
RULES FOR

THE LONE RANGER

GAME

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Introduction

This game is about the adventures of the **LONE RANGER** and his famous horse "**Silver**." As you probably know, the **LONE RANGER**, with the help of **Tonto**, an Indian, has done much in the Far West to suppress crime and correct injustice. Word has come down from the mountains of a hold-up and Rangers start from different places to capture the **Bandit**. The **Bandit**, the black piece, moves by the spin of one spinner and the **Rangers**, represented by colored pieces, move by the spin of another spinner. As the **Bandit** is very familiar with this territory he moves anywhere on the board without restriction, but the Rangers have to call on "**Silver**" and **Tonto** to get them past mountains, cliffs, and other barriers. After a while one **Ranger** piece will land on the space occupied by the **Bandit** piece and when this happens the **Bandit** is captured and the player whose piece captured him **Wins** the **Game**. This player becomes the **LONE RANGER**, until some other player wins a later game.

RULES

EQUIPMENT

In this game there is a **Board** marked off in playing squares on some of which are shown mountains, cliffs and other natural barriers. There are **five playing pieces**. The black piece represents the **Bandit** and the other four pieces represent the **Rangers**. There are **12 silver discs** and **4 red discs**. In the game the **silver discs** represent help from "**Silver**" and the **red discs**

represent help from Tonto. There are **TWO INDICATORS**. One indicator is used to move the **Rangers** and the other to move the **Bandit**.

TO PREPARE THE GAME

Open the board on a table. Place the **Bandit** (the black piece) on the **CAVE** in the center of the board and place the **four Rangers** on the four corner squares of the board. Each player uses the piece in the corner of the board to his right. Give each player **three silver chips** and **one red chip**. **Select two players to spin** the spinners (one for the **Bandit** and one for the **Rangers**) throughout the game. Now you are ready.

TO START THE GAME

The player who has the **RANGER SPINNER** which controls the movement of the **Rangers** now spins **both arrows** of that spinner. Note that **one arrow shows the pieces** which shall move (**Red** and **Green**, **Blue** and **Yellow**, or all pieces) and the **other arrow shows the number of spaces** which must be moved.

EXAMPLE: If **one arrow** comes to rest on **Red** and **Green**, and the **other arrow** on **five**, **Red** and **Green** may **advance** their **Rangers five spaces** each in **any direction** unless stopped by a barrier.

Note: All moves must be made **on the square**, either **North**, **South**, **East** or **West** and no moves may be made in a diagonal direction. A piece is not required to move in a straight line but it **must not reverse** its direction in any one move. Example: if the spinner for **Red** stops at **4**, **Red** may go **East 1**, **South 1**, **West 1** and **North 1**, but **Red** cannot go **North 2**, **South 2**, nor can it go **East 1**, **West 1**, **East 1**, **West 1**, or any similar move; that is, **no piece may reverse its path in a single move**.

After players have moved their **Ranger** pieces the player with the **BANDIT SPINNER** spins **both** its arrows for the movement of the **Bandit**. **Note:** Near the mountains at each side of the board are printed the letters "**N**", "**S**", "**E**", "**W**", representing the four points of the compass, **North**, **South**, **East** and **West**. On the **Bandit spinner** one arrow shows the **direction** of the movement of the **Bandit** piece. There is an additional space on which is printed the word "**Stand**". If the arrow stops on "**Stand**" the **Bandit** does **not move** regardless of the number shown by the other arrow, but if the first arrow stops on one of the points **North**, **South**, **East** or **West**, the

Bandit is moved by **any player** in the direction so shown the number of spaces shown by the other arrow; that is, **one arrow** on the **Bandit spinner** shows the **direction** in which the **Bandit** must move and the **other arrow** on the **Bandit spinner** shows the **number of spaces** he must move in this direction. The **Bandit**, you will note, **must always move in a straight line**.

BARRIERS

Illustrated on the board are a mountain range and continuous cliffs around plateaus. These are the **barriers**. On this board the barriers are enclosed in heavy broken lines. **Only those parts of the barriers** which are **completely enclosed** by the heavy lines are considered **impassable**. Ordinary play takes place on any mountains or cliffs which project over these lines.

THE BANDIT

As the **Bandit** is quite at home in this country and knows all the passes in the mountains and the paths up the cliffs, they form no barrier to him, and the **Bandit** piece may be moved in the direction shown by the arrow across the board regardless of what barriers it is necessary to cross. The movement of this piece is, of course, limited by the edge of the board. If it is on the extreme Southern side of the board and **South** is spun, the **Bandit** naturally **does not move**. The **Bandit** piece may also be **blocked by a Ranger's piece**. If a **Ranger** piece is directly in the path of the **Bandit**, the **Bandit** may move up to this piece but he cannot go on the same square or pass around it.

CALLING "SILVER" (HI-YO, SILVER!)

As the **Bandit** moves around the board and the **Ranger** pieces try to capture him, it will be found necessary at times to move the **Ranger** pieces over the mountain ranges or up the cliffs at the edge of a plateau. These are barriers over which the **Ranger** pieces can pass only with the help of "**Silver**", or of **Tonto**. Each player at the beginning of the game is supplied with **three silver chips** and with **one red chip**. If he wishes to cross the mountain and has spun a large enough number on the spinner to do so, he must cry out in a loud tone of voice "**HI-YO SILVER!**" He may then surrender one of his silver chips to a discard pile in any convenient place on the table, or board, and go across the mountains or the cliff that he wishes.

As only **three silver chips** are supplied to each player, care should be used not to waste them in needlessly going from one part of the board to the other. Players **must not continue** to move on the cliffs or mountains but **must cross them immediately**. If they are compelled to stop on them at the end of the count on one turn they **must move off** on the next turn.

HELP FROM TONTO

At various times during the game a player may wish his piece was at **some other corner of the board** as the **Bandit** piece may have moved away from him. If this happens he **may play his red disc**, call "**Help Tonto**" loudly enough so all players may hear and move his **Ranger piece to any one of the starting squares at the corner of the board**. This is a valuable move and may be played **only once** during the game by each player.

TO WIN THE GAME

Sometime in the play one of the **Ranger** pieces will land by **exact count** on a space occupied by the **Bandit** and when this happens, this player has captured the **Bandit** and he is the **LONE RANGER** and **WINS the Game**.

NOTES ON THE GAME

It is possible that one or more **Ranger** pieces may be able to move onto the space, occupied by the **Bandit**, **on the same turn**. If this happens the player whose color is printed at **the outside of the space on which the arrow stopped**, wins. If the tie is caused by the arrow stopping on the space "**All pieces move**" the spinner should be spun in turn by the players in the tie until the arrow stops on a space where the color of one of the players is printed at the outside edge.

Questions on THE LONE RANGER GAME will be answered gladly if 3c stamp is enclosed.

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