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The Uncle Wiggily Game

By HOWARD R. GARIS

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THE LITTLE BEDTIME STORY

Uncle Wiggily Longears is an old rabbit gentleman who lives in a hollow stump bungalow in the woods, with Nurse Jane Fuzzy Wuzzy, his muskrat lady housekeeper. Uncle Wiggily has the rheumatism, and starts for Dr. Possum's house, No. 151 Green Moss Avenue, on the other side of the forest. Uncle Wiggily wants to be cured of his rheumatism. On the way to Dr. Possum's office, many adventures happen to the bunny. The object of the game is to get Mr. Longears safely to the doctor's and whoever first does this, wins. There are 105 yellow cards, each telling a certain move, or number of hops for Uncle Wiggily, and 35 pink cards with other moves. The folding board is the forest where Uncle Wiggily lives, the yellow numbered spaces are the jumps he takes.

RULES

The Uncle Wiggily game may be played by two, three or four. There are four Uncle Wiggily counters, each of a different color. Each player takes one counter, which he hops along according to directions on the cards. Any number of Uncle Wiggily counters may be on the same space at the same time.

To start the game, first separate the pink cards from the yellow ones, making two piles. Put these in the middle of the table, with the printed sides down, where all can reach them. Always keep the pink and yellow cards separate. Play the yellow cards first. The pink cards are used only when the yellow

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low cards tell you to choose one.

The first player draws a yellow card, and does what it tells him to do. The second player follows, and so on. If after the first three plays, anyone draws a card which makes his or her Uncle Wiggily counter move back more spaces than it has moved forward, that player may have another turn for better luck.

As you draw the yellow or pink cards, and do what they tell you to do, place the cards, printed side down in separate piles in front of you. If all the yellow cards have been drawn and no one has won the game, shuffle both sets of cards, put them back in the middle of the table, and use them over again, until some one gets to Number 151.

If you get on space No. 9 you are in the Alligator's den; if on space No. 22 in the Rabbit Hole; Nos. 39 and 115 in the woods; No. 67 in the bad Pipsisewah's cave; Nos. 78 and 141, the den of the Fox; Nos. 101 and 130, the trap and No. 109 the Skeejicks. And if you get in these places you must do just what it tells you to — lose turns, or in the case of the Rabbit Hole, go back to Number 13.

Some of the yellow cards might send you to the Bow-Wow Dog House, the Cluck-Cluck Chicken House, the Bushytail Squirrel Tree, or the 5 and 10 Cent Store. Follow the directions given in each of these places.

The player who first gets to Dr. Possum's Office, No. 151, wins the game. When you have moved your Uncle Wiggily counter close to Dr. Possum's office — say on space No. 147 — you then need the exact number of hops to go out. On No. 147 — you would need four hops.

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