

## THE "CHAD VALLEY" GAMES

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# *Rules for playing the Game of* **ROBINSON CRUSOE.**

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1. The game starts with Crusoe's departure from Brazil, and illustrates the incidents of his 28 years' sojourn on the Island, up to the time of his return to England.

2. Each player, having selected a piece of a different colour, throws the die to determine the order of play, and then playing in turn, moves his piece forward each time the number of spaces indicated.

3. All the instructions marked on the board must be followed—thus, if a throw would carry a piece on to, say, No. 12, it must go back to No. 9, while if it stops on 24 it is advanced to 29.

4. The numbered tickets, having been separated, are placed on the table, and when the players rest on a scene marked "take one, two, or three," &c., they draw a ticket of corresponding value. The first player to reach No. 100, *exactly*, draws a No. 10 ticket; the second player draws 4, and the third 2.

5. Players whose pieces stop on Nos. 29 or 72 must remain there till all other pieces on the Board catch up. The first to arrive on either number draws 5, the second 3; and the third 1. Later arrivals don't score.

6. When all who are due reach or pass No. 29, any piece which has been waiting there must make the journey to and from the Wreck before resuming the journey.

7. When all players have completed the game, the one whose tickets score the most points is the winner. If certain numbers run short players can give change; say a No. 4 ticket for two of No. 2, and so on.

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**Manufactured Solely at Chad Valley Works,  
Harborne, England.**