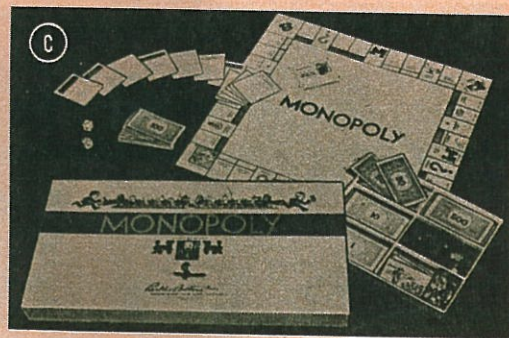
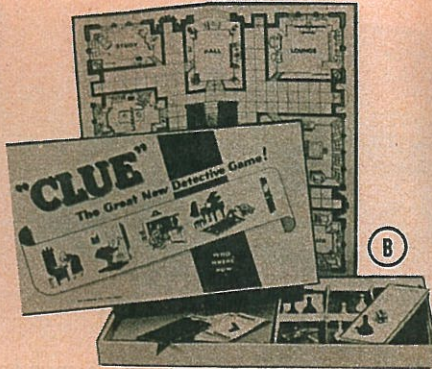


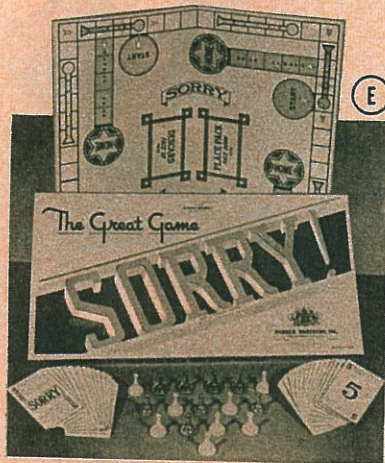
FAMOUS PARKER GAMES



A 23-56 BING CROSBY'S "CALL ME LUCKY" Wt. 4 lbs. \$3.00
(9 yrs. up)—Game played on a 20 x 20" folding board by 2 to 4 players. Each player in turn places his cardboard numbers on the corresponding number on the playing board, capturing numbers as best he can to accumulate the highest score. Exact method of play has many exciting angles, one being the number "7" card which is wild. Game includes 4 colored sets of 14 cards each, plastic card holders and rules.

B 3-54 "CLUE" Wt. 4 lbs. \$3.00
(10 yrs. up)—As the name implies, this is a detective game. Somewhere in the various rooms on the 19½ x 19½" folding board a crime has been committed. Hints as to the solution are given on the special cards in combination with accessories such as revolver, knife, lead pipe, rope, etc. First to solve the crime wins. For 3 to 6 players.

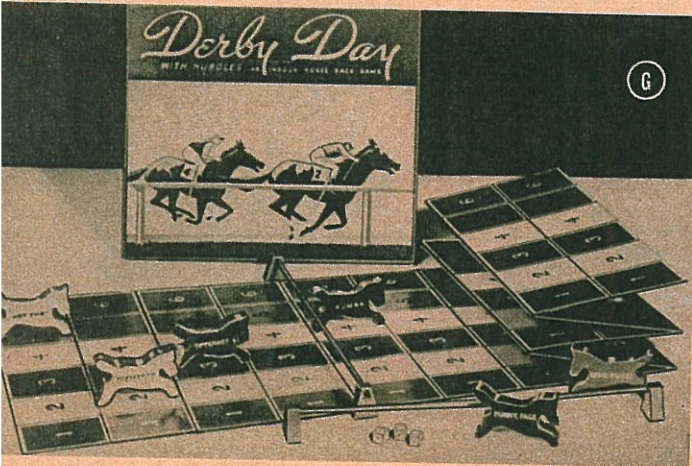
C 3-80 MONOPOLY (Deluxe) \$4.00
(8 yrs. up)—A party and family game continuing to rank high among the standard favorites. It's a trading game in which the players swap property, pay and receive rent and conduct a lively real estate business all on a lithographed playing board, according to the roll of dice. Entire equipment for 3 to 10 players with a double supply of money in a handy removable "Bank" compartment. Ship. wt. 5 lbs.
3-56 MONOPOLY Ship. wt. 4 lbs. \$3.00



D 3-77 ELDERADO Wt. 9 lbs. \$5.00
Every age will enjoy the exciting search for hidden treasure that this game affords. The board shows a map of the world marked with spots of the known lost treasures. Players move by various means along special tracks to these spots where they "dig" for this hidden wealth. The player acquiring most "booty" is the winner. Equipment included, plus a booklet describing world-wide treasures.

E 3-49 SORRY! Wt. 4 lbs. \$2.50
(All ages)—For 2 to 4 players consisting of a board, special deck of 44 cards, and four sets of colored pieces. Moves are determined by the draw and play of "Sorry" cards. Each player attempts to move his men over a designated route and reach "Home" before any of his opponents. The "tail-ender" always has a chance to win.

F 23-174 STAR REPORTER (10 yrs. up) Wt. 4 lbs. \$2.50
A game for 2 to 6 players using a board representing an airplane view of a countryside on which are shown roads, railroads, cities, airfields, etc. The "Reporters" travel according to the roll of the dice using the means of communication and travel best suited to their needs to "scoop" his rivals and become the "Star Reporter." Point system establishes the winner. Miniature airplanes and telephones, dice and illustrated cards included.



G 3-32 DERBY DAY Ship. wt. 9 lbs. \$6.95
A grand party game for young and old. The favorite horses likeomba or Tipperary carry the hopes (if not the bankroll) of their owners as they race over a track that extends out to 6' 4". The close and unexpected finishes really are exciting! They're OFF!

H 3-128 ACROSS THE CONTINENT Wt. 5 lbs. \$3.50
(8 yrs. up)—Players tour the United States from coast to coast, on an elaborately designed picture-map showing not only railroad routes and principal cities, but crops, industries and other characteristics of various sections. Absorbingly interesting—very instructive. Complete with route tickets, playing pieces, dice, dice cups, and complete directions. Size open 32 x 17½".