



PLAYING  
INSTRUCTIONS

HOLD UP ON THE









# OVERLAND



# TRAIL GAME

For 2 to 6 Players

## PIECES OF THE GAME

-  6 Bandits numbered 1, 2, 3, 4, 5, 6
-  6 Agents numbered 1, 2, 3, 4, 5, 6  
(Press Bandits and Agents gently out of surrounding cardboard.)
-  6 Wood Bases
-  6 Gold Treasure Bases valued \$1,000, \$2,000, \$3,000, \$4,000, \$5,000 and \$6,000
-  20 Bills of Reward Money (\$1,000 each)
-  HOLD UP! Spinner
-  20 Bullets
-  Dice and Dice Cup

## IDEA OF THE GAME

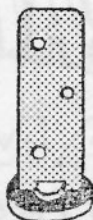
While the Overland Trail Agents are riding the range, Bandits are planning to hold up the Overland Trail Stage Coach which is carrying U.S. Treasury Gold. As soon as the first Bandit leaves the Hold Up scene, the Agents are alerted and ride out to chase the Bandits. Meanwhile the Bandits, loaded with gold, are heading for their secret "Caches." After "shooting it out" with the Bandits, the Agent with the highest score of Reward Money and recovered gold is the winner.

## START OF PLAY

On his turn, each player will move one Bandit and one Agent, of the same number and color.

Before the game starts, each player rolls a single die to determine the number Bandit and Agent he will play with. The order of play will be in the order of the numbers on the chosen playing pieces. All six gold Treasure Bases are shuffled, number side down (so that no player sees the numbers). Then each Bandit is inserted in a Treasure Base and placed at the Hideout Start. Each Agent is inserted in a wood base and placed at the Office Start. Reward Money is kept in the "bank."

**NOTE: IF LESS THAN 6 PEOPLE PLAY** — After each player has chosen a Bandit and Agent, each of the remaining Bandits is inserted in a Treasure Base, then placed on the CACHE of matching number and color, where it will remain during the rest of the game.



BANDIT IN TREASURE BASE



AGENT



CACHE SPACE

## MOVES ON THE BOARD

The playing board represents a section of the Wild West Territory through which the Overland Stage passes.

ON HIS TURN, each player throws the dice once, and moves his Bandit the number of spaces shown by the RED DIE; then he moves his Agent the number of spaces shown by the BLUE DIE. He always moves his Bandit first.

Before the Hold Up, the player moves his Bandit forward towards the Stage Coach, the number of red "approach" spaces shown by the RED die. He then moves his Agent forward the number of blue "range" spaces shown by the BLUE die. Each space counts for "one" in moving.

ON THE RANGE: Agents may pass each other or rest together on the same space. If an Agent's move carries it beyond the end of the range, it must turn around to finish its move (counting the last space of range only once). If an Agent lands directly on "Lose 1 Turn" space, it misses its next turn. If an Agent lands directly on a "Double Your Move" space, it may move forward again the same number of spaces. The Agent's horse should always point in the direction of its last move.

ON THE RED APPROACH SPACES: Bandits may pass each other or rest together on the same space. If a Bandit lands directly on a "Double Your Move" space, it may move forward again the same number of spaces.

## HOLD UP!

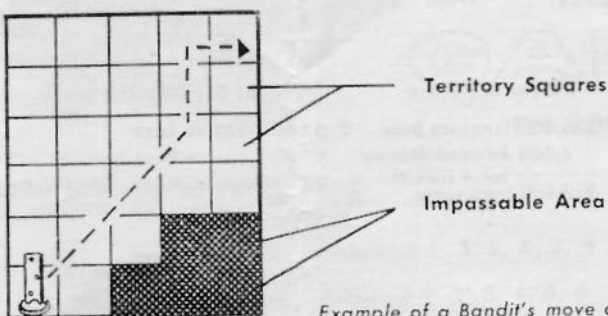
When a player's Bandit reaches the HOLD UP space—an exact count is not necessary—the player at once spins the Hold Up Spinner. If the pointer falls on HOLD UP (on outer dial) the player at once moves his Bandit to the Escape Space with the same number as the Bandit. On its next turn, the Bandit moves out of the Escape Space onto the white Territory Squares. If the pointer does NOT fall on HOLD UP, the player must spin again for his Bandit on his next turn to play.

