



BRADLEY'S
"THE WORLD'S BEST"
GAMES







FR 51312 1966 TC

SINCE 1860 Milton Bradley Company have been engaged in the creation and manufacture of "amusements with a purpose" for children. It has ever been the ambition of this concern to make every game bearing its name an article of intrinsic merit combining intensive playing interest, artistic design and some element of constructive educational value. As a result, discriminating parents who demand Bradley Games are bringing into their homes amusements which not only give joy to a child but which are also a desirable influence in his mental development.

The games shown in this booklet are selected from our list of nearly seven hundred good numbers. Ask your dealer to show you these and other Bradley Games.



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No. 4131—PHOEBE SNOW



A game of railroad travel, representing the transcontinental trip from New York to San Francisco. The route on the board consists of a winding strip, or path, divided into playing spaces, over which the players move their pieces. The player who first succeeds in landing Phoebe Snow in San Francisco wins the game. Many obstacles are encountered upon the journey which add to the

interest of the trip. Played on beautiful lithographed folding board, size $15\frac{1}{2} \times 16$.

Size, $8\frac{3}{4} \times 16\frac{1}{2}$.

Price, \$1.00

No. 4087—UNCLE SAM'S MAIL

A game of exceptional interest and instruction, suited to every age. Played on a map of the United States, which shows all the leading cities and railroad systems over which the U. S. mail is carried. Each player represents a postman and there are small imitation letters



to be delivered at various points. The game teaches many features of the U. S. mail service as well as facts about the various railroad systems of the country.

The map is 20×31 inches in size, mounted on a board which folds to $8\frac{5}{8} \times 20\frac{1}{2}$ inches. The moves are governed by throwing dice. Two to six can play.

Size, $9\frac{1}{2} \times 21$.

Price, \$2.75

No. 4122—NELLIE BLY



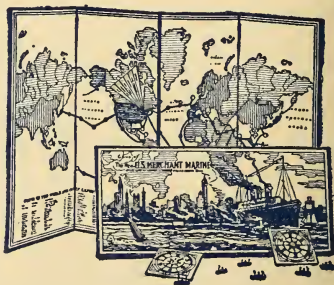
One of the most popular travel games ever invented. The game board follows the route taken by Nellie Bly in her famous record-breaking trip around the world for the New York World. The long ocean voyages, the stirring adventures which she experienced, and the many places of prominence which Nellie Bly actually visited, are portrayed on the game board. The moves are governed by spinning a dial, and two, three or four may play. Beautiful folding game board, size $15\frac{1}{2} \times 16$.

Size, $8\frac{1}{4} \times 16\frac{1}{2}$.

Price, \$1.00

No. 4086—U. S. MERCHANT MARINE

A game of intense interest and unusual educational value, played on a map of the world, which shows the Ocean Liner routes to and from all countries. The exports of the different countries are shown, together with the island possessions of the various nations. Each player represents the master of a marine ship and, starting from

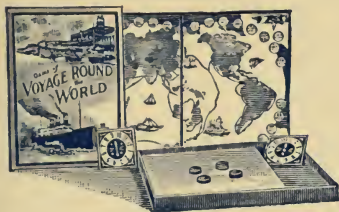


different points, carries his cargo to destination. The metal playing pieces are in the form of miniature ships and the moves are governed by spinning a dial. Put up in strong box with beautiful lithographed label, showing a view of New York harbor.

Size, $9\frac{1}{2} \times 21$.

Price, \$2.75

No. 4189—Voyage Round The World



The object of this game is to see which of the players can sail his yacht most quickly from New York around the world, by way of South America, and the Pacific to Lon-

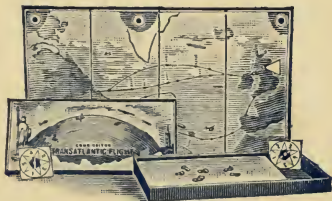
don, and back to New York again. The implements are four pieces to represent yachts, and dials which govern the moves. Beautiful playing board, representing a map of the world, with lines which show the routes to be followed.

