

Rules for playing Little Noddy's Taxi Game

FOR 2, 3, OR 4 PLAYERS

NODDY
TRADE-MARK

Parker Brothers Inc.

SALEM, MASSACHUSETTS
NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U. S. A.

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Introduction:

This delightful game revolves around Little Noddy, the taxi driver of Noddyland. Little Noddy picks up his passengers and takes them wherever they wish to go. All the money in Noddyland is the same — nickels — and that is how the taxi drivers are paid for their work.

The game may be played by two, three, or four people, each one playing the part of Little Noddy. The player with the most nickels at the end of the game is the winner.

Equipment:

A colorful board showing some of the interesting places in Noddyland and the track on which the taxis move.

Four taxi cabs, one each of four colors, in which Little Noddy is seated waiting for his passengers.

Four pieces representing the passengers — Miss Harriet Kitten, Bert Monkey, Big-Ears, and Miss Sally Skittle.

Four cards listing the passengers, and four cards indicating their destinations.

One Taximeter showing how far the taxis may travel.

A generous supply of toy nickels, which are kept in the Noddyland Bank.

Preparation:

Each player selects a taxi and places it near the Taxi Stand to start the game. Notice that Little Noddy is already seated in the front seat of the taxi.

The Destination Cards and the Passenger Cards are placed face down on the table and each player draws one of each color. Now he knows who his passenger is and where he must take him. Place the passengers in the circles in front of their homes. To be sure that each passenger is placed correctly in front of his home, compare the pieces with the passengers' pictures next to the houses on the board.

Lift out the box containing all the nickels and place this box on the board on the space marked "Noddyland Bank." Each player is given five nickels from the Bank.

The game is now ready to begin.

The player who registers the highest number on the Taximeter moves first. In case of a tie, try again.

The Start:

All players in turn snap down and release the flag on the Taximeter. They move their taxis around the board the same number of spaces as shown in the little window. Players *must* follow the instructions printed on the spaces on which their taxis stop.

Taxis may move *only in the direction of the arrows*. No player may turn around and move the other way.

Taxis may pass by each other, but may not land on the same space. They must move up to the next vacant space.

Collecting Nickels:

At various times during the game according to the instructions printed on the spaces, players will collect nickels from the Bank or must pay nickels to the Bank. When a player lets off a passenger at his destination, he collects three nickels as payment for the ride. (Take the nickels from the Bank.) If a taxi should come to a stop on a destination place, but does not let off a passenger, he does not collect three nickels. Players should keep their nickels until the game is over.

Picking Up a Passenger:

Each player must move around the board until he comes to a stop at his passenger's house. If he does not reach the house *by exact count* the first time around, *he must go around the board again*. The second time around the board, the passenger's house need not be reached by exact count. When a taxi stops at his passenger's house, the player places his passenger in the taxi, and heads for the place mentioned on his Destination Card.

Letting Off a Passenger:

If a taxi does not reach the destination space *by exact count* the first time around *after* he has picked up his passenger, *he must go around the board again*. The second time around, the taxi need not reach the destination space by exact count. After the taxi has reached the destination, the player takes the passenger out of the taxi and places him directly on the circle in front of his destination.

Road Blocked:

If a space in front of a passenger's home or destination space is blocked by another taxi, the player who wants to get there may forfeit his turn until the blocking taxi has moved away, *or*, he may move on to the next vacant space and go around the board again.

Returning Empty Taxi to Taxi Stand:

After a player has reached his destination and has let off his passenger, he heads for the Taxi Stand. The Taxi Stand need not be reached by exact count. After a player has reached the Taxi Stand, he removes his taxi from the track and places it in one of the Parking Spaces. The first taxi to reach the Stand goes to Parking Space No. 1 and receives a bonus of four nickels. The second taxi to reach the Stand goes to Parking Space No. 2 and receives a bonus of three nickels. The third taxi to reach the Stand goes to Parking Space No. 3 and receives a bonus of two nickels. The fourth taxi to reach the Stand goes to Parking Space No. 4 and receives a bonus of one nickel.

Collecting Extra Nickels:

When a player reaches the Taxi Stand ahead of all the others and does not want to sit in the Parking Space while waiting for the others to finish, he may circle the board again, taking the **SHORT ROUTE** through Ice Cream Town. This may be an advantage to a player who wants to collect more nickels, but he must be careful not to circle the board too many times or some other player may beat him to Parking Space No. 1.

Last Taxi Left on Track:

When all players except one have put their taxis in the Parking Spaces, the last taxi on the track *must* go to the remaining Parking Space. He moves around the track without stopping and as he passes the Nickel Tree, he collects two nickels. He then collects his bonus for reaching the Parking Space and the game is over.

Winning the Game:

After all taxis have reached the Parking Space, the game is over. Players count up their nickels, and the player with the most nickels is the winner.