

RULES FOR PLAYING

Walt Disney's Official **FRONTIERLAND GAME**

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SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U. S. A.

FOR TWO TO FOUR PLAYERS

INTRODUCTION:

In the FRONTIERLAND GAME all players represent Frontier Scouts. When the General hears there are hostile Indians in the territory, he sends all his Scouts to capture an Indian and bring him to Frontierland.

OBJECT:

The object of the game is to be the first player to find an Indian and bring him back to Frontierland.

EQUIPMENT:

The equipment consists of a colorful folding board, four Scout pieces of different colors, a complete set of picture discs and a spinner.

PREPARATION:

Each player selects one of the Scout pieces. The picture discs are removed from the strip by pressing with the thumb. Each player is given a disc with a picture of a bow and arrow printed on it. All other discs are placed picture side down on the table and shuffled so that no player knows which discs have the pictures of Indians printed on them. One disc is then placed face down on each circle on the playing board. If four people are playing every disc will be used. If less than four are playing the extra discs are put aside and are not used.

PLAY:

Each player places his Scout piece in the center of the board in the area marked Frontierland. Players in turn spin the arrow on the spinner and the player spinning the highest number goes first. That player spins again and moves his piece out from Frontierland along either one of the two main trails. If the spinner

stops on the space marked "Go To Scout Circle" he immediately moves his piece to any one of the three Scout Circles which he may select. The player to the left then spins and plays as above and the other players follow in turn.

A player must always use the full count on the spinner if he is able to do so. He may not, however, land on a circle occupied by another piece. If, as a result of his spin, he should land on a circle which already has a piece on it, he must move back to the first unoccupied circle. A player may move in either direction along any track, but he may not move in two directions on the same turn. For example, if he spins a five he may not move four forward and one back but must move either five forward or five back. On his next turn he may move in the opposite direction.

SCOUT CIRCLES:

There are three Scout Circles on the board. Whenever a player spins "Go To Scout Circle" he immediately moves his piece to any one of these circles which he may choose provided that it is unoccupied. If all Scout Circles are occupied the player cannot move and his turn ends.

CAPTURING AN INDIAN:

Branching off from the main trails are paths through the woods, and alongside of these paths are the picture discs. A player may turn off of the main trail onto any one of these smaller paths and may move in either direction along these paths just as he can on the main trail. Whenever a player lands by exact count on a spot that is connected by a red line to one of the circles with a disc on it, he picks up that disc, looks at it without disclosing it to his opponents and puts back either the disc which he has picked up or the bow and arrow disc which was originally given to him. He tries not to let the other players know which of the discs he puts back on the board. If the disc which he picked up is not an Indian he continues to play as before.

WINNING THE GAME:

Whenever a player picks up a disc with an Indian on it, he keeps this disc and, without saying anything to the other players, starts back to Frontierland. During the game a player may not re-enter Frontierland unless he has an Indian in his possession. When he returns to Frontierland with his Indian he must enter by exact count. If for example he is three spaces away he must spin a three in order to enter. If he spins anything larger than a three he cannot move and loses his turn. If he should spin a Scout Circle he must go back to the nearest unoccupied Scout Circle and on his next turn head for Frontierland again.

The first player to return to Frontierland by exact count with an Indian wins the game.

The FRONTIERLAND Game is one of a series of four Disneyland games. TOMORROWLAND, ADVENTURELAND, and FANTASYLAND are the other games in this series which you will enjoy.