

the Fox and the Cat once again. They are accompanied by the Coachman, who is also a villain looking for bad boys.

The Fox and the Cat again capture Pinocchio and Jiminy Cricket and sell them to the Coachman who takes them to Pleasure Island. Jiminy Cricket has done all he could to keep Pinocchio straight and make him go home but he hasn't been successful.

The Coachman drives the coach containing Pinocchio, Jiminy Cricket and some bad boys to the ferry which crosses the sea, passing through the "Terrible Straits" and soon arrives at the gates of Pleasure Island.

While on Pleasure Island, Pinocchio gets into all kinds of mischief and is encouraged by a tough boy named "Lampwick."

In the meantime, Geppetto learns of Pinocchio's whereabouts and securing a small raft, he sets out with Figaro and Cleo to rescue Pinocchio. On the way, he is swallowed by Monstro the whale — raft and all.

Jiminy Cricket observes, while on Pleasure Island with Pinocchio, that all the boys disappear and their places are taken by donkeys and because the donkeys are wearing shoes and hats, he realizes that the boys are turned into donkeys. He warns Pinocchio and helps him to escape.

Once more the Blue Fairy appears to Pinocchio but this time in the form of a dove bearing a note from which Pinocchio learns that Geppetto has been swallowed by Monstro.

Pinocchio now decides to go in search of the whale and rescue Geppetto. He ties a rock around his body and jumps off the wall surrounding Pleasure Island into the sea. He walks along the bottom of the sea, accompanied by Jiminy Cricket, and finally meets up with Monstro who is chasing a school of fish. Monstro swallows the fish and along with them Pinocchio and Jiminy Cricket. Inside the whale they have a glad reunion with Geppetto, Figaro and Cleo and they plan to escape. After trying various methods without success, they finally build a fire in the whale and he coughs and sneezes and chokes and casts forth Pinocchio and the others. Monstro chases them as they swim through the sea, but after a hair-raising chase they manage to reach the shore — Pinocchio saving the old man and dragging him up on the beach. He revives Geppetto and once more the Blue Fairy appears. She tells him that he has at last proven himself worthy and for that changes him into a real and human boy.

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Walt Disney's

PINOCCHIO

A game for two, three, or four players

IMPLEMENTS

1. Four Wooden Pieces representing Pinocchio, each of a different color.
2. Thirty cards.
3. One Hundred Gold Pieces.
4. A Spinning Dial.

OBJECT OF THE GAME

To take Pinocchio (pronounced Pin-o-ki-o) thru a series of adventures, starting at Geppetto's Shop, around the board, until he finally reaches the Cricket's Bed. The first player who gets his Pinocchio to the Cricket's Bed ends the game, and receives five gold pieces as a reward.

METHOD OF PLAY

1. The players decide between themselves as to the order of play and continue in such order throughout the game.
2. The gold pieces are placed where they may be readily reached by all players.
3. Each player takes a wooden piece representing Pinocchio and 15 gold pieces at the start of the game.
4. The 30 cards are thoroughly shuffled and placed face down in the center of the board.

THE START

1. To start the game the first player spins the dial. If he obtains a number, he moves his Pinocchio the number of spaces indicated, counting the starting space as 1. If the arrow points to "Take A Card" the player cannot start but must await his next turn to try again.

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2. Once a player has started, he moves the number of spaces, or takes a card, as indicated by his spin.
3. When a player draws a card he must follow the instructions on that card unless he is resting on a safety station.
4. If the player is on a safety station he may follow the instructions on the card or remain where he is as he sees fit. If he chooses to remain where he is he must await his next turn before he can move.
5. If a player is sent to one of the safety stations in the center of the board, he must remain there, without moving, until he draws a card which directs him somewhere else.
6. The game ends when one of the players reaches the Cricket's Bed, which need not be by an exact count.

SCORING

The player who obtains the most points wins the game. The points are computed as follows:

1. The players count their gold pieces.
2. The players pay back the fifteen pieces obtained at the beginning of the game and any additional pieces they may have borrowed during the play.
3. The player who has the most gold pieces left wins the game.

If a series of games are played the score of each player is recorded at the end of each game in plus or minus points, and the player with the most plus points at the end of the series is the winner.

RULES

1. If a player runs out of gold pieces before the game ends, he may borrow a further supply from the bank.
2. If the supply of cards is exhausted before the end of the game, they will be collected, reshuffled and placed on the board as at the start of the game.
3. Players may pass each other at any time and may stop on the same spaces.

THE STORY OF PINOCCHIO

The Walt Disney Version

Jiminy Cricket is passing through a little village. He is looking for a place to rest. It is a beautiful night. He sees a light coming from Geppetto's workshop. He hops up on the windowsill and then down into the room.

On a workbench he notices a marionette that is almost completed. This is Pinocchio. Geppetto comes and starts to paint the puppet's face, talking all the while to his kitten, Figaro, and his goldfish, Cleo.

Geppetto finally says "Goodnight" to his pets and puts the puppet down, remarking that it would be nice if he were a real boy. And then he goes to bed.

As soon as he is asleep, a Blue Fairy appears in the room. "Because Geppetto has given so much happiness to others," she says, "he deserves to have his wish come true." The Fairy taps Pinocchio with her wand and he comes to life. She tells Pinocchio that he must be brave, truthful and unselfish. Jiminy Cricket enters into the conversation and she asks him to act as Pinocchio's conscience and dubs him "Sir Jiminy Cricket."

After the Fairy vanishes, Pinocchio begins to move around on the workbench and finally falls to the floor. The noise awakens Geppetto and he comes in to see what it's all about. Finding Pinocchio on the floor and seeing him move, get up and talk and walk about, Geppetto is astonished and then realizes that his wish has come true.

After a lot of rejoicing, Geppetto makes up his mind that Pinocchio will start school the next day, as he wants him to become like other little boys.

The next morning Geppetto sends Pinocchio off to school along with Jiminy Cricket. Pinocchio is full of good intentions but temptation lurks around the corner.

The Fox and the Cat, J. Worthington Foulfellow and Gideon, see Pinocchio coming down the street and realizing that a puppet without strings is unusual, they plot to sell him to Stromboli, the puppet master. So they waylay the boy and tempt him with glamorous phrases about the theatre and promise him all sorts of good things.

Pinocchio falls for their argument and goes with them. That night he sang and danced and was the star of the Marionette show. After this, he is practically a slave to Stromboli.

When the Blue Fairy realizes Pinocchio's predicament, she appears before him once more and gets him out of his difficulty after he promises to go straight home. Pinocchio and his conscience, Jiminy Cricket, start out again but run into