
WALT DISNEY'S
Uncle Remus Game

“ZIP!”

TRADE-MARK

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SALEM, MASSACHUSETTS
NEW YORK • CHICAGO • LONDON
MADE IN U.S.A.

IDEA OF THE GAME:

The idea of the game is to score **the greatest number of points.**

The pictorial scene on the board represents the homes of the friends of Uncle Remus. The homes are marked with various scoring values. Bre'r Rabbit's home scores 45 points for the player stopping there, while Mr. Turtle's home scores but 5 points.

To start the game, place the **seven marbles on the slanted runway.** Players now take turns snapping the metal lever saying ZIP!, until all 7 marbles have been released. **If a marble comes back to the runway it should be snapped again.**

Marbles landing in the Brier Patch at bottom of the board **are lost and do not count in the score.**

When all marbles have come to rest the scores are added and **the player with the highest score wins.**