

The Editorial Sanctum

4. To enter the editor's sanctum, the *Reporter with his Superman Cloak* must move around the inner-most narrow trail (6th trail) until he stops on the corner space of his own color, by an exact count. The *Superman Cloak* is then removed and the *Reporter* remains on the corner space until the player throws a number one which allows him to move his *Reporter* into the sanctum.
5. If a player moves his piece (*Reporter with Superman Cloak*) along the diagonal spaces of his own color and stops on the corner space of the inner-most trail, he must then move from this point along the inner-most trail until he again stops, by exact count, on this same corner space before removing the *Superman Cloak*.
6. In moving around the inner-most trail (6th trail), if the throw is a number greater than one which would allow stopping on the proper corner space, the player must continue to move the *Reporter with his Superman Cloak* around the trail until the exact number is thrown.
7. A player's "man" — whether as *Clark Kent Reporter* or *Superman* — may pass an opponent's man at any point on the board; or may stop on a space occupied by an opponent's "man."

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THE Adventures of SUPERMAN

A Game for Two to Four Players



IMPLEMENTS

Four pieces, one of each color, representing *Clark Kent the Reporter*. Four pieces of the same colors representing the *Superman Cloaks*. One die and the playing board.

OBJECT

The player who can first move his *Clark Kent* from his starting corner into the central square, editorial sanctum, wins the game.

THE PLAYING BOARD

The playing board has a square space in the center on which is a picture of a reporter rushing into his editor's sanctum with his story.

Six trails, or rows of spaces, surround the editor's sanctum. Three of these trails (1st, 3rd and 5th) have wide spaces and are used by the *Reporter* alone. Three trails have narrow spaces (2nd, 4th and 6th) and are

used by the *Reporter* only when he has on the *Superman Cloak*.

The pictures on the yellow spaces show the adventures encountered by the *Reporter* as he follows the trail. The pictures on the rose-colored spaces are of the *Reporter* himself.

TO PLAY THE GAME

1. Each player selects a piece representing his *Reporter*, a *Superman Cloak* of the same color and places them in one of the starting corners, according to the color selected.
2. Each player throws the die. The player throwing the highest number plays first and the other players play in turn, passing to the right of the one who has just played.
3. As each player throws the die, he moves his *Reporter* as many spaces to the right, along the first trail, as the throw indicates.
4. Players continue to throw the die in turn and move their *Reporters* around the first or outer trail.
5. If the *Reporter* comes to rest, by an exact count, on the picture of an adventure, he immediately moves to the nearest blank space in the adjoining narrow trail (2nd trail) and puts on the *Superman Cloak*. It may happen that a *Reporter* must go around the board more than once before stopping on an adventure.
6. On subsequent plays, the player moves the *Reporter* with his *Superman Cloak* until, by exact count, he stops on a space with a picture of a reporter.

7. The *Superman Cloak* is then removed and the *Reporter* moves to the space in an adjoining trail (3rd or 1st) as indicated by the arrow, from which point he may be moved in subsequent plays as already explained.
8. Play continues in this manner, observing carefully the rules of the game, until one of the players succeeds in moving his *Reporter* into the central space occupied by the editor's sanctum and thus wins the game.

RULES

Starting Squares

1. The larger squares in the corners of the board are not counted as spaces and are passed over in moving the *Reporter* around the first trail.

Counting Spaces

2. Each adventure space, each space of irregular shape and each diagonal space counts as one space.

Diagonal Moves

3. If, in moving the *Reporter with his Superman Cloak* around the narrow trails (2nd and 4th), he stops, by exact count, on a diagonal space of his own color, the player may, on his next throw, move the *Reporter with his Superman Cloak* over two diagonal spaces and thence over the next narrow trail (4th or 6th). The two diagonal spaces are part of the count. A throw of one counts as two on the diagonal spaces. The *Reporter* cannot be moved along diagonal spaces without his *Superman Cloak*.