

Rules for playing

TEDDY BEAR PANDA

A • B • C

GAME

REGISTERED IN U.S. PATENT OFFICE — COPYRIGHT 1940. 1952

Parker Brothers Inc.

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

This game is for very little people. It is designed to amuse these young folks, and at the same time teach them the A, B, C's.

The object of the game is simple — the first player to advance his moving piece from the letter "A," to the end of the alphabet "Y" and "Z," wins the game.

COLOR DETERMINES THE MOVES. Each player selects a moving piece represented by one of the friendly little animals. Panda, Kitty, etc. Place all pieces at the place marked "Start."

The youngest player begins by spinning the arrow. If the arrow should stop at Green, the player will advance his moving piece from "Start" to the first Green letter, which happens to be "C."

Now the next player spins the arrow, and places his moving piece on the first **unoccupied** letter of the color indicated by the arrow. If the arrow stops at Blue, then **his** moving piece is placed at "A," because that is the first **unoccupied** Blue letter that is reached at the beginning of the game.

The other players follow in turn, each one placing his moving piece on the next **unoccupied** letter corresponding in color with the space indicated by the point of the arrow.

As each player places his moving piece on a letter, he must name that letter in a loud voice.

The first player to reach the letters "Y" or "Z," at the end of the alphabet, wins the game, **both of these letters counting as winning letters.**

NOTES: Only one moving piece may occupy any one letter at one time.

If the arrow indicates that a player should land on a letter already occupied by another piece, he must pass over that piece, and come to rest on the first unoccupied space, regardless of color.

Questions regarding "TEDDY BEAR PANDA" will be gladly answered if a three-cent stamp is enclosed. Address —

PARKER BROTHERS, INC., SALEM, MASSACHUSETTS