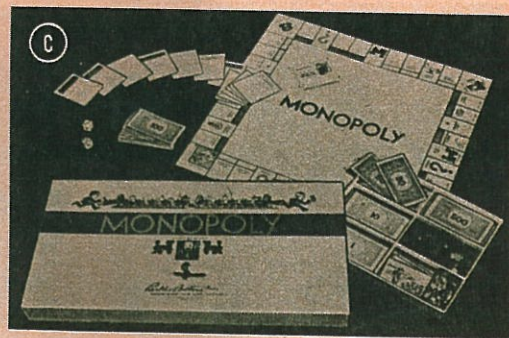
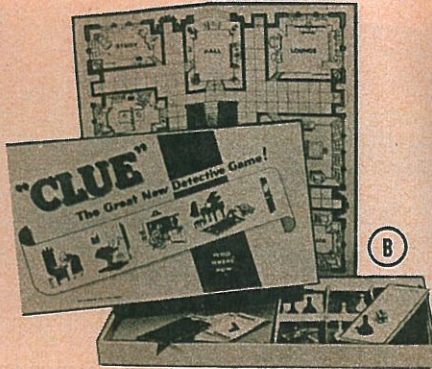


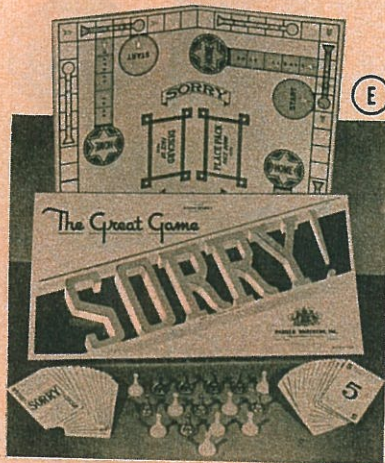
# FAMOUS PARKER GAMES



**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.

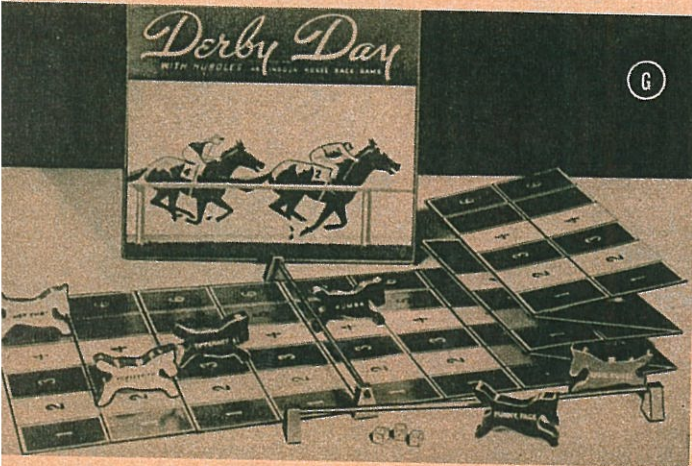
**C 3-80 MONOPOLY (Deluxe)** ..... \$4.00  
(8 yrs. up)—A party and family game continuing to rank high among the standard favorites. It's a trading game in which the players swap property, pay and receive rent and conduct a lively real estate business all on a lithographed playing board, according to 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".



**A 3-65 FOTO ELECTRIC FOOTBALL** .....\$6.95  
 (10 yrs. up)—"Grandstand quarterbacks" call their own plays and set their own defenses, trying to outwit the opponents in this absorbing game designed for football fans. By means of a pull-out slide, the results of each play are shown on an illuminated viewer, with the path of the ball-carrier and the position of the defense showing the ball-carrier's gain or loss. Good play-calling can result in a big score, just as in real football, but an alert defense can "hold that line". Scoreboard, dice and chart for kickoffs, punts and fumbles included. AC or DC current. 20" long, 12" wide. Ship. wt. 6 lbs.