Size $11\frac{3}{4}$ x $16\frac{1}{4}$.

Price, \$1.75

No. 4085—TRANSATLANTIC FLIGHT

The object of this game is to see which of the players, or aviators, can make a successful flight across the Atlantic and return in the



least number of hours. The board is a map of the Atlantic Ocean, with the route of the famous NC-4 indicated upon it by a red line, and the route of the British Dirigible R-34 by a blue line.

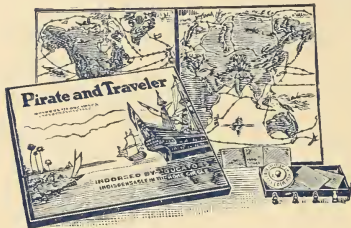
The chances are so balanced that it is quite within the possibilities of the game for a fortunate player to beat the recorded actual time of the NC-4 and R-34 on their historic flights. Size of playing board, $20\frac{1}{2}$ x 34 inches; folds to $8\frac{5}{8}$ x $20\frac{1}{2}$ inches.

Size $9\frac{1}{2}$ x 21.

Price, \$2.75

No. 4563—PIRATE AND TRAVELER

(Patented) (Trade Mark)
Directions Copyrighted.



A handsome and unusual game of travel which teaches a useful and accurate knowledge of the geography of the world. A splendid game for use in home or school.

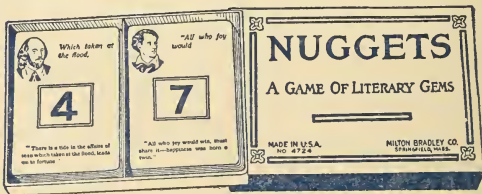
The Game Board is a map of the world and the Travel Cards indicate journeys to be made by the travelers.

The cards also show the products of different places and are won as the players reach corresponding points on the map. All routes of travel are well-known railroad and steamship lines, and players acquire a knowledge of these, also the chief cities and ports and their principal articles of commerce. The Pacific Ocean is divided at each side of the Game Board, making it a flat playground.

Box size, 15 x 17.

Price, \$2.00

No. 4724—NUGGETS

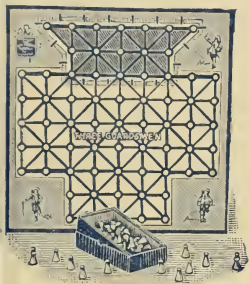


The "Nuggets" in this game are literary gems. Each card is numbered and contains part of a quotation with a portrait of the author. The object of the game is to obtain three cards of the same number, called a "book," making the quotation complete. An interesting game, acquainting young players with gems of thought from the great writers.

Size, $3\frac{7}{8}$ x $5\frac{3}{8}$

Price, \$0.60

No. 4869—THREE GUARDSMEN



A remarkable and fascinating game named after Dumas' famous novel, more widely known as "The Three Musketeers." It combines all the fundamental simplicity of moves of the game of checkers with all the depth and intricacy of combination chess. It is most easily learned—a few words of explanation, a few moves on the board,

and you can play "the game of strategy," but you may put in the rest of your life in mastering its fine points. Played on handsome lithographed folding board, size, 19 x 19. Implements in box.

Price, \$1.25

No. 9999—GAME OF FOUR NINES

This is a simple and easily-learned game, in which chance and skill are combined in about the proper proportion to suit the great majority of players. Two, three or four may play and the interest never lags from start to finish. The board is the folding style and very handsome. Implements are put up in a separate box.



Size of playing board, 18½ x 18½.

