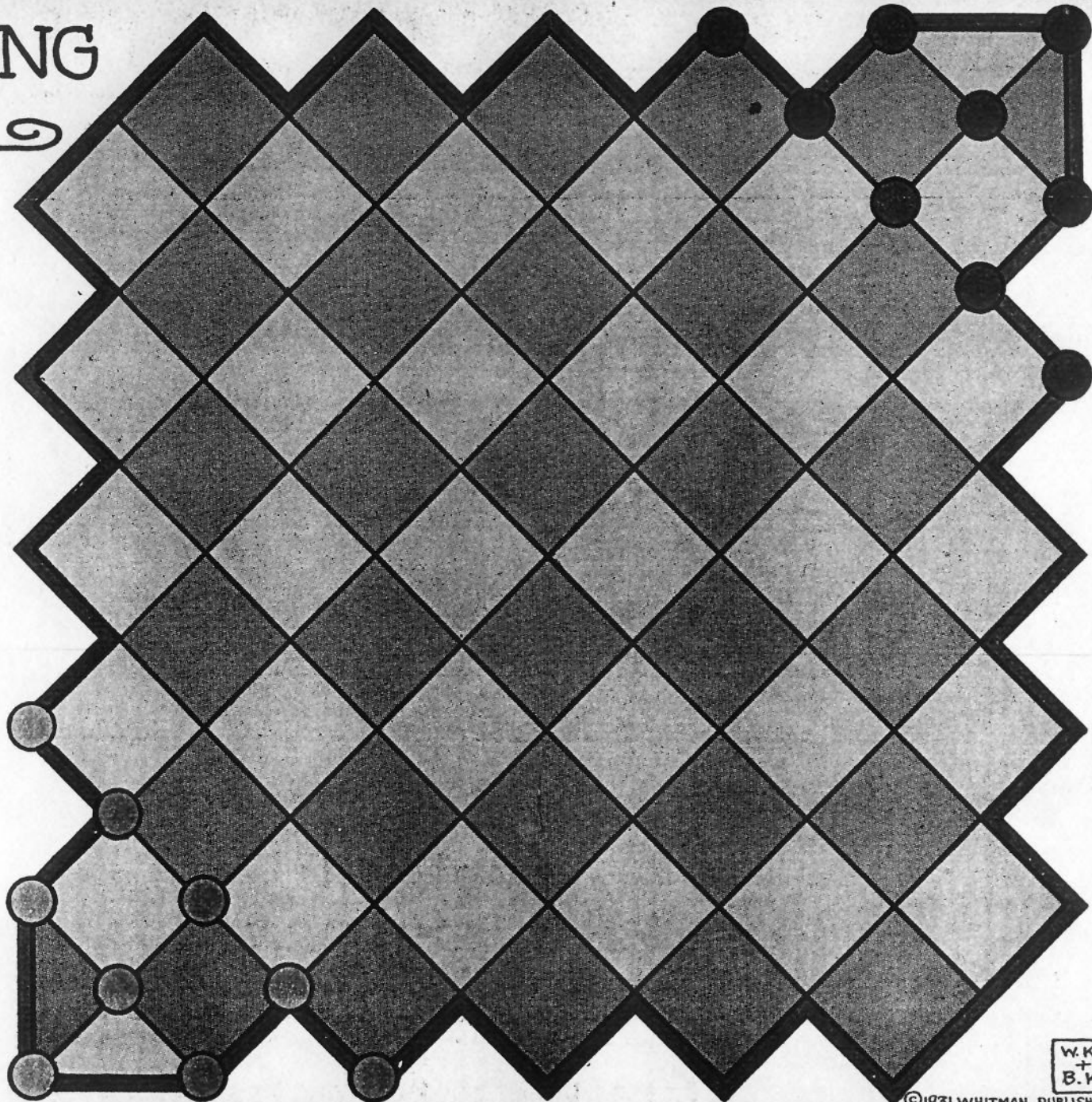
The player using the Red circle moves first; players to exchange sides after each game.

