

RULES FOR PLAYING CROW HUNT

[Trademark]
U. S. PATENT 2,130,289

Parker Brothers Inc.
SALEM, MASSACHUSETTS
NEW YORK SAN FRANCISCO CHICAGO
MADE IN U.S.A.

Setting Up the Game

Before starting to play, the board should be taken from the box and placed in the slots of the little wooden braces which will support it upright.

Next a crow should be placed on the slide in the back so that the picture side shows through the opening. Three more crows and then the duck should be placed in back of this crow on the slide.

The Repeating Rifle

To load the rifle stretch an elastic from the front sight to the spoke on the little wheel at the hammer position. Now pull this hammer back and stretch another elastic to the other one which has come up when the first was pulled back. Do this until six elastics are stretched on the gun. After stretching the sixth elastic do not pull back the hammer.

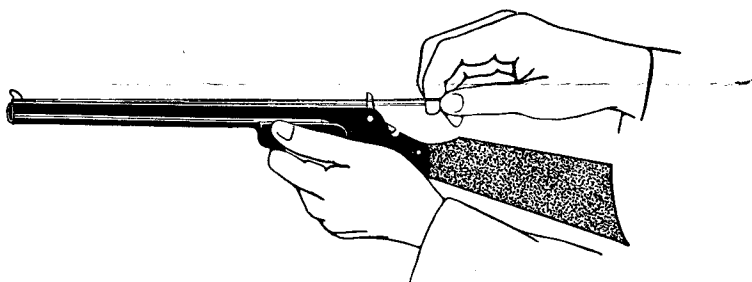


Illustration shows how to load the rifle. To shoot, aim and pull the trigger.

Shooting

Take turns with the rifle, each player firing a full gun of six elastics at the bird which appears in the cut-out. If this bird is hit it will disappear and another will take its place.

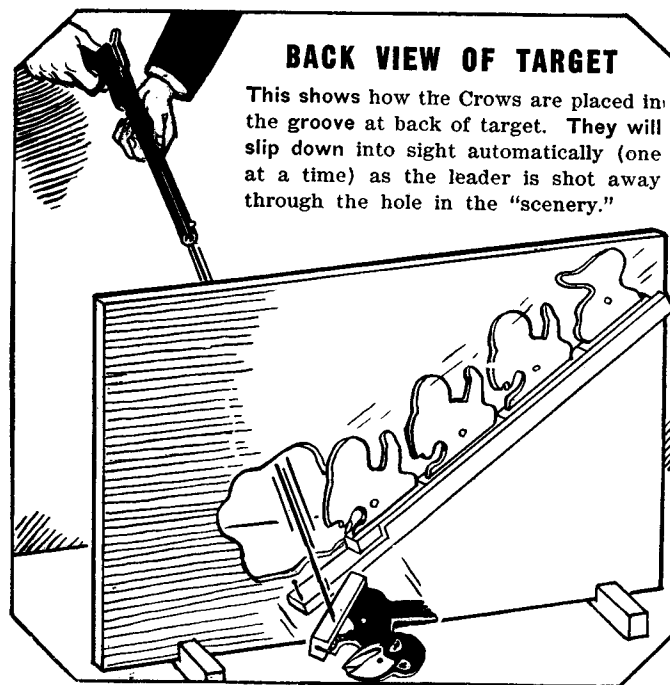
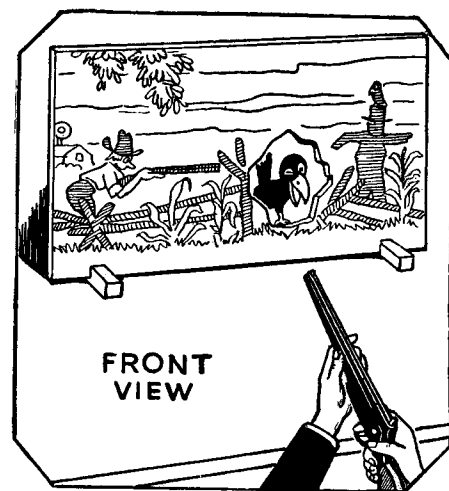
Scoring

Each crow shot down counts one but if the duck (whose name, by the way, is "Elmer") is shot down it counts 5. This is for the reason that "Elmer" is always last to appear and he shouldn't be there anyhow.

The Winner

Twenty-five points is the usual game and the first person scoring this total wins.

Shorter or longer games may be played if the players so wish.



BACK VIEW OF TARGET

This shows how the Crows are placed in the groove at back of target. They will slip down into sight automatically (one at a time) as the leader is shot away through the hole in the "scenery."

ADDITIONAL "AMMUNITION" (60 elastic bands) will be mailed postpaid upon receipt of 30 cents in money order or postage stamps addressed to Parker Brothers Inc., Salem, Mass.