Price, \$1.00

No. 4361—MAIL AND EXPRESS



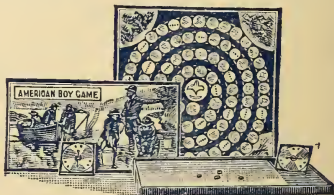
This game is played on a map of the United States on which the important railroads from Boston to San Francisco are clearly defined. The play consists of a series of mimic commercial journeys, made by the players to different parts of the country to buy the commodities named on cards which are provided in the game, the commodities being in all cases leading products of the states visited. The moves are governed by throwing dice and the trains are represented by wooden pieces.

Size, $14\frac{3}{4} \times 22\frac{1}{2}$

Price, \$1.25

No. 4158—AMERICAN BOY GAME

This game represents the efforts of a boy to enter the Boy Scout organization and reach the grade of First Class Scout. The

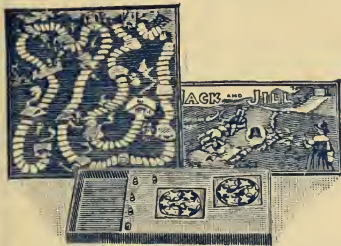


playing board has upon it a spiral row of spaces, some bearing pictures of Boy Scouts, and others having printed upon them the requirements for entering the different grades of the organization. Each player moves according to numbers obtained by spinning the arrow of dial. Folding board, size $18\frac{1}{2} \times 18\frac{1}{2}$.

Size, $10\frac{1}{8} \times 19\frac{1}{4}$.

Price, \$1.25

No. 4875—JACK AND JILL



A novel game designed by Howard R. Garis, inventor of the Uncle Wiggily game and author of the famous Uncle Wiggily Stories. The game consists of a folding board, representing the path from where Jack and Jill live, to the well, and

from there to the home of Mother Hubbard, with the homes of Mother Goose and her friends along the way. There are some dice and 5 pieces of colored wood, 2 Jacks and 2 Jills and pail of water. Two, three or four may play.

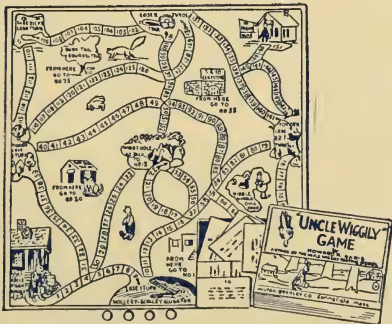
Size, 8 x 16.

Price, \$1.25

No. 4817—UNCLE WIGGILY GAME

Designed by Howard R. Garis, Author of the Uncle Wiggily Books and stories.

Uncle Wiggily Longears is an old rabbit gentleman who lived in a hollow stump bungalow in the woods with his muskrat lady housekeeper. Nurse Jane Fuzzy Wuzzy.



Uncle Wiggily wanted to be cured of his rheumatism, so he started for the office of Dr. Possum at No. 151 Green Moss Avenue.

The game consists of an attractive board, with a number of curving yellow sunshine paths leading over the green surface. The paths are divided into rabbit jumps, and the moves are made by the players drawing little red or white cards, which, in a funny way, tell the children just how to hop Uncle Wiggily along. Whoever first gets Uncle Wiggily to Dr. Possum's office cures his rheumatism and wins the game. Lots of fun for young and old.

Size of playing board, 16 x 16.

Price, \$0.85

No. 4876—MARY AND JOHN



Another excellent game designed by Howard R. Garis, consisting of a folding board representing the

streets from the homes of Mary and John to the wedding ring, with various stores and other establishments along the way. There are 140 cards, telling something Mary and John did to get ready for the wedding, and the cards also indicate one or more moves for the bride and groom. There are 8 wooden counters—4 large and 4 small. The small counters are the "Marys" and the large ones the "Johns." The object of the game is to get Mary and John of the same color inside the wedding ring. Whoever does this wins the game.

Size, 8 x 16.

Price, \$1.25

No. 4187—GIPSY FORTUNE TELLER

A splendid fortune-telling game. The playing board represents a pack of playing cards laid out, face up, to which are added wish cards, clovers, etc. A sheet of directions tells plainly how to play the game, and explains the meaning of each card. Any number may play this game and it is always interesting. Size of folding board, $15\frac{3}{4} \times 22\frac{1}{2}$.



