

# The Mansion

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Published by PARKER BROTHERS  
HIGHEST AWARDS  
Parker Brothers, World's

At this amusement each will find  
A moral to improve the mind :  
It gives to those their proper due,  
Who various paths of vice pursue,  
And shows (while vice destruction brings)  
That GOOD from every Virtue springs,  
Be virtuous then and forward press,  
To gain the seat of HAPPINESS.

The "Mansion of Happiness" was invented by Miss Abbott, the daughter of a Beverly Clergyman, and first published in Salem by the old book firm of W. & S. B. Ives. It was the first board game ever published in America, though, previously, the card game, "Doctor Busby," from which the principle of "Authors" was elaborated, was issued by the same firm.

From the "Mansion of Happiness" game, many later games derived their principle. The excellence of this old-fashioned game has led the present publishers, who have purchased control of the game, to re-produce it after the quaint style of the original edition, but mounted in a much more convenient and attractive form.

## EXPLANATION OF THE GAME.

This game may be played by from two to six players.

Each player should take one of the pieces for playing, FROM THE DRAWER AT END OF THE BOARD.

Any one may commence the game by spinning the indicator, and placing his piece upon the number corresponding with the number indicated by the spin. Each player spins the indicator in turn and places his piece as directed by it.

After the first spinning, each player, in turn, spins again, adding the number obtained to the number previously obtained, and thus each turn advances him towards the "Mansion", unless checked by some of the following rules. Thus if the number first obtained is three, and that player's indicator next spins five, the counter must be placed on eight, and so on.

The First player reaching the "MANSION OF HAPPINESS" WINS THE GAME.

## RULES OF THE GAME.

1. Whoever comes to the Water, No. 6, may go to No. 10.
2. Whoever arrives at the Inn, No. 9, may go to No. 12.
3. Whoever possesses (arrives at) PIETY, HONESTY, TEMPERANCE, GRATITUDE, PRUDENCE, TRUTH, SINCERITY, HUMILITY, INDUSTRY, CHARITY, or HUMANITY, is entitled to advance six numbers towards the "Mansion of Happiness."

# of Happiness,

PARKER BROTHERS.

HERS, Salem, Mass., U. S. A.

FOR GAMES GRANTED

Columbian Exposition 1893.

4. Whoever possesses (arrives at) AUDACITY must be taken to the WATER and thoroughly ducked.
5. The Whipping Post, House of Correction, the Pillory, and the Stocks send a player's piece back five spaces, unless piece is sent to one of them, for *punishment* from some other place. PRISON and RUIN send the player's piece back to begin life again from Space No. 1.
6. Whoever possesses CRUELTY must be sent back to JUSTICE.
7. Whoever gets into IDLENESS must come to POVERTY.
8. Whoever becomes a SABBATH BREAKER must be taken to the pillory and remain there until he loose three turns
9. Whoever becomes a DRUNKARD must be taken to the whipping post and whipped.
10. When two persons come together, the last player must take possession of the space he comes to, the other person return to the place from which he moved last.
11. Whoever FIRST arrives at (60) the "MANSION OF HAPPINESS", WINS THE GAME; but if he "spins over" he go back to the SEAT of EXPECTATION, and there remain until he spins a "one" which will take him in.

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