

# THERE'S ALWAYS TIME FOR A NURSERY RHYME!

Now the songs and rhymes you remember can be your child's favorite games!  
They're simple to set up, easy to learn, and take only a few minutes to play.  
Try them all!



- ABC Song Game
- Sing Along Game with Mother Goose
- Old MacDonald Had a Farm
- Itsy Bitsy Spider™
- Row Row Row Your Boat™
- Baa Baa Black Sheep™



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## PROOF OF PURCHASE



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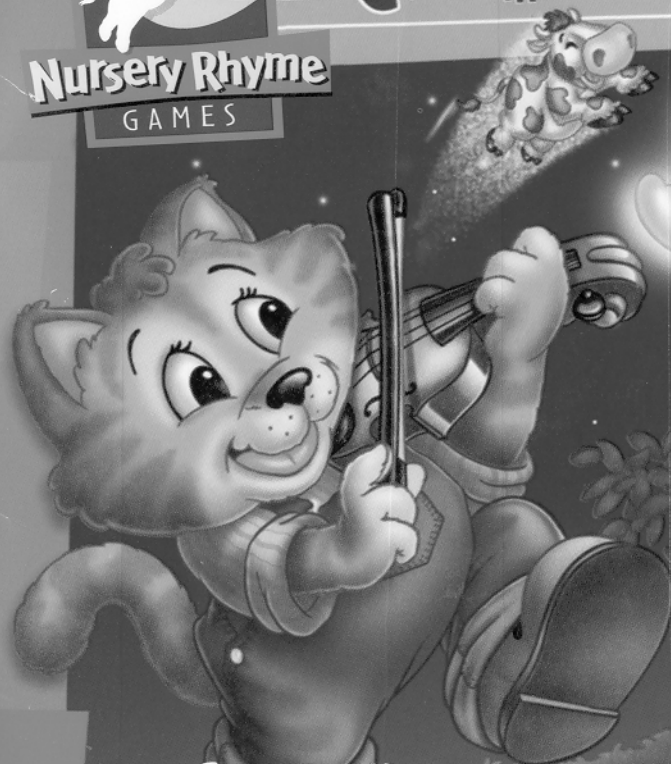
The Cat  
and the  
Fiddle™  
Game

MILTON BRADLEY™



Nursery Rhyme  
GAMES

THE CAT AND THE FIDDLE™  
GAME



Storybook & Game Rules

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It was balmy and bright on a midsummer night,  
And the cat played a light-hearted tune.

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Era una noche clara y tranquila de pleno verano,  
y el gato tocaba una alegre melodía.

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His friends on the lawn were listening on:  
The cow and the dog, dish and spoon.

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Sus amigos lo escuchaban en el césped:  
La vaca y el perro, el plato y la cuchara.

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The cow began prancing, and merrily dancing,  
And jumping incredibly high!

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La vaca comenzó a hacer cabriolas, a bailar alegremente,  
¡y a saltar increíblemente alto!

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The cat stopped his playing. "Come down!" he was saying  
As the cow disappeared in the sky!

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El gato dejó de tocar el violín. "¡Baja," le decía  
a la vaca mientras desaparecía en el cielo!

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The dog laughed at that, but it worried the cat,  
And the dish ran away with the spoon.

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El perro se rió ante esto, el gato se preocupó,  
y el plato huyó con la cuchara.

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Then the cow reappeared, and exclaimed as they cheered,  
"I jumped all the way over the moooo-n!"

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Mientras sus amigos vitoreaban, la vaca reapareció  
y exclamó: "¡Salté por encima de la luna!"

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# Game Rules

FOR 2 TO 4 PLAYERS / AGES 3 AND UP

**CONTENTS:** Gameboard, 4 plastic character pawns (cat, cow, dish and moon), 14 cardboard spoons, spinner board, spinner arrow, spinner base.

**OBJECT:** Collect spoons by jumping over other character pawns on the gameboard. To win, have the most spoons at the end of the game!

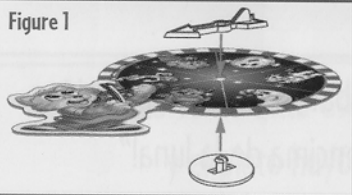
## THE FIRST TIME YOU PLAY

Carefully remove the 4 character pawns from the blister. Discard the waste.

Carefully detach the spoons and the spinner board from the cardboard sheets. Remove the plastic spinner arrow and spinner base from the runner. Discard all waste.

**Assemble the Spinner:** Snap the spinner arrow and base together through the hole in the spinner board. See Figure 1.

Figure 1



## LET'S GET READY!

1. Spread out 13 spoons in the center of the gameboard. **Note:** Your game includes an extra (14th) spoon, in case you ever need a replacement. For now, place the extra spoon out of play.

2. Place each of the 4 character pawns on its starting gameboard space (the space that shows a matching character and a star). **Note:** All 4 character pawns must be placed on the gameboard, even if less than 4 are playing.

Choose the character pawn you want to move during the game. All players do the same. Now you're ready to play!

## LET'S PLAY!

The youngest player goes first. Play continues to the left.

## ON YOUR TURN

1. **Spin!** Spin the spinner, and take a look at the character the arrow points to. (If the arrow points to a line, just spin again.)

2. **Jump!** Now "jump" your pawn clockwise to the next open space with that character shown on it. If there aren't any open spaces showing that character, just spin again.

**Collecting spoons:** Collect one spoon for each pawn you "jump" over as you move, and place it in front of you. See Figure 2 for an example.

Now it's the next player's turn!

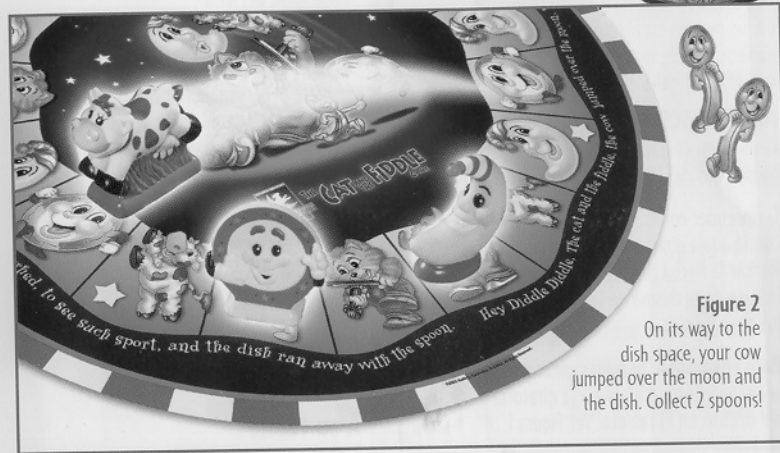


Figure 2

On its way to the dish space, your cow jumped over the moon and the dish. Collect 2 spoons!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).

Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G1G2

## HOW TO WIN

The game ends when all of the spoons have been collected from the center of the gameboard. Players then count up their spoons. The player with the most spoons wins the game! (In case of a tie, play again.)





