

# CHILDREN'S HOUR

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## *The Amusing Game of* **PEANUT, THE ELEPHANT**

TRADE MARK

**And His Friends.**

For 2-3 or 4 Players

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CHICAGO

### **THE STORY:**

Four little Elephants plan to visit the home of their friend, "Peanut, The Elephant." Sometimes they walk along the path and sometimes they coast. Finally, they reach Peanut's house and tell him all about the fun they had on the way.

### **THE OBJECT OF THE GAME:**

The first player to reach Peanut's Home wins the game and also 25 points. The player with the greatest number of points at the end of 3 games is Peanut's Best Friend.

### **THE GAME CONSISTS OF:**

Four bright ELEPHANTS—one color for each player.

One SPINNER indicating the number of spaces to move the Elephants.

A pictorial FOLDING BOARD illustrating the path to be taken by the Elephants. The path consists of circular spaces with a connecting line joining each space.

The Elephants travel from space #1 along the path until they reach the FINISH space.

### **TO BEGIN THE GAME:**

Place all Elephants in a row near space number 1.



The order of play is Red, then Yellow followed by Blue and Green.

Determine who shall move first by spinning the pointer. Highest number plays first, using the Red elephant. Other players follow in turn around the table from the starter's LEFT.

### **TO PLAY:**

The starting player spins again and moves his Elephant the number of spaces indicated by the pointer. If it points to a 4, then move the Elephant 4 spaces. (Each circle is a space.) If the pointer points to 1, move 1 space, and so on. If it points to a line, spin again. After playing, hand the indicator to the player at the left.

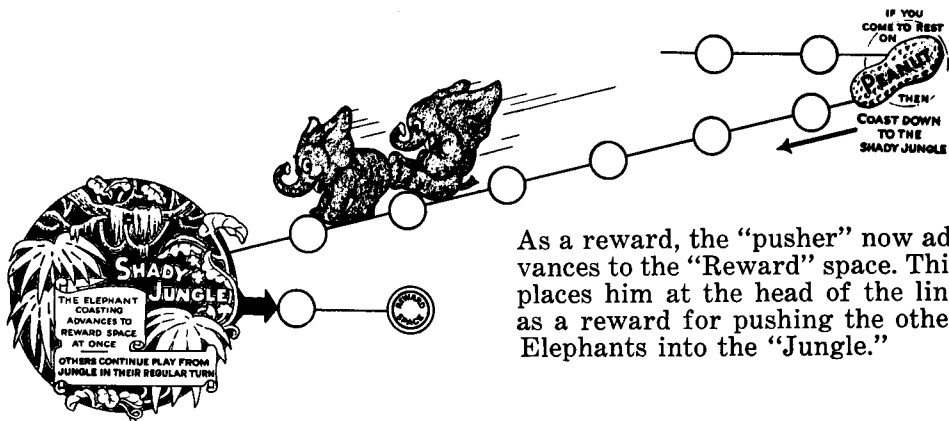
This is VERY IMPORTANT to remember. If an Elephant stops on a space and finds another Elephant already there, he jumps over him and moves to the NEXT SPACE AHEAD that is NOT OCCUPIED.

When moving ahead, count EVERY space on the path INCLUDING those spaces upon which Elephants may now be resting. A JUNGLE COUNTS AS ONE SPACE.

### **WHEN TO COAST:**

When an Elephant comes to rest on a space marked "Peanut," HE DOESN'T STOP THERE, but coasts down the path AT ONCE to the "Jungle" at the end of that path. If there are any other Elephants resting on that path between him and the "Jungle," THE ELEPHANT

COASTING PUSHES all of the others down the path and into the "Jungle." THERE THEY REMAIN until their next regular turn to play.



As a reward, the "pusher" now advances to the "Reward" space. This places him at the head of the line as a reward for pushing the other Elephants into the "Jungle."

If the "Reward" space happens to be occupied at that time, he moves ahead along the path until he reaches the FIRST SPACE THAT IS NOT OCCUPIED, and comes to rest there.

Of course if there are no other Elephants AHEAD of him on THAT path, he just coasts down alone, waiting in the "Jungle" until his next turn to play.

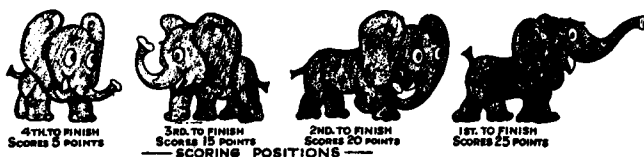
In counting your moves, count the "Jungle," just as you would an ordinary space.

Play now continues from the "Jungle" at the end of each coast in the same order of play as at the beginning of the game—that is—spin the pointer, move your Elephant along the path—coast if you come to rest on a "Peanut" space—if you don't, then just move ahead space by space.

THE FIRST ELEPHANT TO REACH PEANUT'S HOME BY EXACT COUNT, WINS THE GAME AND ALSO SCORES 25 POINTS. The second player to finish, does not win but scores 20 points. The third player to finish scores 15 points, and the last player to finish, scores 5 points.



As the Elephants reach the "Finish" space—PEANUT'S HOME—they are placed at once on the SCORING POSITIONS at the bottom of the board.



