

DIRECTIONS FOR PLAYING
WALT DISNEY'S OWN
3 LITTLE PIGS

**“Who's Afraid of the
Big Bad Wolf”**
GAME

THE AMUSING ADVENTURES OF THE 3 LITTLE PIGS
AND THEIR TINY FRIEND “PORKY.”

“Easy to Learn --- Easy to Play”



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Salem, Mass. New York London

A Delightful Game for Children
For 2, 3 or 4 Players



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THE OBJECT OF THE GAME is to make a complete journey around the Big Bad Wolf, following the colored spots from the start to the finish. You will enjoy visiting the Ice Cream Parlor and the Movies. Of course the Playground is a treat, too. But beware the Wolf's Den and the Big Bad Wolf Forest!

The first player to reach the Red Circle No. 58, in front of the strong Brick House wins the game.

There are four playing pieces — the little one is "Porky," a young friend of the 3 Little Pigs — then there is the Red Pig — the White Pig and the Blue Pig.

How To Play This Amusing Game

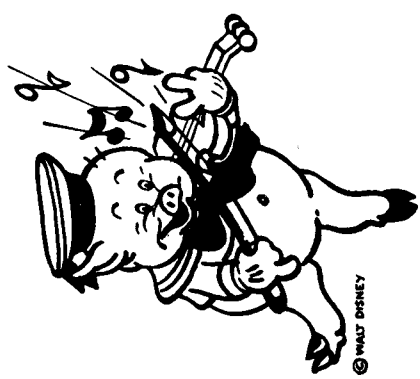
Use the colored indicator to determine the moves. Each player selects a playing piece.

"Porky," the youngest player, is represented by the smallest playing piece.

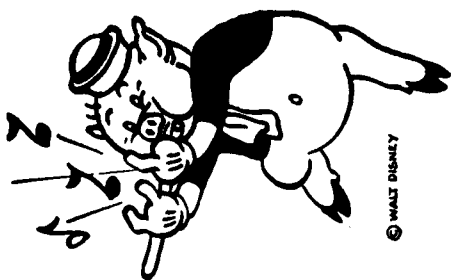
Each of the other 3 little Pigs is represented by one of the tall pieces. One is Red, one is White and one is Blue.

"Porky" spins the arrow first — then he is followed by Red — then White, then Blue. That is the order throughout the game. "Porky" first, then Red, White and Blue.

EXAMPLE: Suppose that "Porky" spins the arrow and it points to Red (assume that No. 1 Red space is occupied) "Porky" moves the small playing piece on to the next Red circle, which is No. 5. That space, however, reads "Go to Ice Cream Parlor," so "Porky," liking ice cream very much, hastens over to the Ice Cream Parlor at once,



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and remains there until it is his turn to play again. In the meantime Red, White and Blue in turn, spin the arrow to find out where they move to. Now it is "Porky's" turn again and instead of spinning the arrow he moves up to space No. 10 as indicated underneath the picture of the Ice Cream Parlor. Now if it should happen that some one else is occupying that color, "Porky," instead of placing his piece side by side with that player, walks along to the next unoccupied space of that particular color and places his piece on that spot. This Example applies to the Red, White and Blue pieces as well as to "Porky."

Not more than one player may occupy one colored space at one time. Just remember that if the arrow points to Orange as your next move and you find that the Orange space ahead is already occupied by another player's piece, then move ahead to the next Orange space that is vacant. This rule applies to all colors. It also makes the game very lively and interesting.

The game now proceeds until a player reaches the last red square, No. 58, at the Brick House at the end of the road, and Wins the Game.

WALT DISNEY'S OWN GAME 3 LITTLE PIGS

"Who's Afraid of the Big Bad Wolf"

is recommended for Children's Parties, and makes an Ideal Birthday Gift, too, for boys and girls.

This game is easy to learn and most of the amusing adventures and situations of these lovable characters are clearly printed on the colored playing board.

"YOU'LL LOVE LITTLE PORKY"

Tell Your Friends About This Grand New Game.

Some Interesting Notes Regarding the Play of the Game

"GO TO ICE CREAM PARLOR"—

Move your piece over to the picture of the Ice Cream Parlor. Remain there until it is your turn to play again. Instead of spinning the arrow, however, place your piece on Number 10 space, and if you find somebody else occupying that space, just move on ahead to the next vacant space, **of the same color.**

"WOLF TRAP"—

Lose one turn.

"PORKY TO SCHOOL"—

If "Porky" lands on this space he must go to school as directed. Then, instead of spinning the indicator, he places his piece on No. 18 as his next move.

If any of the other players should land here ("Porky to School") they send "Porky" to school but they themselves do not go.

"WOLF'S FOREST"—

The Wolf's Forest includes spaces number 23, 24, 25 and 26. If, by good fortune, you should hop **over** these spaces **IN one move only**, you are entitled to an **EXTRA SPIN** of the indicator. That is your reward for avoiding the forest.

"PORKY" WANTS TO PLAY. EVERYBODY JOIN "PORKY" AT THE PLAYGROUND—

Just as soon as **ANY** player lands on this spot (No. 31) **EVERYBODY** removes his playing piece from its present position and places it at the Playground. "Porky" and his friends now enjoy themselves for a brief period of play. (Stay at the Playground long enough to count 10 then resume the journey.) Each player places his piece on the space indicated, Red on No. 37, White on No. 38, Blue on No. 39 and "Porky" on No. 40. After Everybody is properly placed "Porky" then spins, followed by Red, White and Blue. And so the game continues.

"EVERYBODY SINGS—WHO'S AFRAID OF THE BIG BAD WOLF?"

Whenever a player lands on a spot so marked, **Everybody**, including the spectators, should join in singing one verse, at least. It is lots of fun.

CHANGING PLACES AS ON SPOTS NUMBER 47, 49, 51 and 53—

These rules apply **ONLY** when **FOUR** persons are playing.