## HOLD UP ALARM

When the first Bandit actually moves out of its own numbered Escape Space, onto the white Territory Squares, the "Hold Up Alarm" is sounded. As soon as this first Bandit actually leaves his Escape Space, ALL the Agents, on their next turns, may leave the range to chase the Bandits. The first Agent to try to leave will be the Agent with the same number as the Bandit who caused the "Alarm" to be sounded.

## BANDITS' MOVES ON THE WHITE TERRITORY SQUARES

On leaving its own Escape Space, a Bandit moves henceforth on the white Territory Squares, according to the number thrown on the RED DIE. Each square counts for one space of its move. A Bandit may move diagonally, vertically, and horizontally. It may move in more than one direction on one turn, as long as it does not re-cross the same squares.

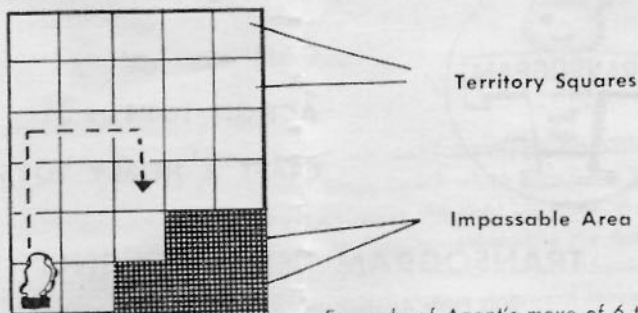


*Example of a Bandit's move of 6 taken diagonally, vertically and horizontally.*

## AGENTS' MOVES ON WHITE TERRITORY SQUARES

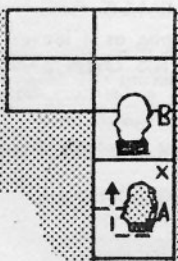
An Agent's first move out of the range may be counted out on both the blue range spaces and the white Territory Squares. The Agent may leave by any route (marked by arrow) it can reach.

On the white Territory Squares, an Agent may move horizontally or vertically, but NEVER DIAGONALLY. It may move in more than one direction, as long as it does not re-cross the same squares. It must move the full count shown by the BLUE die.



*Example of Agent's move of 6 taken vertically and horizontally.*

## PASSING



Neither a Bandit nor an Agent may pass through the Territory Square on which another piece stands (such a square may *not* be counted as one square of a move). Every Bandit and every Agent must take the full count shown on its own color die—unless "blocked" by another playing piece, that is, unable to pass on either side.

*Example:* Agent A, though it has a count of 4, cannot pass Agent B. It therefore must stay on square X behind Agent B.

**NOTE:** To move quickly around the board, after the Hold Up, Agents may re-enter the range (and pass each other).

## "DOUBLE YOUR MOVE" TERRITORY SQUARES

Each time a Bandit or an Agent lands directly (at the *end* of its move) on a "Double Your Move" Territory Square, it may take its full count again, in any direction. But in taking this second "double" move, it may *not* cross the same squares used in its first move. A playing piece may take as many "doubled" moves on one turn as it is able to.

## TAKING SHORT CUTS

The colored brown rock and green wood areas of the Territory are *impassable* to both Bandits and Agents, except by "Shortcuts." BANDITS may take Shortcuts at any time *without* spinning.

AGENTS: If a player wishes his Agent to take a Shortcut, he must spin the spinner (*before* moving his Agent). If the pointer falls on SHORTCUT (on the outer dial), the player may move his Agent through the nearest Shortcut, counting out its move on either side of the Shortcut; or *only* on the far side (if the Agent is on the square leading into the Shortcut). The Shortcut does not count as a space of a move.

If the pointer does *not* fall on SHORTCUT, the player's Agent may *not* take a Shortcut.

**NOTES:** Once the player has spun SHORTCUT, his Agent may take as many Shortcuts as it is able to reach.

A Shortcut is always spun for separately.

