

ZOO HOO

THREE GAMES IN ONE FUN FOR ALL THE FAMILY

Today the circus has come to town with its callopes, balloon man, big handsome horses and gorgeous glided wagons. The men have put up the tents and in one of the largest of these there are fourteen different kinds of animals in their strong iron cages.

Of course these animals need a guard, so there is a jolly old dorky named George Washington Jones whose nickname is Wash. He likes to tell the children stories about the animals and because he is so jolly they love him as much as they love Tobey, the Clown, who rides the donkey and turns somersaults for them.

While Wash is out riding on the merry-go-round, Tobey thinks he will have some fun, so he opens the cages and lets the animals all out into the tent. When he sees how they act he becomes so frightened that he tries to put them all back, but, alas, they will not go.

When Wash returns he finds things in a terrible uproar. He knows that Tobey is too frightened to be of any assistance so he must look to his friends, the children. Will you help Wash get the animals back in their proper cages so that everybody will be happy?

DIRECTIONS FOR PLAYING

Played as a Fascinating Fun Game for Children

Remove all discs from the board and place all of the fourteen animal discs in the cover of the box, face downward. Set the clown disc aside as he is a trouble maker. Mix the discs well by shaking the cover. Now, starting at the upper left hand corner of the game board, place one of the discs picked at random from the cover on each square which pictures an animal. All squares will then be filled except the one in the lower left hand corner, home of the Clown and the lower right hand corner, home of Wash, the Guard.

The object of the game is to get the animal discs on the board in their proper places by moving one disc at a time into an adjoining vacant space. The game is won when the Rhinoceros disc is on the Rhinoceros square, the Zebra on the Zebra, etc., with the two lower corners vacant. Discs should be moved into a vacant space only from the square immediately to the right or left or above or below. In other words discs cannot be moved diagonally.

A harder game can be made by placing the Clown on the board at the beginning along with the fourteen animals. This will leave only one vacant space, the lower right hand corner. Proceed with play as above until the three top rows have been properly filled. Then remove the Clown disc from the board so that there will be two vacant spaces to use in filling the last row.

Played as a Puzzling Solitaire Game for Grown-Ups

Leave the Clown disc on the board for the entire game. This leaves only one vacant space, the lower right hand corner. It will tax your ingenuity to get all of the discs in their proper places. As the discs are put on the board at random, the same combination never appears twice.

Played as a Picture Puzzle for Tiny Tots

Children too small to play the game enjoy placing the discs on the board. Drawings on the disc are so made that they fit exactly over the corresponding pictures on the board. The backs of the discs contain a few interesting facts with references to the animals.

Amusing

Entertaining

Instructive

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