

The game **LITTLE SHOPPERS** is both fascinating and instructive, having science enough to bring out the cleverness and ingenuity of the older players, at the same time being so simple the smallest child will play it with great interest and keen enjoyment. The game may be played with equal success by two, three or four players.

OBJECT OF THE GAME

The object of the game is to score the greatest number of points. Points are obtained in two ways,—from the **PACKAGES** taken, and from the order in which **HOME** is reached.

SETTING UP THE GAME

Place all **PACKAGES** and the four **SHOPPERS** in the wooden bases, then stand each **PACKAGE** in the **STORE** to which it corresponds. Each player then places one of the **SHOPPERS** on the black square marked **HOME** on any corner of the board.

METHOD OF MOVING

Each **SHOPPER** in turn moves from **HOME** to one of the four squares pointed to by the arrows. After this first move by all **SHOPPERS** to colored squares, all moves are governed by the color of the squares as shown by the charts on the corners of the board, and by the **HELPS** and **HINDRANCES** printed on the spaces. The color of the square on

which the player's move ends determines the number of squares he moves next time. In moving do not count the square on which the **SHOPPER** is standing. Moves may be made in any direction, anywhere on the board, except that the same square may not be passed twice in one move and cutting across corners is not allowed.

RULES

1. When a **SHOPPER'S** move ends on a square at the **OPEN END** of a **STORE** he takes the **PACKAGE** from that **STORE**, but he may only take the **PACKAGE** from one store at a time, being obliged to move at his next turn. (The **OPEN END** is the end at which the word **STORE** is printed.)
2. After a **PACKAGE** has been removed from a **STORE** all special directions printed on that **STORE** are to be disregarded.
3. No **SHOPPER** may move on a square occupied by an opponent, but the **SHOPPER** may pass his opponent, that

- square counting one towards his move. If the **SHOPPER'S** play ends on a square occupied by an opponent his move is blocked in that direction and he must try in another.
4. When all **PACKAGES** have been taken from the **STORES** each **SHOPPER** must return **HOME**. Returning **HOME** is governed by the same rules as the rest of the game, but no player may return **HOME** until all the **PACKAGES** have been taken.
5. In moving, when your hand has left the **SHOPPER**, the move is complete and cannot be re-taken.

SCORING

1. Each **STORE** is marked with the figure "1" or the figure "2." A **PACKAGE** taken from a **STORE** marked "1" counts one in the score—a **PACKAGE** taken from a **STORE** marked "2" counts two in the score.

2. The **SHOPPER** to reach **HOME** first, after all the packages have been taken, adds three to his score. The second to arrive **HOME** adds two to his score and the third to arrive adds one.

Gibson

Little Shoppers