

HAPPY CHILDREN
 ARE FOUND WHENEVER THEY ARE GROUPED
 AROUND THE NEW BOARD GAME OF
LITTLE BLACK SAMBO



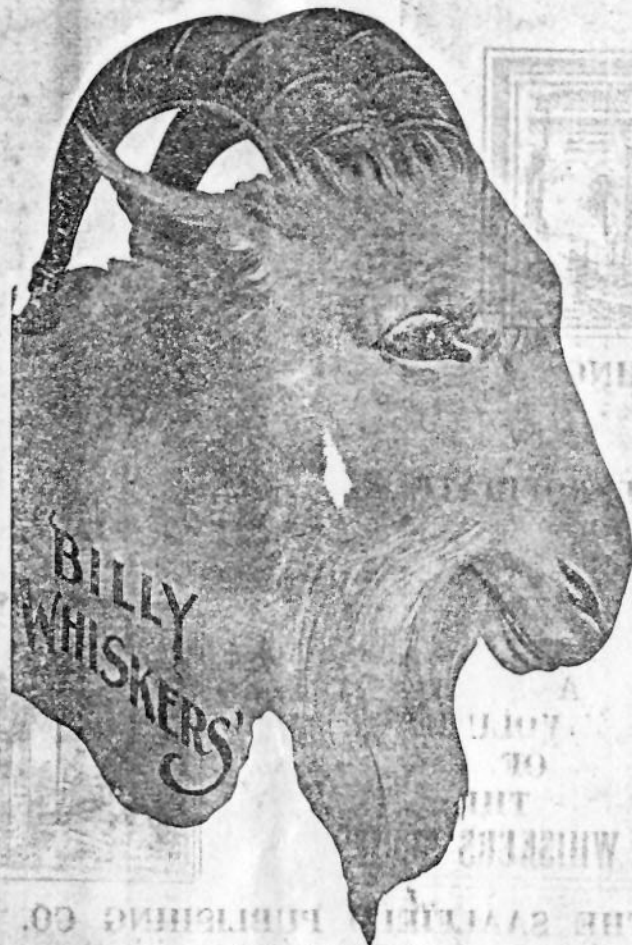
If the eager child listens in open-mouthed wonder to the story of how Little Black Sambo met all those four tigers in the jungle, gave up and then won back from them his little red coat, the pair of beautiful blue trousers, the green umbrella and the purple shoes with crimson linings, what do you think he will do when he is given a handsome game board on which he and his little friends play out the story?

There's Little Black Sambo himself, he is pursued by the four great tigers, with the clothes as forfeits when he is overtaken—and of course home at the end!

The Game Board is handsomely lithographed in colors. There is a separate carton which contains the substantial spinner and the men. Each game comes in a separate wrapper and is attractively labeled.

Price per Game \$1.00

The Saalfield Publishing Co. Akron, Ohio



A FASCINATING GAME



NOTHING
IS
SO
APPROPRIATE
FOR
A
PRIZE
AS
A
VOLUME
OF
THE
BILLY WHISKERS SERIES



THE SAALFIELD PUBLISHING CO.
AKRON, OHIO

INSTRUCTIONS FOR PLAYING



TO PLAY THE FASCINATING GAME OF BILLY WHISKERS, each player selects two men of the same color, placing them in the corner to his right marked Billy, Button, Nannie or Stubby, as the case may be.

Progress is always made to the right of the board.

Place the spinner in the center of the board.

To start the game, each player uses the spinner, the one having the lowest sum total of the arms of the spinner becoming Player No. 1.

Player No. 1 uses the spinner, but cannot start a man out until he gets a five count on one arm of the spinner or a total of five on the two arms. In case of a double five, he may bring out both men. If he does not get a count of five, Player No. 2 has his turn and so on.

When a player spins a 5, he brings one man into the space marked "Start" and moves it on as many more spaces as the other arm of the spinner indicates, if any.

The second man owned by each player cannot be brought out until a second 5 count is made by the player, but a player may proceed to move his first man on the board according to his spinner counts.

When a player turns the spinner and the number of one of the arms brings a man on a space where he receives instructions to go ahead, the player may split the total of his spinner count AS THE NUMERALS READ, and take advantage of it; or if by splitting the total count he should come on a penalty space, he may use the combined numeral count, if he so desires, thereby escaping the penalty.

If a player turns the spinner and the count of either of the numerals, or the sum total of the two arms places his man on a space then occupied by an opponent's man, he butts the opponent's man off the space and may advance either of his own men 20 spaces. The man butted



off the space returns to his corner to start all over again.

If one player succeeds in getting both his men on one space simultaneously, it is called A BLOCK. No other player can pass a block and he misses his turn.

If a player stops on a space marked MISS A TURN, he misses his next play.

If a player when starting gets on a space marked BACK TWO, BACK FOUR, etc., his man goes back that number of spaces, but does not return to the corner of the board.

When a player brings his man into the turn on the left of his starting place, he must spin the exact number of counts with either one or both arms of the spinner needed to take his man home and so catch Billy Whiskers, this correct number being designated by either one arm or the total of both arms of the spinner. The player succeeding in getting both his men into the center of the board first wins the game.

When a player spins a double he receives a second turn. If a player spins three consecutive doubles, the man furthest on the way to the center of the board must begin over again, going back into the corner.



When a man lands on a space where an opponent's man is standing, he sends that man back to his starting corner, and receives a 20 count. If in addition the space reads AHEAD a certain number, he is entitled to that advantage also. If it should read BACK a certain number of spaces, he must likewise stand that penalty.

If a player stops on a space marked AHEAD or BACK a certain number, the continuous play must be made with that one man.

Be sure to take full advantage of the full value of both the numeral counts on the spinner, and of splitting the counts as the numerals show.

Remember the aim of the game is to get both men into the center of the board first—one man home does not make the winner.



THIS GAME SOLD AT ALL TOY DEPARTMENTS
OR
POSTPAID ON RECEIPT OF PRICE, \$1.00
THE SAALFIELD PUBLISHING CO., AKRON, OHIO

BILLY WHISKERS BOOKS
The Famous Series of

are sold in most Toy Departments and in all Book Departments. They are the rollicking stories of a frolicsome goat—his capers and tricks keep the children in a continuous uproar. The titles are as follows:

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Each is substantially bound in boards, with cover and jacket in colors, and six full-page illustrations in colors.

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