## BANDITS REACHING CACHE WITH TREASURE

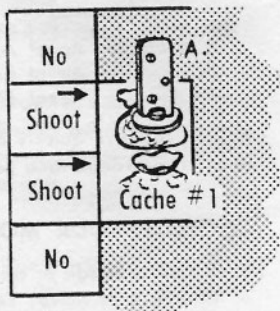
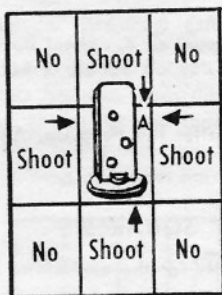
After leaving the Hold Up scene, each Bandit heads toward the Cache with its own number on it, to deposit its stolen "treasure." A Bandit may enter its own Cache by direct count, or by less moves than shown on RED die; but the Cache must count for one space of its move. Once on its own Cache, the Bandit *does not* move for the rest of the game.

After his Bandit reaches its own Cache, the player may move his Agent the FULL THROW OF THE DICE. He may use either the number on the Red die; or the number on the Blue die; or use the total sum on both dice, to move his Agent. It is thus an advantage to get one's Bandit to its own Cache.

**NOTES:** A Bandit may never enter any other Cache but its own. Neither Bandits nor Agents may pass through the Caches on the board.

## SHOOTING AT BANDITS

Every Bandit is vulnerable, and may be shot at, as soon as it leaves the Hold Up scene. BUT—NO PLAYER MAY SHOOT AT HIS OWN BANDIT! To shoot at a Bandit, a player's Agent must land on a Territory Square adjacent to the square on which the Bandit stands, as shown below. If a Bandit is on its Cache, the same rule applies—the Agent may only shoot at the Bandit from an adjacent square.



*Example: Bandit "A" may be shot at from any square with one side in common with the square on which Bandit stands.*

As soon as his Agent lands on a square from which it may shoot at the Bandit, the player spins the spinner.

### IF THE SPINNER SAYS, ON THE INNER DIAL:



**ONE BULLET**—Player inserts 1 bullet into Bandit; and takes \$1,000 Reward Money from bank.



**TWO BULLETS**—Player inserts 2 bullets into Bandit; and takes \$2,000 Reward Money from bank.



**SHOT WENT WILD**—Too bad! Agent remains where it is.

**WOUNDED—MOVE 9 SQUARES AWAY**—Player moves his Agent 9 squares away from Bandit. He may use squares he used on his first move; but he may not take doubled moves, or use Shortcuts.

### NOTES:

- A player may insert only as many bullets as he is able to into a Bandit, no matter how many he "spun." He may draw Reward Money only for those bullets actually inserted.
- A player may never shoot twice at the same Bandit on the same turn. However, if his Agent, when moving away "Wounded," is able to land directly on a new square from which it may shoot a second Bandit, player spins again, for a shot at the second Bandit.
- It may happen that an Agent lands on a square that is adjacent to TWO Bandits. If the player gets one or more bullets into the first Bandit, he may spin again for a shot at the second Bandit. However, if his Agent moves away "wounded" after a shot at the first Bandit, the Agent may not return to that original square to shoot the second Bandit.

## DEAD BANDITS

As soon as a Bandit has 3 bullets in it, it is DEAD, and is removed from play. The player who shot the LAST, or THIRD BULLET, into that Bandit may claim the Treasure Base that Bandit is carrying, and add its value to his score.

## WINNING SCORE

After every one of the six Bandits has been rounded up and shot "dead," with 3 bullets, and all the U.S. Treasury gold has been recovered, by the Agents, the game is over. Each player then adds up his score of REWARD MONEY and recovered TREASURE as marked on each Treasure Base (the value is in thousands of dollars). The player with the highest score is the winner.

### EXAMPLE:

Player A's Score	Player B's Winning Score
\$ 6,000 Treasure Base	\$ 5,000 Treasure Base
4,000 Reward Money	4,000 Treasure Base
for 4 bullets	4,000 Reward Money for 4 bullets
<hr/> \$10,000 total score	<hr/> \$13,000 Total Score

**NOTE:** When only 2 people play it may happen that the last Bandit "alive" belongs to one player who cannot shoot at it. Therefore the game ends and this Bandit is added to the opponent's score.

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