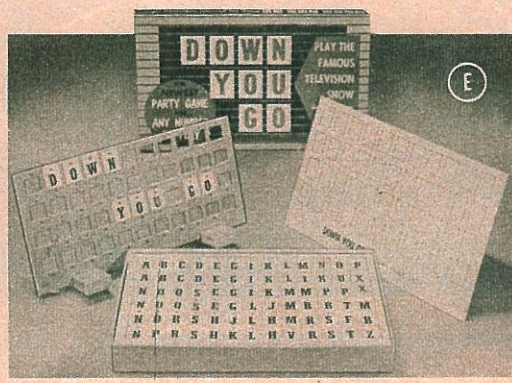
**B 3-106 FARMER ELECTRIC MAP** .....\$6.95  
 (8 yrs. up)—Heaps of fun and learning in an electric quiz game. Colored picture charts, 10 x 17", fit over quiz board, having concealed electric wiring. Correct answers, signified by flashing light. With 48 token counters. Six charts included concern travel subjects, 4 of the U. S., and 2 of the world, as follows: geographic features, large cities, states, state capitals, national flags and international cities. Ship. wt. 5 lbs.  
**3-107 EXTRA MAPS FOR ABOVE** .....\$6.00  
 Set of 20 on various subjects. Ship. wt. 4 lbs.



**C 3-42 GO TO THE HEAD OF THE CLASS** Ship. wt. 3 lbs. ....\$2.50  
 (6 yrs. up)—A family quiz game for 2 to 9 players. Includes 792 questions and answers, one section for juniors and another for adults. The players move ahead from desk to desk, grade to grade, and the winner is the one who gets to "college" first. Advancement depends on knowledge, ingenuity, and luck. Contains 8 playing pieces representing typical students, 3-section quiz book, examination cards, luck cards, 2 plastic dice and an 18 1/2 x 18 1/2" folding play board.



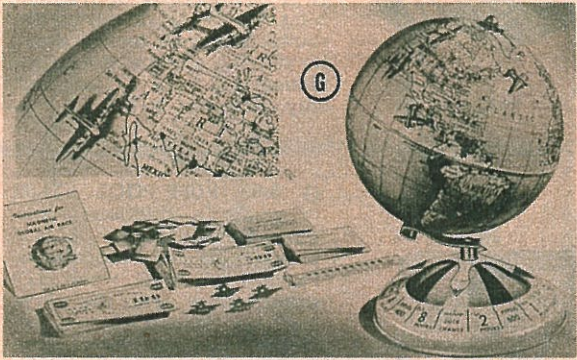
**D 23-221 BEAT THE CLOCK** .....\$3.95  
 (6 yrs. up)—Both children and adults will enjoy this laugh provoking game taken right from television's popular show of the same name. The object of the game is to complete a prescribed stunt in a given length of time. Forty hilarious stunts, the articles needed to perform them and a spring operated timing clock, with a loud ticking sound to add to the excitement are included. Ship. wt. 3 lbs.



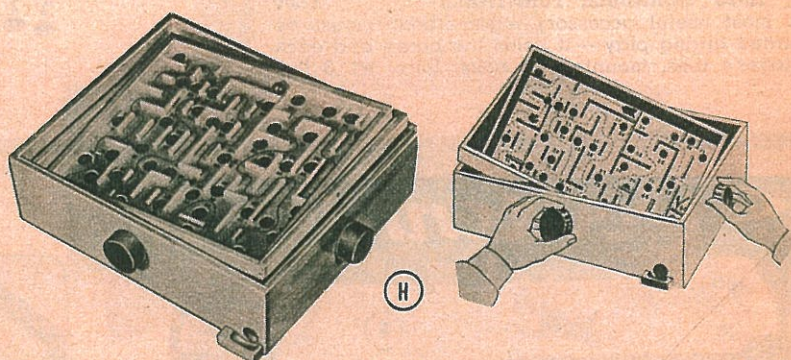
**E 23-65 DOWN YOU GO** .....\$3.95  
 (10 yrs. up)—Based on the television show of the same name, this party game is fun for any number of players. One player acts as moderator, the others as the panel. Well-known phrases are what the panel must guess and the board, with windows cut out for the correct letters as they are called, keeps track of the players' progress. Listed in the instructions are 100 sets of phrases and moderators' clues taken from the original TV show. Ship. wt. 4 lbs.



