

The Uncle Wiggily Game

By Howard R. Garis

Uncle Wiggily Longears is an old rabbit gentleman who lives in a hollow stump bungalow in the woods, with Nurse Jane Fuzzy Wuzzy, his muskrat lady housekeeper. Uncle Wiggily has the rheumatism, and starts for Dr. Possum's house. No. 151 Green Moss Avenue, on the other side of the forest. Uncle Wiggily wants to be cured of his rheumatism. On the way to Dr. Possum's office, he has many adventures. The object of the game is to take Uncle Wiggily Longears safely to the doctor's and whoever first does this, wins. The white cards tell Uncle Wiggily the number of hops to take, and the colored cards direct him to places in the forest. The folding board is the forest where Uncle Wiggily lives, and the yellow numbered spaces are the jumps he takes.

RULES **For 2, 3 or 4 players**

The Uncle Wiggily game may be played by two, three or four. There are four Uncle Wiggily pieces each of a different color. Each player takes one piece, which he hops along the path according to the directions on the cards. Any number of Uncle Wiggily pieces may be on the same space at the same time. To start the game, first separate the colored cards from the white ones, making two piles. Put these on the table where all can reach them with the instructions down. Always keep the colored and white cards separate. Play the white cards first. The colored cards are used only when the white cards tell you to take one.

The first player draws a white card, and does what it tells him to do. The second player follows, and so on. If after the first three plays, anyone draws a card which makes his or her Uncle Wiggily piece move back more spaces than it has moved forward, that player may have another turn hoping for better luck.

As you draw the white or colored cards, and do what they tell you to do, place the cards, instruction side down in separate piles in front of you. If all the white cards have been drawn, and no one has won the game, shuffle both sets of cards, and use them over again, until someone gets to Number 151. If you get on space No. 9 you are in the Alligator's den; if on space No. 22 in the Rabbit Hole; Nos. 39 and 115, in the woods; No. 67, in the bad Pipsisewah's cave; Nos. 78 and 141, the den of the Fox; Nos. 101 and 130, the trap and No. 109, the Skeezicks. If you get in these places you must do what it tells you to—lose turns, or in the case of the Rabbit Hole, go back to Number 13.

Some of the white cards send you to the Bow Wow Dog House, the Cluck Cluck Chicken House, the Bushytail Squirrel Tree, the 2 and 3 Cent Store, or the Wibble Wobble Duck Pond. On your next turn before drawing a card, follow the directions given on these spaces.

When you have moved your Uncle Wiggily piece close to Dr. Possum's Office, which is number 151, you need the exact number of hops to reach it. For example if you are on space 147 you need 4 hops. If the card which you draw calls for more than 4 hops, you forfeit your turn and try again on your next turn.

The player who first gets to Dr. Possum's Office, No. 151, wins the game.

*We will be happy to answer questions about this game.
Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915.*

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