

# Walt Disney's ADVENTURELAND GAME

COPYRIGHT © 1956 BY

*Parker Brothers Inc.*

SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA

MADE IN U.S.A.

For 2, 3, or 4 Players

## INTRODUCTION:

The players in this game travel on sightseeing boats through the rivers of ADVENTURELAND. They are required to take pictures of some of the various sights and animals that they will pass. Each player is given a number of objects that he must photograph, and the first player to reach the dock with all three of his pictures is the winner.

## EQUIPMENT:

*A folding game field* illustrated by Walt Disney. The scene is ADVENTURELAND, and it shows the water trip taken by the visitors.

*The spinning arrow* indicates the number of moves to be made by each player's boat.

*A pack of "picture cards"*, twelve white and twelve pink.

*Four sightseeing boats*, on which the players travel. Each player uses a different colored boat.

## PREPARATION:

One player deals out three pink cards to each player. These cards show the objects that each player must photograph. Leftover cards are placed aside. The white cards, which are the final pictures, are shuffled and placed in a pile on the space on the board marked "PLACE WHITE PICTURE CARDS HERE FACE DOWN." Each player chooses a boat and places it in the starting dock. The game is now ready to begin.

## THE PLAY OF THE GAME:

The first player spins and moves his boat, *in the direction of the arrows*, the same number of spaces on the track as shown by the spinner. If a player's boat lands on a *plain* space, his turn is ended. Boats landing on an occupied space go to the next vacant space. If the boat lands on a Camera Space, the player may "take a picture." This is done by drawing one of the white picture cards from the top of the pile. If the picture that he has drawn *matches* one of his pink cards, he may keep it. If it does not match any of his pink cards, he must return it to the bottom of the picture pile.

Players keep moving their boats around and around ADVENTURELAND until one player has "taken" all his pictures — that is, he has drawn a matching picture for each of his three pink cards. After a player has drawn his third picture, he may have an extra spin to help speed his boat toward the FINISH. That player does not draw any more picture cards, but, following the direction of the arrows, heads directly for the dock, spinning the arrow on each turn as usual.

## WINNING THE GAME:

The first player to reach the Dock with all three of his pictures is the winner.