

# Rules: BABAR™ THE KING OF THE ELEPHANTS GAME

For 2 to 4 Players/Ages 4 to 8

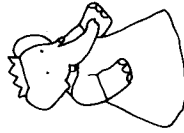
Rules© 1978 Parker Brothers Div. of General Mills Fun Group, Inc., Beverly, Mass. 01915. Printed in U.S.A.  
Babar characters © 1978 Laurent de Brunhoff.

## Equipment

The game contains 1 game board, 1 spinner and 4 crowns—each one a different color.

## Object

Babar, the King of the Elephants, needs his crown. To win, you must be the first player to bring him his crown. Babar's friends and family will try to help you. Sometimes, though, they only hold you up. Here is a picture of each of them. They all live in Celesteville, the capital of Babar's kingdom.



Queen Celeste, Babar's wife



Cousin Arthur



Cornelius, the oldest elephant in Celesteville



Zephir, the monkey



The old lady



Flora, Pom, Alexander,  
the children of Babar and Celeste



Rataxes, the leader of the rhinos.  
Rataxes is a meanie and will always try to keep you from crowning Babar.

## Playing

1. Each player selects a crown and places it on "Start."
2. Each player spins the spinner. The player who spins the highest number moves first. If more than two are playing, play then proceeds to the left.
3. On your turn spin the spinner and move the number of spaces shown.
  - a) If you land on a **hut space**, look at the hut's shutters. If the color of the shutters matches the color of your crown, spin again. If the color of the shutters does **not** match the color of your crown, your turn ends.
  - b) If you land on a **character space**, look **ahead** of you for another picture of that **same character**. If you find only one, move your crown to that space. If you find more than one, move your crown to the one that's closest to your current space. If there are no more pictures of that character ahead of you, then you must move your crown **backward** to the **next** picture of that character.
  - c) If you land on **Rataxes**, the rhino, you lose your next turn.
  - d) More than one player may occupy the same space at the same time.

## Winning

The large picture of Babar is the last space on the board. To win, you must be the first player to land there with your crown. To land there, you must spin the spinner the **exact** number of spaces. If you're near the end and spin too large a number, you cannot crown Babar on that turn. For example, let's say that you're on Zephir, the monkey, one space from Babar. If you spin a number larger than 1, you cannot move and must wait until your next turn to try again.

We will be happy to answer questions about this game. Parker Brothers, 50 Dunham Road, Beverly, Mass. 01915