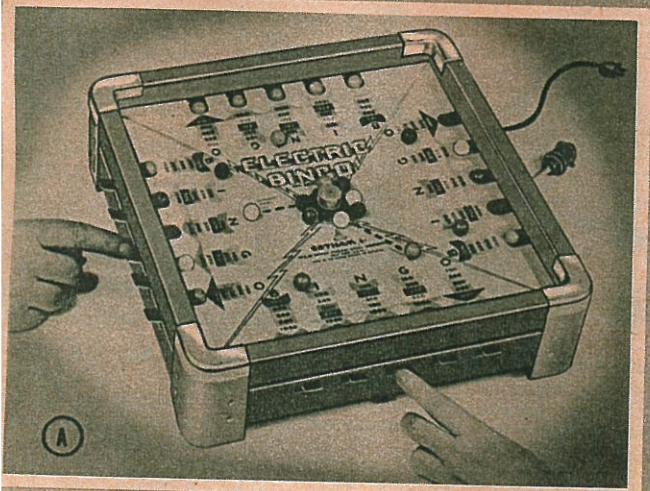
**F 23-74 SWAYZE** Ship. wt. 3 lbs. ....\$3.00  
 (12 yrs. up)—A smart party game for 2 or more. Swayze is based on questions on current news, and therefore is the only game that changes daily. The players "hop-scotch the world of headlines" in sports, economics, diplomacy, society, etc.; over a colorful 2-fold board which is a flat projection of the world. Set includes the news almanac book of John Cameron Swayze, internationally known news commentator. Open size of board is 30 x 16 1/4".



**G 11-2 GLOBAL AIR RACE GAME** .....\$5.00  
 (8 yrs. up)—The first to circle the globe is The Winner! Imaginary world flights are accomplished with the aid of a metal globe (8" dia.) on which airports are marked. Spinner at base of globe indicates hours of light, gasoline refueling and chances of luck. Good and bad luck chance cards and the spinner control the movement of each player's magnetized plane while the airport finder indicates mileage traveled and gasoline consumed. 2 to 4 players. Ship. wt. 3 lbs.

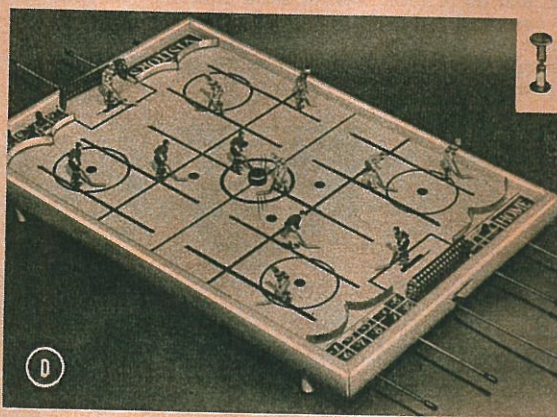
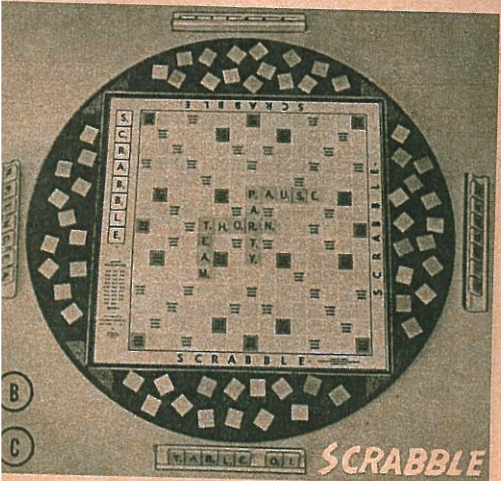


**H 3-37 LABYRINTH GAME** .....\$8.50  
 (6 yrs. up)—A popular Swedish game now made available here. It consists of a boxed-in playing surface 9 x 11" on which a winding line is drawn to indicate the path over which a small steel ball must be made to travel by tilting the surface either way by knob control. But the path is crossed by road blocks and the surface is full of strategically located holes. The player completing the course in the shortest time wins—a ball lost down a hole requires a fresh start. A quality game made of clear lacquered pine. One of our biggest items. Ship. wt. 5 lbs.