Size, $11\frac{3}{4} \times 16\frac{1}{4}$.

Price, \$1.75

No. 4240—SPOOF



A card game which will bring riotous pleasure to children and that will make adults forget their years. It furnishes one continuous round of laughter from start to finish. SpooF calls for a lot of action—for alert attention and quick motion—fun producing beyond any card game on the market. Played with fifty-two cards and set of batons. Cards are of unique design, representing artistic designs based on symbols used by the Inca Indians of ancient Peru. The directions are easily learned with one reading and so explicit that a child can understand them.

Size, $7\frac{1}{2}$ x $5\frac{1}{2}$.

Price, \$1.00

No. 4672—The Royal Game of Rumme

(Trade Mark Registered)

Fifty-three round-cornered cards, enameled ivory finish, lithographed in colors with unique and beautiful designs; complete with directions for playing Rumme and eleven other splendid games, including Reno, Argentina, Goop, Turquette, etc.

The game of RUMME is an ideal entertainer. It will while away the long winter evenings delightfully. Little folks like to play it, yet big folks find it worthy of their attention and skill. There is not a dull moment while RUMME is in play.



Price, \$0.85

No. 4060—LOGOMACHY



especially valuable and it should be in every home where there are children. Put up in durable box with attractive label.

Size, $3\frac{3}{4} \times 8\frac{1}{2}$.

Price, \$1.00

No. 4072—IDEAL AUTHORS

This set of authors contains seventy-two cards divided into eighteen books of four cards each. One card of each book contains a picture of an author and the other remaining three cards each show an illustration from one of his works. The cards are finely printed on good stock, round-cornered, in attractive box. The authors represented are those who have had the greatest influence on our literature and are writers with which every child should be familiar.



Size, $3\frac{3}{4} \times 8\frac{1}{2}$.

Price, \$1.00

No. 4061—FLAGS



to the lithographed picture, each card also contains a brief history of the flag it represents. In durable box, with attractive label.

Size, $3\frac{3}{4} \times 8\frac{1}{2}$.

Price, \$1.00

This game comprises seventy-two round-cornered cards, with full-colored pictures and letters thereon. It is one of the best methods for teaching spelling ever devised, as it combines interest and excitement and every point scored is governed by the number of words correctly spelled. Any number may play and there is not a dull moment after the game starts. Its educational feature makes this game

especially valuable and it should be in every home where there are children. Put up in durable box with attractive label.

Price, \$1.00

This set of authors contains seventy-two cards divided into eighteen books of four cards each. One card of each book contains a picture of an author and the other remaining three cards each show an illustration from one of his works. The cards are finely printed on good stock, round-cornered, in attractive box. The authors represented are those who have had the greatest influence on our literature and are writers with which every child should be familiar.

One of the most interesting games ever published. There are forty-eight round-cornered cards, showing the flags of forty-eight different nations, all lithographed in facsimile colors. The game is played the same as authors, the object being to procure a book of four cards of the same series. In addition to the lithographed picture, each card also contains a brief history of the flag it represents. In durable box, with attractive label.

Price, \$1.00

No. 4207—DEPARTMENT STORE



The playing board of this game represents the different departments of a large department or country store. There are 54 counters and set of round cards representing money, and an indicator which shows

the player which department of the store to buy in. The board is pictured with various articles found in the department store and each time the player buys one of these he covers it with one of his counters. The player who first succeeds in disposing of all of his counters in this way wins the game. The novelty and attractiveness of this game will appeal to every one. Played on folding board, size, $15\frac{1}{2} \times 25\frac{5}{8}$.

