



# *A Visit to* **MOTHER GOOSE**



"A Visit to Mother Goose" is a game for younger children — children who, upon entering for the first time a new and delightful wonderland, begin to discover the fascination of playing games.

This game has been handsomely illustrated and especially designed to interest these children, who are, in many cases, too young to read themselves, and depend instead on mother, or father, or perhaps big sister or brother to read the rhymes and to direct the play.





# RULES FOR PLAYING *The Game* "A VISIT TO MOTHER GOOSE"

TRADE MARK

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SALEM, MASSACHUSETTS  
NEW YORK • CHICAGO • LONDON  
MADE IN U.S.A.

FOR TWO TO FOUR PLAYERS

## FOREWORD

The idea of the game is for the players to visit Mother Goose. The scene on the folding board represents the Beautiful Garden of Mother Goose. Colored stepping stones form a path around the garden. Many of the most famous and lovable characters from the Nursery Rhymes play in this garden every day. They enjoy themselves very much and are delighted to have visitors, especially children.

## THE OBJECT

The object of the Game is for the "Children" (*each player has one of the different colored pairs of Children*) to walk through the garden, step by step, until they reach the last step where Mother Goose will be waiting for them. Each player, in turn, has a chance to advance his pair of "Children" along the path of colored stepping stones. *The player who first moves his "Children" into the Home of Mother Goose WINS THE GAME.*

## EQUIPMENT

The Garden (the folding board).

The four pairs of "Children" — colored playing pieces.


The Rhyme Cards. Each contains a favorite Mother Goose Nursery Rhyme. Printed at the bottom of each card is the number of steps to be taken by the player after the Rhyme has been read. Some cards have only one step, others two, three, four or even five steps.



## STARTING AND PLAYING THE GAME

Each player chooses a pair of "Children" and places them on the First Step in the lower left-hand corner of the Garden. Shuffle the Rhyme Cards and place them FACE DOWN within easy reach. One player is chosen to make the first move and picks up the top card from the pile, turns it over and reads the printed rhyme. Then he advances his "Children" (moving piece) *one* space for each step printed AT THE BOTTOM of the card.

FOR EXAMPLE, IF THIS CARD WAS DRAWN



MARY HAD A LITTLE LAMB

Mary had a little lamb,  
Its fleece was white as snow,  
And everywhere that Mary went,  
The lamb was sure to go.

STEP      STEP      STEP

This card would move the "Children" 3 steps or paces along the path. (The player should say aloud "Step — Step — Step" as he moves the "Children" on each of the stepping stones.) After the "Children" come to rest on the third step, if the player can repeat the rhyme just read, he may advance them (the "Children") one step extra as a reward. Then, the turn passes to the next player at his left. The used cards are placed *face up* in another pile nearby. They are reshuffled, turned face down and used again when needed.

## WINNING THE GAME

Players continue to play, in turn, until one player moves his "Children" *into the home of Mother Goose and Wins the Game.*



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