

## BRADLEY'S CARTOON GAMES

Here are the funny folks you know so well, ready to entertain you in games you will love to play. Everyone of the Bradley Cartoon Games is a masterpiece of clever invention in design and playing method—and so attractive, in bright colors, that you just enjoy looking at the pictures on the box cover and playing board. Every game is entirely different from all others and all are great fun to play. You'll enjoy the entire series which includes:



### 4366—MOON MULLINS GAME

A board game, in which Kayo is lost, and this game represents efforts to find him. Moon and his friends join in the hunt.

### 4359—LITTLE ORPHAN ANNIE

A board game different from any you have ever played.

### 4838—TOONERVILLE TROLLEY

A board game which shows how difficult it is to catch the ever moving trolley car for the early morning train.

### 4075—GASOLINE ALLEY

Walt, Skee-zix, Phyllis, Avery and the other well known characters in a card game that's new and clever.

### 4711—ANDY GUMP

The great "spell-Gump" game, played with lettered wooden dice, and Uncle Bim's "money."

### 4182—BARNEY GOOGLE AND SPARK PLUG

A "sparkling" board game in which Col. Plop goes backward around the track to meet his horse and help it win.

MILTON BRADLEY COMPANY, SPRINGFIELD, MASS.

"Makers of the World's Best Games"



## The Game of REG'LAR FELLERS

Trade Mark Reg.



Here's Jimmy Dugan, Pee Wee, too  
And Blabbermouth loquacious,  
Aggie Riley, Mom and Pop,  
And Puddin'head, audacious,  
Here's "Bump," the Hudson protégé,  
And Midnight Jackson, colored,—  
Say anyone who can't be gay  
With such mates is a dullard.  
This Reg'lar Fellers game you'll find  
Not complex nor confusing,  
But just a lot of joy and fun—  
It serves by being amusing.



4795

Copyrighted 1927, by MILTON BRADLEY CO.

## REG'LAR FELLERS GAME

Trade Mark, Reg.

"What's the bestest game there is?" asked Jimmie Dugan.

"I know," said Blabbermouth, jumping over a hydrant, "it's Leap Frog."

"Tis not," said Jimmie, "it's Reg'lar Fellers."

"Ain't no sech game. Reg'lar Fellers is us and we're cartoons and nobody can "play" a cartoon, not even the goil what plays the organ at church!"

"That's coz you don't know," retorted Jimmie. "Gene Byrnes what makes the cartoon has put all us guys in a game with pictures—you and me and Bump and Pee Wee and Aggie Riley and Midnight Jackson—and I got one of them games down to my house now, and there's jelly beans in it too, and I'm going home and play it now."

"Kin I come?"

"Yer kin if you let me take your knife."

"All right, but only till I play the game," replied Blabbermouth.

On reaching Jimmie's house, sure enough there, on the living room table, was a "Reg'lar Fellers" game just like this. And Blabbermouth had a good time playing it, after he had read the

### DIRECTIONS

This game consists of 52 cards, four each of 13 different designs or characters, and a supply of "jelly beans" for counters.

Deal the cards one at a time to the different players, keeping them face down. If only two are playing, the action of the game is improved by using only half of the cards. If three or more play, use all the cards.

When all are ready the dealer calls "Play" and each player takes the top card from his pack and places it face upward on the table.

When any two cards alike are turned up the player who first sees them and calls out the name appearing on them, takes all the upturned cards in both packs on which the duplicate cards appear and places them face downward at the bottom of his own pack of unplayed cards.

**Example:** If the dealer turns up a "Bump Hudson" card and another player turns up a "Bump Hudson" card, the first player to see them and cry "Bump Hudson" takes the two packs of cards on which the "Bump Hudson" cards are turned up. If three cards alike are turned up on three different packs, the first to call the correct name of the cards takes all three packs.

All play in unison. After an instant's pause, the dealer again says "Play" and the top cards of all packs are placed face up on the first card played.

The game continues as above until one player runs out of cards. The cards are then shuffled again and the play proceeds as above until one or another of the players has run out of cards five times, which makes one game.

### COUNTING

The "jelly beans" are used for counters and are left in the tray in the box.

When two "Jimmie Dugan" cards are turned up, the player calling them and winning the two packs on which they appear, takes three jelly beans from the box.

For calling "Aggie Riley" duplicate cards, a player takes two jelly beans.

For calling "Blabbermouth" cards, a player takes one jelly bean.

For having the most cards at the end of a round (when a player runs out of cards), a player takes five jelly beans.

If a player calls an incorrect name for two duplicate cards, or calls the name of a card not duplicated on the top of two playing packs, he pays one jelly bean to the "bean tray."

The player having the most jelly beans at the end of five rounds wins the game.