

The Hardy Boys™ Mystery Game

THE SECRET OF THUNDER MOUNTAIN

For 2 to 4 Players / Ages 8-14

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In search of stolen gems, the Hardy Boys travelled to Thunder Mountain on their motorcycles. There they found pieces of evidence that helped them solve the robbery. Now you must gather your own pieces of evidence in order to win this game.

EQUIPMENT

1 Game Board, 1 Die, 4 Playing Pieces, 16 Evidence Cards and 32 Follow Up on a Lead Cards.

The Evidence Cards are Red, Blue, Yellow and Green.

The Follow Up on a Lead Cards are Black.

OBJECT

To be the first player to gather *all four* of your own Evidence Cards. Each of your Evidence Cards will be a different color; each one will have your Evidence Question printed on the inside. Your Evidence Question will be *one* of the following: WHO?, WHAT?, WHERE? or WHEN?

SET UP

- As you sit at the board, the Evidence Corner to your right tells you which Evidence Question is yours.
- Take the playing piece with your Evidence Question on it and place it inside the board's large center square, next to any one of the four START spaces.
- Select a player to deal.
- The dealer shuffles the Evidence Cards and deals one of each color to each player.

Do not open these cards. Slide them under the edge of the board; slide each one so that the open end is under the board — halfway under the Evidence Space of its own color.

- Even if fewer than four are playing, **all** of the Evidence Cards must be dealt. At the start of the game there **must** be one under each Evidence Space.
- The dealer shuffles the Follow Up on a Lead Cards and deals 4, face-down, to each player. **Do not look at these cards.**
 - Place one Follow Up on a Lead Card, face-down, on top of each of the four Evidence Cards in front of you. Slide each one slightly under the board.
 - The dealer then forms a **draw pile** by placing the remaining cards, face-down, on the FOLLOW UP ON A LEAD CARDS section in the center of the board.

PLAYING

The player to the dealer's left plays first; play then proceeds to the left.

- On your turn roll the die and move your playing piece the number rolled. At the start of the game you may move your playing piece onto any path you wish. You must then follow the arrows on that path.
- You'll land on a dotted line; next to a Follow Up on a Lead Card; next to an uncovered Evidence Card (one without a Follow Up on a Lead Card on it); or on an empty EVIDENCE space.
 - If you land on a dotted line, your turn ends.

a Lead Card, turn it over and read it. You may either save the card for later use or move immediately according to its directions. As you play, you'll discover that saving these cards for later use can be an excellent method of strategy.

- If you decide to save it, place it face-up on the table in front of you and end your turn.
- If you decide to use it, place it onto the DISCARD pile, face-up, after you move.

If you've already saved a Follow Up on a Lead Card from a previous turn, you may then, if you wish, use it on your current turn. If you've saved more than one, you may continue to use your saved cards either until you run out of them or until you land next to an uncovered Evidence Card, which you then may read.

3. If you land next to an *uncovered Evidence Card*, look at it secretly. If it shows your Evidence Question on the inside, take it and leave it open in front of you. If it doesn't, close it and slide it back under the board. Either way your turn ends.

4. If you land on an *empty EVIDENCE space*, you have a choice:

- You may take a Follow Up on a Lead Card from the top of the draw pile. If you do, you may either save it or follow its instructions immediately.

If you use it, you may then, on that turn, use one or more Follow Up on a Lead Cards that you've already saved.
- You may slide your playing piece to the **next** uncovered Evidence Card. You may slide: **only** on the side of the board where your playing piece is currently located; and **only** if there are no Follow Up on a Lead Cards between your playing piece and the next uncovered Evidence Card. If this is your choice and you're able to do it, look at the Evidence Card secretly. If your Evidence Question is printed on the inside, take it and leave it open in front of you. If it isn't, close it and slide it back under the board, thus ending your turn.

WINNING

The winner is the first player to gather all four of the Evidence Cards with his or her Evidence Question printed on the inside.

SPECIAL NOTES

- Two or more playing pieces may occupy the same space at the same time.
- While moving your playing piece around the board, **do not count** the center of the board as a space.
- Whenever your turn ends on a space that says GO TO ANY START, you must stop moving. On your next turn, roll the die and go to any START space that you choose. That START space then counts as the first space of your turn.