FREE DELIVERY  
TO 13 EASTERN STATES  
SEE INSIDE BACK COVER

**A 3-141 ELECTRIC BINGO** .....\$9.95  
(6 yrs. up)—Not only Bingo fans, but anyone who enjoys fast, exciting action that calls for quick thinking, will be delighted with this new game. A revolving rubber bumper, in the center of the enclosed playing surface, is driven by an electric motor and sends 30 vari-colored marbles spinning in all directions as they come in contact with it. The marbles are trapped by the five matching slots in front of each player and he must decide quickly whether the color is advantageous to his score. If not he presses the ejection flipper and pops the marble back into play. Scoring is determined by the color of the marbles trapped, as outlined in the rules. Sturdy steel frame 14 3/4" square with rounded nickel corners. 110 volt AC current. Ship. wt. 7 lbs.

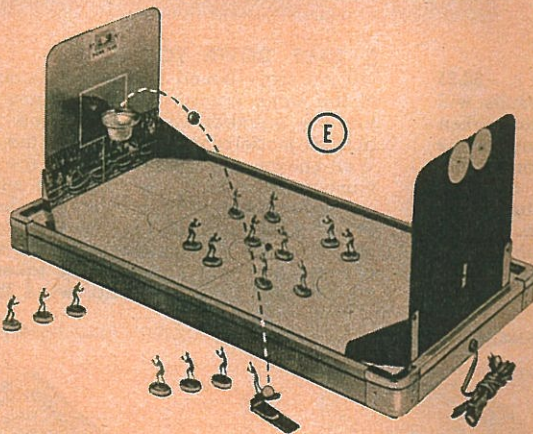


**D 3-71 ICE HOCKEY** \$18.95  
(8 yrs. up)—One of the fastest sports, can be played on this new set. By manipulating hidden rods, the forwards, center and defensemen can be quickly slid up and down the masonite playing surface, marked off as a hockey arena, including face-off circles. Goalies slide laterally and revolve in a complete circle to protect the mouth of the metal goals as the metal players try to drive the plastic puck past them. Wooden frame, 28 x 18 1/2 x 4 1/2". An exciting game for 2, 4 or 6 players. Wt. 6 lbs.

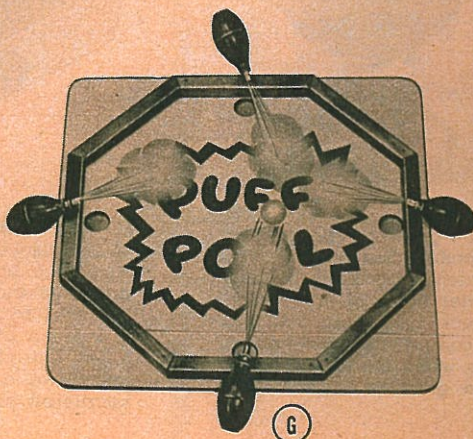
**23-391 SCRABBLE** .....\$3.00  
(6 yrs. up)—Basically a crossword puzzle game for 2, 3 or 4 players. This is the game that is on everybody's lips. Using lettered tiles, the players build words on a board marked off into 225 squares. Since each tile has a point value, the winner is determined by the highest number of points. A truly fascinating test of concentration for all but the youngest. Turntable not included. Ship. wt. 3 lbs.

**22 DELUXE SCRABBLE** .....\$10.00  
(not illustrated) Ship. wt. 4 lbs. Leatherette case, plastic tiles and racks, pegged for scoring.

