

A Tom Sawyer and Huckleberry Finn of the same color may stop on the same space at the same time. They do not make a block and other players may pass them.

Should the throw of the dice or a move by a card cause a boy to stop on a space occupied by another player's boy, the move is made to the nearest empty space, provided it is not a greater number of spaces than allowed. If no spaces are empty, no move will be made.

If a player has more than one Swap card, he may swap any of the cards he holds.

When a Red or Green card directs a move, the player may choose to move either his Tom Sawyer or Huckleberry Finn piece.

When a card demands the return of a Forfeit piece to an Exploit Point, it must be placed on an Exploit Point ahead of the last boy.

When a Red card sends a boy to the Hidden Treasure Space, he has found the Treasure and is taken from the board.

When both boys stop on Red or Green Spaces in a turn, cards are drawn for each boy.

MILTON BRADLEY COMPANY

Springfield, Massachusetts

"Makers of the World's Best Games"

Play — SNOW WHITE AND THE SEVEN DWARFS
the Walt Disney Game of Fun and Thrills

The Game of . . .

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TOM SAWYER

INTRODUCTION

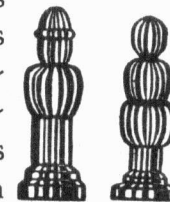
The Tom Sawyer Game is based on Mark Twain's book of the same title. Tom Sawyer and Huckleberry Finn are two of the best-known boy characters of fiction. They were fast friends and had many exciting adventures while boating, fishing and swimming on the Mississippi River.

Swapping was one of their great pastimes in which they always tried to get the best of the exchange. They played pirate and sailed a raft to Jackson's Island. One of Tom's best-known tricks was worked while he was whitewashing a fence. All of the Exploit Points represent a real adventure of these boys.

On one exploit they overheard Injun Joe telling about a hidden treasure. Tom visited the cave and got lost. While searching for an exit he found the hiding place of Injun Joe and decided that was where the treasure was located. Later Tom and Huck visited the cave and found the treasure.

EQUIPMENT

The board for the game of Tom Sawyer represents the adventure-filled playground where this famous boy and his pal, Huckleberry Finn, spent their boyhood. There are pictured eight Exploit Points connected by a path of spaces over which each player's boys travel on their way to discover the Hidden Treasure in McDougal's Cave.



"I'm Tom" "I'm Huck"

There are four wooden pieces in four colors representing Tom Sawyer and four pieces in four colors representing Huckleberry Finn. There are one pair of dice, fourteen round discs called Forfeits, and two decks of cards, 24 of each color. The Red are Reward and Penalty cards, and the Green, swap cards.

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PLAYING THE GAME

To begin the game, place two Forfeit pieces on each of the Exploit Points, except on McDougal's Cave.

Shuffle each deck of cards and place them face down on their color in the center of the board.

Each player takes a Tom Sawyer and Huckleberry Finn piece of the same color.

All players throw the dice. The player having the highest total plays first.

This player throws the dice and starts the game by moving one or both of his boys forward in the direction of the arrow from the space marked START, counting the START space as one.

The player at his right plays next. The other players follow in turn.

DICE

One boy may be moved the full count of both dice, or one boy may be moved the count of one dice and the other boy the count of the other dice.

On a throw of doubles a player moves *both* his "boys" *double* the number of spaces indicated; i. e., if double 6 is thrown (totaling 12), each boy moves 24 spaces.

When one of a player's boys has reached the Hidden Treasure, the other boy may be moved the full dice total or just the count of one of the dice.

CARDS

When either boy stops on a Red Space, a Red card is always drawn, and the instructions followed.

When either boy stops on a Green Space, a Green Swap card is always drawn and swapped.

When swapping, the card is passed to the player directed who gives a Swap card in return (if he has one), and follows out the No. 1 instructions.

The player who drew the Swap card follows out the No. 2 instructions on the card received.

When a Red or Green card sends a boy forward or backward onto a Red or Green Space, no card is drawn for this move.

FORFEITS

A Forfeit piece is picked up from an Exploit Point stopped on by a forward or backward move of dice or cards.

When a player's boys are in the cave, a Forfeit piece may be placed on any Exploit Point instead of making a backward move instructed on a Red or Green card. The Forfeit piece must be placed on some Exploit Point ahead of the last boy on the path. This will keep the Forfeit pieces in play.

THE CAVE

The winner is the player who first LANDS his Tom Sawyer and Huckleberry Finn on the Hidden Treasure Space of McDougal's Cave by an exact throw of the dice.

If a player fails to do this, he must move the boy back to the yellow space at the entrance of the cave and make repeated tries to land on the Hidden Treasure Space with an exact throw of the dice.

As the boys enter McDougal's Cave they must follow the red line as it weaves through the squares of the Cave to the Hidden Treasure.

Red or Green cards are drawn when landing on Red or Green dots in the cave.

When a player's boy lands on the Hidden Treasure Space, he is removed from the board to make room for the other players.

RULES

All boys may pass one another on the path of travel at any time, either in or out of the cave.

No two boys of different colors may stop on the same space at the same time. EXCEPTION — the Exploit Points may be occupied by any number of boys of any color at the same time.