The men move along the lines by jumping over either their own or their opponent's men to a vacant intersection just beyond. No moves can be made except by jumping. One, two or more jumps may be made at a single move, provided each man jumped has a vacant intersection just beyond him. No men are removed from the board; as the jumping is merely the means of moving the men and does not signify the capture of the man jumped.

One player cannot compel the other to make a particular jump against his wishes, so long as any other jump is open to him.

The object of the game is to move all 9 men across the board and place them on the 9 circles from which the other player started. Thus, the player starting from the Red circles tries to place his men on the Green circles, and the player starting from the Green circles tries to place his men on the Red circles.

The first player to get all 9 men on his opponent's circles wins the game.



W.K.  
+  
B.K.

# RULES

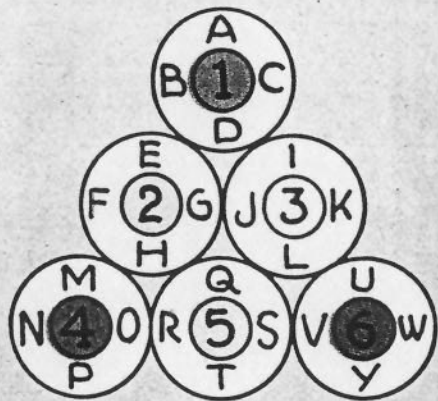
Two, three or four can play. Each player selects a counter or man and also one of the four layouts containing the name of a Movie Star.

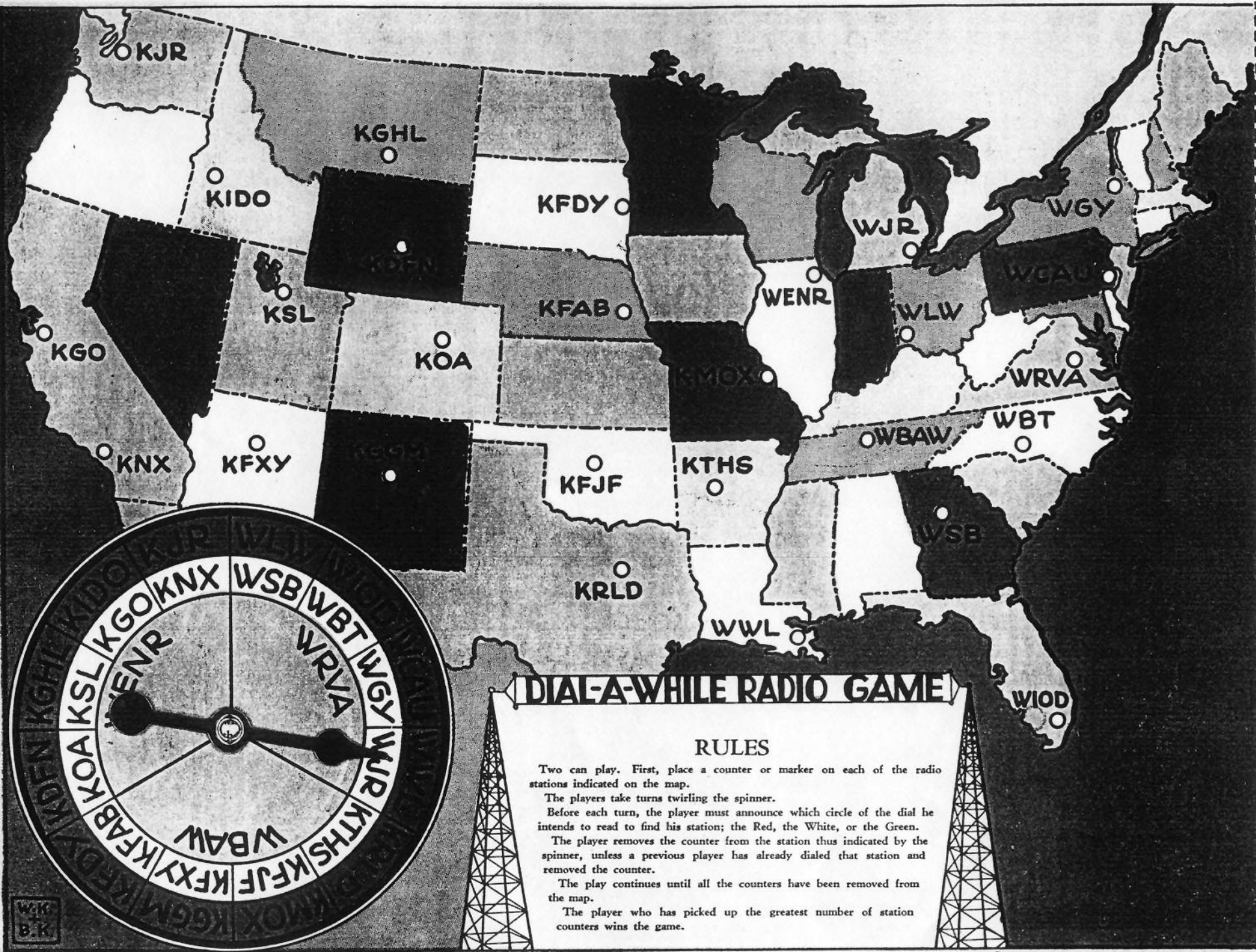
All take one turn throwing a single number-cube or twirling the spinner on the "Fly to Safety Game," and the one receiving the highest count starts the game, each playing in turn thereafter.