**23-23 SCRABBLE TURNTABLE** .....\$3.00  
Most useful accessory—game-board must be used during play—it holds the board and each player's tiles, mounted on base. Ship. wt. 3 lbs.

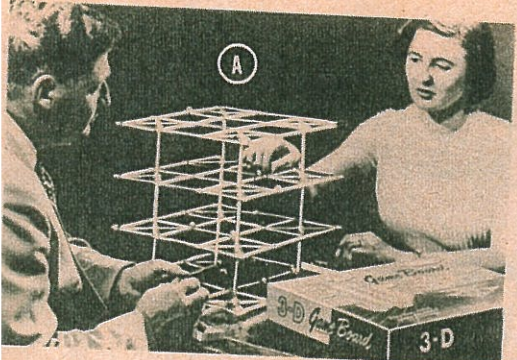


**E 3-139 ELECTRIC BASKETBALL** .....\$6.95  
(6 yrs. up)—Play moves up and down the 28 x 15" court, as the players "dribble", "shoot" and "pass" the magnetic ball. A vibration action moves the teams of five red and five blue basketball figures. When a good shooting position is gained, a metal basket shooter with plastic figure attached, is used to shoot a marble at the basket. Scores are recorded on the twin scoreboards above the baskets. Steel frame with rounded corners and masonite playing surface. Rules included. 110 volts AC current only. Ship. wt. 8 lbs.



**3-18 ROLL TENNIS** .....\$2.50  
Game for two players. The object is to propel back and forth a "runner". The runner is a steel axle with rubber wheels. It is propelled by each player using a springy rod and applying pressure (pinch fashion) with it on the top of the runner, the runner will snap forward. The runner will pass between goal posts located in the center of the table without knocking the goal posts over. Consists of posts, runner, 2 pinching rods and rules. Ship. wt. 2 lbs.

**G 3-63 PUFF POOL** .....\$5.00  
(6 yrs. up)—Hilarious table game in which jets of air provide means of propulsion. Played on an all wood, 17" square court, with the playing area fenced off to keep the cork ball always in play. Each player (up to 4 in number) attempts to keep the fast moving cork ball away from a hole in front of his position and to maneuver it into one of three other holes by jets of air from "squeeze-bulb rubber shooter". Shooter held in place by bracket above each hole. Instructions included. Ship. wt. 6 lbs.



(A)

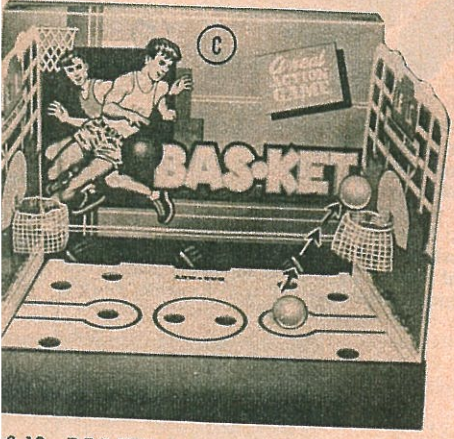
**A 23-113 3-D GAME BOARD**.....\$5.00  
 (6 yrs. up)—A remarkable new game board, that sends players into the third dimension in both playing and thinking. Such simple games as Tic-Tac-Toe in three dimensions is quite different from the usual method of play and presents a fascinating challenge and a better understanding of spatial relationships. Actually, four different games can be played on the four-sided 13" cube board moulded of plastic. Four straight (3-D Tic-Tac-Toe), Space Pirate (in which a vigilant Space Patrol must capture a family Space Pirate—excellent for children), Triple Check (3-D checkers) and Space Chess (a simplified 3-D version of chess). Illustrated instructions. Ship. wt. 6 lbs.

**B 12-6 CLOWN BEAN BAG BOARD (Exclusive)**.....\$8.95

(5 yrs. up)—The time tested, ever popular bean bag game with a new face. On the white surface of the 18 x 28" all wooden frame is painted in an array of carefully blended colors, the happy figure of an amusing clown. Located in various places are six numbered holes with netted backs into which the six bean-filled bags are to be tossed for score. Hinged wood legs permit board to stand on floor or table with playing surface at a slant so that bean bags will slide down the board (perhaps drop into a hole in passing) rather than drop free. Ship. wt. 8 lbs.

