#### RULES

Any action in placing the Queen, Huntsman or Poisoned Apple on spaces or removing them from spaces MUST be taken before throwing the dice.

Neither the Queen or Huntsman may enter the House of the Dwarfs.

Players must obtain a "Kiss Piece" before placing the Prince in the House of the Dwarfs.

A throw of any double permits placing the Prince in the House of the Dwarfs after a "Kiss Piece" has been obtained.

Player's pieces may pass those of an opponent's at any time.

Player's pieces may not stop on an occupied space but will move to nearest unoccupied space.

If the Poisoned Apple is in the House of the Dwarfs at the time a player's Prince is placed therein, the Poisoned Apple may be removed by obtaining a throw of 7 or double 4.

When a player has moved Snow White into the House of the Dwarfs, no Dwarfs or sticks will be taken on a throw of the dice.

When the supply of sticks is exhausted. 7 sticks may be exchanged for a Dwarf, by any player.

Winning the Game When a player has moved Snow White into the House of the Dwarfs, and holds a Kiss Piece, the player will continue to throw the dice in turn until any double is obtained which permits placing the Prince in the House of the Dwarfs, thereby winning the game, if the Poisoned Apple is not in the House at the time.

If the Poisoned Apple is in the House at the time, it must be removed before the game can be won. This may be accomplished by obtaining a throw of 7 or double 4.

The player, therefore, who removes the Apple and has a Prince in the House, wins the game.

#### MILTON BRADLEY COMPANY

Springfield, Massachusetts

### Directions for playing the Game of

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## SNOW WHITE

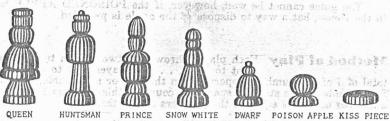
## and the SEVEN DWARFS For Two, Three, or Four Players

Official Edition—published by Arrangement with WALT DISNEY ENTERPRISES, Inc., producers of the motion picture.

#### THE EQUIPMENT CONSISTS OF:

the more the PRINCE into the West's House and hold

The Board, Two Dice, Four Pieces representing Snow White, Four Pieces representing the Prince (one Snow White and one Prince for each player), Seven Pieces representing Dwarfs, One Piece representing the Queen, One Piece representing the Huntsman, One Piece representing the Poisoned Apple, Four Pieces representing the Kiss of the Prince, and Twenty-Eight small wooden sticks (7 each of 4 colors) representing treasures from the mines.



The Board The playing board has pictured the Huntsman's Lodge, the Magic Grotto, the Prince's Castle and the House of the Dwarfs, in the four corners. In the center are the mines in which the Dwarfs are employed and nearby is the Queen's Castle.

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. The remaining portion of the board contains connecting spaces over which the players move their pieces representing Snow White.

Information covering some of the privileges of the players and instructions governing certain movements of the several pieces are printed in various sections of the board.

The 7 Dwarfs are placed in the mines in the center Set-up of the Board of the board, with the 28 treasure sticks surrounding them. The Apple and 4 Kiss Pieces are placed in the Magic Grotto. The 4 pieces representing the Prince are placed in the Prince's Castle. The Queen is placed in her Castle and the Huntsman in his Lodge. Each player selects a piece to represent Snow White.

Object of is to be the first player to move (your own) SNOW WHITE around the board and into the House of the the Game Seven Dwarfs. To make the WIN complete, you must also move the PRINCE into the Dwarf's House, and hold a KISS PIECE, as explained in the Method of Play.

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Seeing her in all her great beauty, he determines to give her a final and farewell kiss. Thinky Thut the series of

Whereupon the spell is broken and Snow White is restored to her lover. maid and assure and red makenger and and and

It is the object of the game, therefore, to be the first player to move Snow White around the board and into the House of the Dwarfs, then place the Prince therein and by holding a Kiss piece, break the

The game cannot be won, however, if the POISONED APPLE is in the House, but a way to dispose of the apple is provided.

Method of Play Each player throws the two dice in turn from right to left. . . . The player first to obtain a total of 7 of the numbers uppermost on the dice or any double, places Snow White on the starting space and counting this space as 1, moves a number of spaces equal to the numbers on the throw.

The player on his right then throws the dice and moves Snow White if the throw is 7 or any double. If the player fails to do this, the turn passes to the next player, who throws the dice, and so on.

When a player has started Snow White around the board, Dwarfs or Sticks will be taken as follows by each player on his own play:

Corpylabe 1037 by Milton Brisdler Co.

For a throw of 7 or doubles 1, 2, or 3, take 1 Dwarf, except when a player has 2 Dwarfs, when he will take 1 stick of any color.

For a throw of doubles 4 or 5, take 2 sticks of any color.

For a throw of double 6, take 1 Kiss Piece and thereafter 1 stick of any color.

For all other throws, take 1 stick of any color.

Play continues in this manner, the players observing the instructions and privileges printed on the board and the directions governing the use of the Dwarfs, Kiss Pieces, Poisoned Apple and the sticks, while moving Snow White over the spaces and into the House of the the Dwarfs after a "Kea I see head oc

#### Player's pieces may pass there of so option of a storic time.

Placing Queen or neut's Snow White

By returning to the board 3 Treasure Huntsman on Oppo- sticks of same color, either the Queen or Huntsman may be placed on a space occupied by an opponent's Snow White.

