

## HOW TO PLAY TOY PARADE

A fascinating game for 2, 3, 4 or more Tiny Tots.

TOY PARADE is a colorful, exciting game for pre-school kiddies, who need have no knowledge of numbers and counting; and an interesting game for older kiddies, too.

The object of the game is to complete the Parade of Toys to reach the green WIN circle.

To start the game, each player selects a different colored marker. The youngest player starts first, and the other players follow in their age order.

The first player spins, and starting at the top left of the TOY PARADE path, moves his marker to the toy indicated on the spinner. For example, if he spins the BALL, he moves his marker to the first square upon which the BALL appears. On the next spin he moves to the next toy indicated by the spinner.

If the marker lands on a RED square, he spins again, and moves his marker BACKWARD to the square illustrating the toy indicated by the second spin.

If the marker lands on a BLUE square, he spins again, and moves his marker FORWARD to the next toy indicated by his second spin.

If the marker lands on a YELLOW square, he awaits his next turn, and must spin the following toy before he can move his marker. For example, if the marker lands on a yellow TRICYCLE, he continues to spin ON SUCCEEDING SPINS until the spinner falls on a BALL, which always follows the TRICYCLE.

Two or more players may occupy the same square.

After a player lands on the last square, the TRAIN, he must wait until his spinner indicates one of the green areas on the spinner, after which he is declared the winner.

If the player, upon reaching the end of the PARADE, spins a toy which would be beyond the TRAIN, he must wait until he spins the last toys in order. No squares may be skipped. For example, if the marker lands on the last TRICYCLE, he must spin either a BALL or a TRAIN to move to those spaces, and after reaching the last TRAIN, must spin a GREEN area.

**JAYMAR SPECIALTY CO.**

**200 FIFTH AVE. NEW YORK, N. Y.**