

HAVE GUN WILL TRAVEL

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SALEM, MASSACHUSETTS

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MADE IN U.S.A.

For Two, Three or Four Players

INTRODUCTION:

HAVE GUN WILL TRAVEL is a game based on the television adventures of the famed "Paladin" who accepts assignments to capture outlaws of the Old West. All players represent this bold and daring character during the play of the game.

OBJECT:

The object of the game is to be the first player to earn the required amount of reward money by capturing outlaws and returning them to San Francisco. If FOUR play, a total of \$15,000 in rewards is required to win the game. If THREE play, \$20,000 is required; and when only TWO play, \$25,000 is required.

EQUIPMENT:

The equipment consists of a set of HAVE GUN WILL TRAVEL Cards, 20 Bullets, 2 spinners, 4 playing pieces, and a playing board.

PREPARATION:

The HAVE GUN WILL TRAVEL Cards are shuffled and ONE card is dealt to each player. The rest of the cards are placed FACE DOWN in a convenient place alongside of the game board. Each player selects a playing piece and 5 bullets of the SAME COLOR. All players spin the Gun Indicator and the player spinning the highest number goes first. A player spins again whenever the arrow stops on a line.

THE PLAY:

There are THREE types of tracks on the board. On the Horseshoe tracks, players can move only in a FORWARD direction; that is, in the direction of the closed ends of the Horseshoes. On the Wagon Wheel tracks players may move in EITHER direction but may not REVERSE direction in the middle of a move. On the Chessman track, returning to San Francisco, players move FORWARD ONLY but are safe from ambush by other players.

The first player spins and moves forward the number of spaces indicated. If he reaches the Wagon Wheel track, he may turn off on it or may continue to follow the Horseshoe track. At any time during the game that a player comes to an intersection of two tracks, he may continue along the track he is on or turn off on the new track. In turning from a Wagon Wheel track to a Horseshoe track, however, he can only go in the FORWARD direction. After the first player has completed his turn, the player to his LEFT plays in a similar manner and other players continue in a clockwise direction around the board.

HAVE GUN WILL TRAVEL CARDS:

On the back of each HAVE GUN WILL TRAVEL card is the name of the outlaw and the reward offered for his capture. Each player, without revealing his card to the other players, finds his outlaw and the town in which he is located, and he attempts to go there by the shortest route. Towns are indicated by Horseshoe circles. A player does not have to reach a

town by exact count. When a player arrives at a town where his outlaw is located, he immediately spins the Indicator again. If his spin stops on HIT, he has captured his outlaw and he places one of his bullets on the outlaw's picture to show that he has completed this assignment. He draws another card and still on this same turn moves in the direction of his new assignment the number of spaces indicated on the Spinner under the HIT he has just spun. If, instead of spinning a HIT, he spins a MISS, his turn ends and on his next turn he tries again to spin a HIT. He must spin a HIT before drawing his next card and moving to his new assignment.

SHOOTING IT OUT:

If a player's piece lands on a space already occupied by an opponent's piece, he must "shoot it out" with that opponent. Each player involved spins an Indicator and the player spinning the highest number wins. The winner moves FORWARD the number of spaces which he has spun. At the same time, he moves the loser's piece, in any direction which he wishes, the number of spaces which the loser has spun. If the loser has ONE or MORE bullets on the board, he must also remove one of these bullets and may NOT draw another card until he goes back and recaptures that outlaw in addition to capturing the one that he was after at the time of "shooting it out." If the loser has no bullets on the board, there is no penalty other than the moving of his piece.

If players "shooting it out" spin the same number, they continue to spin until one player spins a higher number than the other. The Chessman spaces and the towns are "safety spaces" which may be occupied by more than one player at the same time. Players do not "shoot it out" on these spaces.

AMBUSH:

Whenever a player's piece lands on any of the "Ambush" spaces, he must "shoot it out" with an imaginary opponent. On the same turn, he spins the Indicator again and if he spins a HIT, he moves FORWARD the number of spaces on the Indicator. If he spins a MISS, he must remove one of his bullets from the board and move BACK the number of spaces indicated under MISS. He cannot draw a new card until he has recaptured the outlaw he has lost.

RETURNING TO SAN FRANCISCO:

As soon as a player has collected enough reward money to win the game, he may attempt to return to San Francisco with the outlaws he has captured. It is often advisable to try to capture one or more extra outlaws so that he may lose one or two and still win the game. A player may never have in his possession more than five outlaw cards. A player does not have to recapture outlaws which he has lost if he still has his required amount of reward money.

WINNING THE GAME:

The first player to reach San Francisco by exact count with the required amount or more than the required amount of reward money WINS the game.