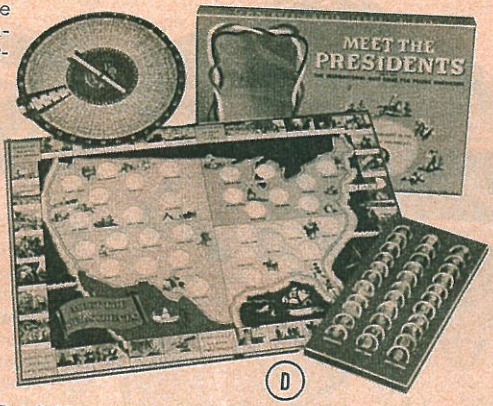


(B)



(C)

**3-10 BAS-KET**.....\$3.95  
 (5 yrs. up)—A clever adaptation of the fastest of basketball that features action! Players can maneuver the ball down court (13 x 20") by tripper-trips, get set, and shoot the table tennis ball up at the hoop. The game moves quickly and keeps adults and children enthralled. Ship. wt. 4 lbs.



(D)

**D 3-33 MEET THE PRESIDENT GAME**.....\$3.00  
 (8 yrs. up)—A game for any number of players using a complete set of 32 aluminum Presidential coins, the size of a quarter, each having an excellent profile on one side and on the reverse side a list of his highlights and achievements. The game is played on a 10 x 15" layout decorated with a colored U.S. map. The object being to collect the coins by answering correctly questions regarding the Presidents. Coins may be traded and lost according to various methods of play. Ship. wt. 3 lbs.



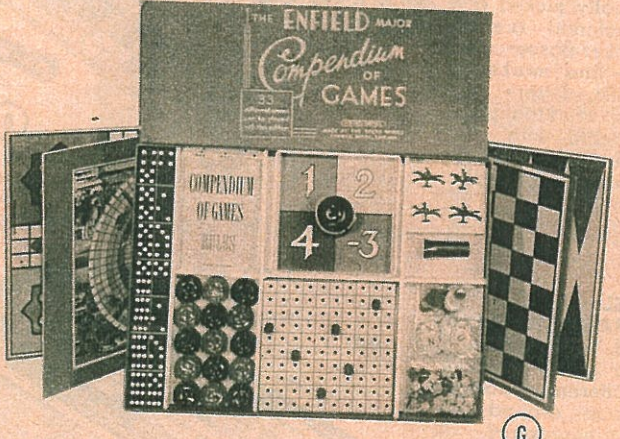
(E)

**E 3-35 PARK and SHOP**.....\$3.00  
 (8 yrs. up)—The object of this family traffic game is to outsmart the other players by parking your car in a strategic place, completing your shopping quickly and being the first to return home. Contains toy money, miniature autos, metal pedestrian and metal house markers—enough for 6 players. Assortment of playing cards, pair of dice and 18 1/2 x 18 1/2" colorful playing board. Ship. wt. 3 lbs.



(F)

**50 DIAVOLO (Imported)**.....\$3.95  
 (5 yrs. up)—Having learned how to balance the rubber spool on a string by making it spin, the spool can be made to do many things. Expert players can toss it back and forth, throwing and catching it on their strings with speed and dexterity. Includes spool and 2 sets of handles with string. Ship. wt. 3 lbs.



(G)

**G 3-21 COMPENDIUM OF GAMES (Import)**.....\$4.75  
 (7 yrs. up)—The originators of this combination claim that 33 different games can be played with it. At least this 12 x 17" partitioned box contains such old favorites as Dominoes, Ludo, Tiddley Winks, Checkers, Go-Bang, Backgammon, Anagrams, Snakes and Ladders, with the result that the game-minded can test his skill against all comers, besides introducing variations for further pleasure. Ship. wt. 5 lbs.