Price, \$1.75

No. 4106—LOUISA

A game of chivalry in which the fair Louisa is confined in a castle waiting to be rescued by the brave knights. Each player has four pieces, or knights, and the object of the game is to move them so as to get them into the castle and rescue the princess Louisa. The routes are beset with many obstacles and adventures and rival knights may capture each other in combat on the route. Played on a handsome lithographed folding board, size $16\frac{1}{2} \times 16$; the moves being



governed by the

Size, $8\frac{1}{2} \times 17$.

Price, \$1.00

No. 4622—HONEY BEE GAME

(Patented)



In this novel game the bees in the shape of small metal disks of different colors are placed underneath a metal hive, and by drawing magnets across the top of the hive, the players endeavor to attract bees of their chosen color out through openings in the hive. This is a pleasing and original game and quite unlike any other.

Size, 12 x 12.

Price, \$1.00

No. 4823—MAGNETIC JACK STRAWS

(Trade Mark Registered)

This modern style of Jack Straws introduces a new feature, the straws being of wire and lifted from the board by a small magnet. The straws are of various shapes, many of them with wooden tips, and the set is supplied with two magnets. In strong box with lithographed label.



Size, $5\frac{1}{2}$ x $7\frac{1}{2}$.

Price, \$0.50

No. 4822—MAGNETIC JACK STRAWS

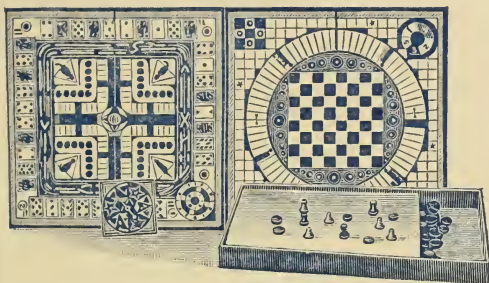
(Trade Mark Registered)

Another attractive edition, with good variety of straws and one magnet.

Size, $3\frac{1}{2}$ x $5\frac{1}{4}$.

Price, \$0.25

No. 4927—Junior Combination Board



Here is one of the most attractive game boards on the market. With it twelve different games may be played and each one is good. The board is very handsome in design and printed in full and brilliant colors. Put up in attractive box with implements for all games and book of directions. Size of playing board, $16\frac{1}{2} \times 16\frac{1}{2}$ inches.

Size, $8\frac{5}{8} \times 17$.

Price, \$1.25

GRANDMA'S GAMES

These are games of pronounced educational features. Each one teaches facts essential to child education and at the same time provides entertainment of lasting interest. Four titles as follows:—



No. 4929—Grandma's Arithmetical Game.

No. 4930—Grandma's Geographical Game.

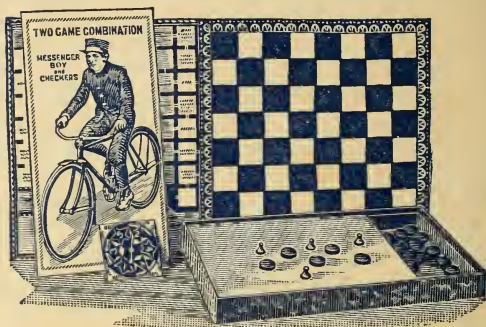
No. 4928—Grandma's Game of Riddles.

No. 4931—Grandma's Game of Useful Knowledge.

Size, $5\frac{3}{4} \times 8\frac{1}{4}$.

Price, Each, \$0.50

COMBINATION BOARD GAMES



Each game in this splendid series contains a folding board with a checker board on one side, and on the reverse side a playing design for well-known popular game. All numbers are lithographed in brilliant colors, and varnished both sides. Put up in durable boxes, with lithographed labels. The titles are:

4900—Messenger Boy and Checkers

4901—Mill and Checkers

4902—Steeple Chase and Checkers

4903—Baseball and Checkers

4904—U. S. Mail and Checkers

4905—India and Checkers

Three in a package

Size $8\frac{5}{8}$ x $17\frac{1}{2}$

Price, Each, \$1.25

MILTON BRADLEY CO.

SPRINGFIELD, MASS.

Makers of the World's Best Games"