

# THE LONE RANGER GAME

*For any number of players*

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*Parker Brothers Inc.*

SALEM, MASSACHUSETTS

NEW YORK • SAN FRANCISCO • CHICAGO • ATLANTA

MADE IN U.S.A.

## WHAT THE GAME IS ABOUT

The contestants play the parts of the Lone Ranger and of his Indian friend, Tonto. The Sheriff reports that outlaws are at large, hiding at various places in the Wild West — rewards are posted for their capture. Trails wind in and out of this country and it is the job of the Lone Ranger and Tonto to find the hideouts and capture the outlaws, if possible. Invariably it is necessary to shoot it out with the bandits and sometimes they ambush the searchers. It is these encounters that make this unusual game so exciting and interesting to play. The game is won by the player with the largest total rewards when the game ends.

## THE EQUIPMENT

*One scenic game board* illustrated to show the old Wild West including trails and hideouts of the outlaws.

*Two moving pieces* — one representing the Lone Ranger and the other representing Tonto.

*Fifteen colored discs* representing the Outlaws with their names and reward values printed on one side. Ten discs are printed with the word "Ambush" on one side.

*Two dice* — the white die for the Lone Ranger and the colored die for Tonto.

*One "Six Shooter" spinner* to indicate "hits", if any, during gun battles.

## PREPARATION

Place the game board within reach of all the players. Place both the Lone Ranger and Tonto on the starting space which is the Sheriff's Office. Mix together face down all discs, both Outlaws and Ambush, and place one disc on each of the hideouts so that the players do not know what is printed on any of the discs. The extra discs left over are out of this game and are put aside face down.

## THE PLAY BEGINS

The starting player throws both dice. He may now choose to move the Lone Ranger the same number of spaces on the track as there are *dots on top* of the white die, *or*, he can move Tonto the same number of spaces on the track as there are dots on top of the colored die. Each player has an equal chance because each one throws the dice when the turn to play reaches him. *Never move both men on one turn.*

## THE BEST MOVES

The men may be moved in *any* direction, but the best moves are those that put either the Lone Ranger or Tonto onto a Star Space as quickly as possible. Sometimes it requires several turns to reach these spaces and it may be necessary to change from one track to another, but this adds to the excitement of the game.

## THE STAR SPACES

The Star Spaces are located near the hideouts. Just as soon as the Lone Ranger or Tonto comes to rest on a Star Space, he should start "shooting it out" with the concealed outlaw in that hideout.

### "SHOOTING IT OUT"

This means that the player who placed a man on the Star Space immediately picks up the "Six Shooter" and twirls the gun. If it points to any one of the three small numbers seen at the red gun flashes, it is a HIT. If it points to any other number, it is a MISS.

If the player misses, the man must be *taken off the Star Space* at once and *moved one space away* from it in any direction. That player's turn now ends and he passes the dice to the next player.

A "hit" allows the player to turn over the disc on the hideout. If it has a bandit's name, then that bandit is captured and the player keeps the disc until the end of the game.

If, however, the disc reads "Ambush", then it is *not removed from the board* and the man that was ambushed is placed *on top of the upturned disc* until he is rescued.

### RESCUE FROM AMBUSH

Any player can rescue either the Lone Ranger or Tonto simply by throwing doubles on the dice when it is his turn to play.

When doubles are thrown, remove the rescued man to the Sheriff's Office at once. The player who threw doubles removes the ambush disc from the board and is allowed an extra turn for making the rescue. This gives him the opportunity to put either man back onto the track again — moving the token the same number of spaces as shown on *one* of the dice.

The man *not in ambush* is free to be moved around the track as usual, hoping to capture a bandit or two while waiting for his partner to be rescued.

Occasionally, *both* the Lone Ranger and Tonto will be caught in ambush and neither can move. When this happens, players take turns throwing the dice until one player throws doubles. When doubles are thrown, then *both* the Lone Ranger and Tonto are rescued and placed in the Sheriff's Office to resume play from that position. The player making the rescue is allowed an extra turn.

### HOW THE GAME ENDS

The game ends when the last disc is removed from the board. The players then add together the reward amounts printed on each disc. The total is the player's score for the game.

### WINNING THE GAME

The player with the highest score at the end of the game is the winner.

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### To Be Played on the Same Game Board

#### LONE RANGER GAME

##### For Younger Players

The game is played exactly like the regular game just described. The winning player, however, is determined by the *number of discs captured* and not by points.