

# A Trip to Fairyland

**Implements:** Dice, 4 differently colored men.

This game is for two, three or four players.

The object of the game is to take a trip to Fairyland, avoiding the monsters and obstacles in the enchanted forest.

Before entering the forest each player will meet or pass two good fairies who are able to help them through the forest, and land them safely in Fairyland.

The players throw the dice, and the one throwing the highest number plays first, and throws again, placing his counter as many spaces as the total number thrown. The next player continues in the same way.

If a player rests his counter on either of the Bird or Good Fairy spaces, he may pass over the monsters or obstacles noted on the pictures upon which he rests. For example, if a player stops on space number 4, he may pass the Giant, River and Lion, and after entering the forest, if his counter enters on space 25, which is the giant, he will not be obliged to wait two turns, but may continue to move at his next turn, etc.

If a player does not get a pass through the enchanted forest or any part of it from the Good Fairies, he must obey the directions on the space on which his counter rests.

There is no pass for the Cave.

If the number thrown takes a player to a space already occupied by another counter, the player cannot play. No two counters can rest on the same space.

The player first reaching Fairyland by an exact throw wins the game.

*Note:* The Game of Noah's Ark may be played with dice or spinner.

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