Placing Poisoned Apple on Oppo-

By returning to the board 1 Treasure stick of each color (4), the Poisoned Apple may nent's Snow White be placed on a space occupied by an opponent's Snow White, whether Snow White is within or without the House of the Dwarfs.

Removal of When the Queen or Huntsman are on a space the Queen occupied by Snow White, by returning to the board 1 Dwarf or 7 sticks of any color, the Queen or Huntsman may be placed on a space occupied by an opponent's Snow White.

If the player has no Dwarf or an insufficient number of sticks to remove them he cannot move. They sad not entire ent orange bowers

Removal of the When the Poisoned Apple is on a space occu-Poisoned Apple pied by Snow White, a player, by returning to the board 1 Dwarf or 7 Sticks of any color, in his turn, may place the POISONED APPLE on a space occupied by an opponent's SNOW WHITE, whether SNOW WHITE is within or outside the House of the Dwarfs.

If the player has no Dwarf or an insufficient number of sticks to remove the Apple, it must be moved along with his Snow White, on each even throw of the dice, moving each piece one-half of the throw.

# THE STORY OF ... IN OWN HITTED and the SEVEN DWARFS

## Screen version used in the feature motion picture produced by the Walt Disney Studios in Hollywood

HE Queen of a mythical kingdom is very jealous of her beauty. Hanging in one of her private chambers is a magic mirror which when asked a question will reflect the correct and accurate answer. The Queen has been accustomed to consulting this mirror to determine whether or not she is the most beautiful woman in the land.

The Queen has a step-daughter named SNOW WHITE who is subjected to all sorts of indignities and forced to be shabbily dressed and assume a very humble role in the activities of the palace. However, a handsome prince discovers in her really a most beautiful and attractive girl. The Queen sees the prince and SNOW WHITE engaged in conversation and consults her magic mirror and much to her chagrin is informed that SNOW WHITE is the most beautiful woman in the land. She immediately determines on a plot to do away with SNOW WHITE and instructs one of her huntsmen to seek SNOW WHITE in the forest and do away with her. SNOW WHITE is apprised of her

plight and escapes from the castle into the woods. She makes friends with all the birds and animals and although she is frightened because of the weird shapes that sometimes loom up in the darkness, she nevertheless cautiously pushes her way deeper and deeper into its secure sanctity. Overtaken by the woodsman who is so enchanted with her loveliness that he cannot fulfill the Queen's bidding, SNOW WHITE takes further warning and the woodsman returns to the palace to inform the Queen that he has brought with him the heart of SNOW WHITE. The Queen is overjoyed until she again consults her mirror only to find the woodsman has lied to her, whereupon she descends into a magic grotto to find some suitable poison with which to carry out her dastardly purpose.

Meanwhile, SNOW WHITE arrives at a clearing in the forest and sees a little house which she enters and which to her amazement is in extreme disorder. Going up to the second floor she sees seven little beds which have the following names inscribed upon them — Doc, Sleepy, Grumpy, Bashful, Sneezy, Smiley and Dopey. SNOW WHITE cannot imagine who the strange inhabitants of this little house can be, but she decides to clean it up in the hope that the owners will allow her to remain as housekeeper. The birds and the animals assist her in her chores. Finally in exhaustion she falls across the little beds and her worries are cast aside in a deep sleep.

The owners of the house are miners of precious stones by profession. Toward dusk they return from their tasks and enter their little home. These miners are strange creatures, in reality seven dwarfs of vastly different personalities. They are amazed to see the change that has taken place in their home and finally discover SNOW WHITE. SNOW WHITE awakens and although Grumpy is extremely averse to having women near him under any circumstances, finally consents

with the others to allow SNOW WHITE to stay. The next day the Dwarfs go back to the mines and SNOW WHITE starts to bake some pies as a favor to her little hosts. Meanwhile, the Queen has in her magic grotto come across a poison which has the power to make a person alive seem dead and she feels that this will consummate her hate to the fullest extent. She transforms herself into a wicked witch and places the poison in a beautiful ripe, red, juicy apple. The only antidote for the poison she notes is love's first kiss.

The Queen hastens in pursuit of SNOW WHITE, and finally comes to the Dwarfs' cottage. SNOW WHITE is warned by her little friends of the forest but finally is persuaded by the wicked witch to take a bite of the apple. She falls on the floor and the Queen retreats chuckling with glee. The Dwarfs return to find their little friend apparently dead. They had made as a gift for her a very beautiful bed inlaid with precious stones, but, alas, they thought, it would never be used by the one they had learned to love so well. The Dwarfs had a funeral for SNOW WHITE and put her in a glass coffin embellished with shining gold. For some time SNOW WHITE remained as in a trance, until one day the prince wandering through the woods came to her side. Seeing her in all her great beauty, he determines to give the object of his affections a final and last farewell kiss. Whereupon the spell is broken and SNOW WHITE is restored to her lover to live happily ever after.

The Queen perishes as she is pursued by those who know of her cowardly and wicked actions and falls to her death over a great precipice. With the wicked Queen disposed of and the prince and SNOW WHITE restored to one another, peace, happiness and contentment reigned forever after in the kingdom.