

# BLONDIE



Copy. 1930, 1932, 1935—K.F.S.

*goes to* **LEISURELAND**



A WESTINGHOUSE GAME



King Features Syndicate (K.F.S.) Westinghouse

## Rules for

# BLONDIE GOES TO LEISURELAND GAME

**1** — Take the two sheets of cardboard and separate markers and cards along perforated dots. Each player should choose one of the different numbered markers. Shuffle the cards after they have been cut apart.

**2** — If up to five people are playing, deal four cards to each player.

**3** — If more than five are playing, reduce quantity

dealt to each player so that at least ten cards are left in the center pile. Place these remaining cards face down on the table alongside the center panel representing Leisureland.

**4** — Order of starting may be decided by spinning the spinner. The player getting the lowest number goes first and others in order of the number which they spin. In case of ties, those players should spin again.

**5** — Each player in turn spins and moves his marker that number of spaces on the road to Leisureland. The winner is the player who first reaches the happy scene at the center of the board which pictures Leisureland.

### PENALTIES AND REWARDS

In case a player's spin brings him to a spot already occupied by another player, he must stop at the first space before the occupied spot. However, a player is perfectly free to pass over an occupied spot provided his number of moves, as indicated by the spinner, carries him over.

When a player lands on a spot colored green, he may take another card from the stack.

When the player lands on a spot colored red, he must put one of the cards he holds face down at the bottom of the stack. If at any point, a player is called upon to give

up a card when he has none in his hand, he must forfeit his next turn at the spinner.

When a player lands on any of the black spots, he must take the penalty indicated unless he holds in his hand a card representing the particular Westinghouse Appliance which would correct the trouble. In this case, he may ignore the penalty and either advance three spaces along the regular route — or, when the black spot is next to a short cut (marked by blue spots), he may move two spots along the short cut to Leisureland. Each card states exactly what the player should do.

At the time the player takes advantage of the benefits of a card he must show the

card and return it face down at the bottom of the stack.

There are certain cards which represent a complete electric home. A player holding any one of these cards can avoid any penalty, but like any other card, upon using it, he must show it, and return it to the bottom of the stack.

Before any spin a player may offer to exchange any one card he is holding with any other player willing to do so.

To finish the game, a player must spin the exact number to bring him to spot marked "finish." If the number is higher than the remaining spaces, he may not move and must keep spinning, in his turn, until he spins the required number.

WESTINGHOUSE ELECTRIC & MANUFACTURING COMPANY, MANSFIELD, OHIO