In the diagram at the lower righthand corner of the game will be found six circles numbered from one to six, each containing four different letters. If a player receives a number whose circle contains the first letter of the name of the Movie Star in his layout, he covers that letter with his counter. If two or more letters which occur in order in the Star's name are found in a single number circle, the player may use both letters in one turn.

Players move their counter to the right along their layout each time they receive a number whose circle contains the next letter or letters in the name of the Movie Star written in their layout. The letters must be covered in the same order in which they occur in the Star's name, reading from left to right.

The first player to finish spelling the name of the Movie Star in his layout wins the game.







## RULES

Two, three or four can play. Each player selects a counter or man and places it on one of the four black corner squares. All take one turn throwing a single number-cube or twirling the spinner on the "Fly to Safety Game," and the one receiving the highest count starts the game, each playing in turn thereafter.

The players move **DIAGONALLY** (never horizontally or vertically) the number of spaces indicated by the spinner or the number-cube.

Each time a player lands on a Red space he adds One point to his score. Each corner reached by exact count adds Five to the player's score, but the corners must be reached in succession, counting in a counter-clockwise direction. When any player has reached the three other corners and has returned, by exact count, to the corner from which he started, he calls, "FINI," and all playing ceases.

The players then add up their point scores and the one having the greatest number of points (not necessarily the player who reached all four corners) wins the game.



# FLY TO SAFETY GAME



## RULES

Two can play. One player selects a counter or man and places it on the Spider. The other player selects 3 men of one color and puts one on each Fly. The Fly plays first, twirling the spinner and moving along the circular path the number of intersections indicated in the space to which the spinner points.

Any one Fly may be moved at any turn. The Red circles are Safe Spots. Flies can move forward only, and must remain on the continuous circular path.

The Spider may move in any one direction the number of intersections indicated by the spinner; that is, either backward or forward on the circular path, or in or out on any of the lines radiating from the center of the web.

If the Spider lands on an intersection (other than a Safe Spot) already occupied by a Fly, he captures that Fly and removes it from the board.

The Flies win if any fly reaches "Safety" in center of picture by exact count. The Spider wins if he captures all three Flies. Players change sides after each game.