## NOTES

Make the sound "WHEE-E-E-E-E-E!" as you coast the Elephant down.

Consider the "Peanut" as a space.

When all of the Elephants but one, have reached PEANUT'S HOME, this last Elephant does not have to finish by spinning, but comes home immediately from wherever he may be on the board, and places himself on the highest Scoring Position still remaining open.

In a 4 player game there would be no choice for him but the last space, scoring 5 points. In a 3 player game, he would place himself in the third Scoring Position which would give him 15 points.

One of the interesting surprise plays is made near the end of the game. When an Elephant COMES TO REST on the "Reward" space near the "Sunny Jungle," HE HOPS IN ONE MOVE to the "Finish" space.

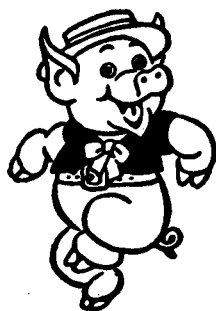
# *The Cheerful Game of* **PORKY THE PIG**

TRADE MARK

"Oink-Oink"

Bark like a dog — "Bow-Wow"

Make a noise like a bell — "Ding-Dong"



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For 2 to 5 players.

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1. There are 20 pairs of **MATCHED CARDS** bearing the likeness of some object, animal, or bird, such as, two autos, two dogs, two crows, etc. Each pair of cards has a scoring value in points.

**THE OBJECT OF THE GAME** is to score the greatest number of points by matching the cards in pairs.

2. A dealer is chosen who shuffles the cards and deals them out one at a time face down until each player has five cards. The remainder of the pack is placed face downward, in the middle of the table, as a drawing pile.
3. As soon as the cards are dealt, each player matches as many of the cards in his hand as he can, that is, if he holds 2 pictures of "Kitty the Cat." he puts those cards face up, on the table, nearby. He must also make the sound indicated by the picture on those cards, saying "Meow-Meow." If he has still another pair of cards such as 2 "Parrot" cards, he would lay that pair of cards aside, and say, "Polly-Wanta-Cracker."
4. The player at the left of the dealer begins by calling for a card to match one which he holds in his hand. **HE CALLS BY IMITATING**, or mimicking **THE SOUND** indicated on the card, as "Honk, Honk" for Auto, "Oink, Oink" for Pig, and "Cock-a-Doodle-do" for Rooster, etc.
5. The player holding the corresponding card called for must answer **BY REPEATING THE SOUND** and surrendering the card to the caller.
6. The player continues to call so long as he is able to match a card from his hand; and when he fails to match, he draws one card from the drawing pile (but does not call) and the play now **PASSES TO THE LEFT**.

However, should the card just drawn from the drawing pile match any card he now holds in his hand, he places those cards on the table as a matched pair. He is then entitled to draw another card from the drawing pile after which the turn passes to the next player.

7. When a player is out of cards, he does not retire from the game—but waits for his regular turn when he draws a card and calls. If he matches he draws again (but does not call), and the play passes to the left.
8. Each pair of matched cards counts one point, except that the "Rooster" pair counts two points and the "Porky" pair counts five points. The player having the **LARGEST NUMBER OF POINTS AFTER ALL OF THE CARDS IN THE GAME HAVE BEEN MATCHED**, **WINS THE GAME**.

## Rules for Playing

# A B C FISHING

TRADE MARK

## A Game for Little Folks

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For 2-3 or 4 Players

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### NOTE:

A B C FISHING was especially designed as a simple game for very young boys and girls. Therefore, the play of the game is elementary and every effort has been made to avoid complicated moves.

### THE EQUIPMENT CONSISTS OF:

A "POND" that has been slotted to hold the A B C CARDS. These cards are printed with the letters of the alphabet in large size to correspond with the decorative border around the edges of the pond. Each card has a hole in the top part so that it may be hooked or fished out of the game board. The third playing piece consists of a miniature fishing pole to which a hook has been attached by means of a string.

**THE OBJECT OF THE GAME** is to place the cards in the slots and then one by one, *and in regular turn*, fish out the cards with the little fish hook. Keep the cards if they have a scoring value indicated by a star, and discard them if they do not have any scoring value. Each star counts one point. The player with the greatest number of points at the end of the game, wins.

### PREPARATION:

Players should seat themselves around the table and place the game box within easy reach. All players should help to mix the cards thoroughly and then place them at random into the slots in the board, with the holes at the top and the letters hidden below.

### TO BEGIN THE GAME:

Choose a player to begin the game. This player holds the fish pole over the cards in the slotted board and tries to fish up any card that he may select. Once the hook is placed into a card, which is an easy matter, he pulls the card up slowly from the board, removes the card and reads aloud the large letter of the alphabet printed on it.

If the card has a STAR on the bottom of it, the player keeps the card to score for him at the end of the game. If the card does not have a star, then the card has no scoring value and is placed aside in the middle of the table. *Each player has one turn.* The fishing pole is then handed to the player AT HIS LEFT.

The game continues *until all of the cards have been drawn* from the game board. After the last card has been drawn, the game stops and the player having the cards totalling the greatest number of stars, **WINS THE GAME.**

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