

Milton Bradley

1939

Gulliver's Travels

The Game of Little Men + Giant Fun

Based on Paramount Pictures film

Journey board (looks like Uncle Wiggily)

30 wooden pegs (6 colors 2 different sizes)

Spinner

Instructions torn but playable

Gulliver is sold to the  
over to the Queen who  
him. The queen provides  
teaches him their langua  
an airing but is not allow  
tendants are exploring th  
picked up and carried off  
tack the first eagle and th  
box is discovered by a ship  
is rescued and taken on bo  
rives home.

Gulliver's next voyage is t  
of a sloop and sets sail. Ter  
pirates. Gulliver is set adrit  
known land. While he is expl  
obscure and he perceives a vast o  
the sun which turns out to be Lap  
the air. He is discovered by the peop  
chain is let down by which he is taken ont  
he learns that the island contains a huge loads  
in its center, the manipulation of which contro  
ment of the island, allowing it to rise and fall, an  
from one place to another. After a stay on the island  
which time Gulliver observes the customs and learns to  
the language of the inhabitants, he is let down by the cr  
and proceeds to Glubdubdrib, the island of sorcerers or mag  
cians, and thence by ship to London.

Gulliver becomes Captain of a ship and sails again for the  
South Seas. The crew mutinies and Gulliver is made a pris  
oner. He is set ashore and abandoned in a land known as  
the country of the Honyhnhms, (pronounced "Hoo-in-m")  
horses endowed with reason. He has an encounter with sever  
eral "Yahoos," (a filthy race of brutes having man's form  
and vices,) subject to the Honyhnhms. These brutes are soon  
put to flight by the approach of a horse, who upon observing  
Gulliver, neighed three or four times, which brought another  
horse to his side. The two horses conduct Gulliver to the  
house of the master horse.

After living for some time with Honyhnhms, during which  
he learned to speak their language and was impressed with  
their customs, he was notified by the master horse that he  
must leave the country. With the help of a sorrel nag, Gulli  
ver builds a canoe, pays his respects to the Honyhnhms and  
sets sail.

Eventually he is picked up by a ship and finally arrives in  
London where he retires to spend his declining years in "Red  
riff" his London home.

## MILTON BRADLEY COMPANY

"Makers of the World's Best Games"

SPRINGFIELD, MASS.

# TRAVELS

ers from two to six

g dial, six pieces or men,  
representing Gulliver and  
ed, orange, yellow, green,  
sh awards.

ject of the game to see which  
ns the most profit in making a  
arious countries depicted on the play-  
ad thence to London, the starting point.  
urn — The players spin the dial for first  
e one having the highest number plays first.  
player with the next highest plays second and  
on. In case of ties, spin over.

### SET-UP OF THE BOARD

The colored tokens should be placed on the large  
spaces numbered 3, 5, 9, 10 and 13, according to the  
number of players, as follows:

When there are six players, one token of each of  
the five colors on each of the five spaces. This will  
leave one token of each color as an extra. When  
there are five players, one token each of the follow  
ing on each of the five spaces: Red, Orange, Yellow,  
and Green. When there are four players, one token  
each of the following on each of the five spaces: Red,  
Orange, and Yellow. When there are three or less  
players, one token each of the following on each  
space: Red and Orange.

### METHOD OF PLAY

Each player selects a man to represent him as  
Gulliver.

In order to start, players must spin a 2.

Players spin the dial in turn and move their men  
over the course from London, the starting point, the  
number of spaces indicated by the numbers in the  
inner circle, observing the instructions printed on  
any spaces stopped on.

Each of the large  
ped on, but it is not  
by an exact count.

Upon reaching an c  
ers must spin the word  
they may advance.

When they spin the  
the number of spaces ir  
tained on the spin.

*For Example:* Suppo  
the space depicting "Gul  
spin the word "Release," and  
number of spaces indicated b  
inner circle. If he fails to spin  
the turn.

When the players leave the large spaces  
the tokens, they will take up the tokens as

First player to leave, takes the Red token
Second " " " " " Orange token
Third " " " " " Yellow "
Fourth " " " " " Green "
Fifth " " " " " Black "

It will be noted from the set-up of the board, that  
except when there are but two players, there will  
be one less token on each of the five designated  
spaces than there are players, so there will be no  
token for the player last to leave such space.

When the players complete the course and reach  
London, which must be reached by an exact count,  
they will be rewarded from the extra pieces as  
follows:

The last player to finish will receive one of the Red  
tokens; The player finishing next to last, will re-  
ceive one of the Orange tokens, and so on according  
to the number of players.

*Scoring* — When the game is ended, the players  
compute their profits on the following basis:

Red	tokens	100	dollars	each
Orange	"	75	"	"
Yellow	"	60	"	"
Green	"	50	"	"
Black	"	25	"	"

*Winning* — The player with the most profit is the  
winner of the game.

## AVELS

### rief

an English sailor-adven-  
gale. Battered by storm-  
angry breakers onto the  
exhausted survivor falls  
ngth on the sandy beach.  
f the storm has cast the  
little kingdom of Lilliput,  
le, the tallest of whom is  
everything on the island is  
ncluding trees, plants, and

is discovered by the Lilliputians,  
might with an ant-like precision, em-  
crudely constructed miniature derricks,  
e, with ingenious engineering skill, to ac-  
 Herculean task of binding the arms and legs  
ous sleeping figure and to hoist it onto a huge,  
neeled truck and to securely pinion the colossus  
network of ropes.

awn finds the truck and its gigantic human cargo being  
awn by scores of miniature horses into the courtyard of  
ne King's palace. There Gulliver awakens and is astonished  
to find himself bound in a network of slender ropes. The King  
orders him released when Gulliver convinces him of his friend-  
liness and later he finds favor with the King when he captures  
the fleet of the waring emperor of Blefuscu, a neighboring  
country.

Gulliver spends some time with these little people and  
learns to speak their language. He performs several good  
offices in finishing a peace treaty between the two countries  
of Lilliput and Blefuscu. He is later accused of high treason  
by the Lilliputians and makes his escape to Blefuscu where  
he had been invited by the emperor. The emperor furnishes  
him with money and gives him a boat in which he leaves  
the country and eventually reaches his home in London.

Gulliver starts on another voyage. A southern monsoon  
sets in. When the storm is over Gulliver and a dozen of the  
crew go ashore for fresh water. While the men are filling the  
casks, Gulliver explores the country and is amazed to find  
the grass twenty feet high. The men being scared off by a  
huge creature, desert Gulliver, who, upon observing the crea-  
ture, endeavors to hide in a corn field where the stalks are  
forty feet high, but is captured by a giant as tall as an  
ordinary spire steeple. He is taken by the giant to the giant  
master farmer and learns he is in the country of Brobding-  
nag. While at dinner the farmer places Gulliver on the table  
which is thirty feet high. When the farmer leaves for work  
Gulliver is locked in a room for safe keeping, where he is  
attacked by two rats the size of a large mastif. He fights  
them off with his hanger (sword). The master farmer takes  
Gulliver to a market town and exhibits him, collecting a  
goodly sum in fees.