
LOST GOLD™

Parker Brothers Trademark for its Treasure Hunting Game Equipment
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The object of the game is to find your opponent's three hidden treasures before your opponent finds yours.

PREPARATION

Players sit at opposite ends of the board. Lift the platform at your end and hide three treasures anywhere in the base. Make sure your opponent cannot see where you hide them. Lower the platform and turn the board around so that neither player knows the location of the treasures hidden under the board in front of him. The player rolling the highest number goes first.

PLAY

Begin each turn by placing the detector in the mine shaft on the center of the board. Open the detector window to be sure that the indicator is SILVER. Whenever the detector goes over a piece of treasure, it will turn RED and STAY red until it is reset in the mine shaft.

With the indicator on silver, CLOSE the window. Now roll the die. Move as many squares as shown on the die or any number less. Holding

the detector level, place it on any square and carefully slide it backward, forward or sideways. The window must remain CLOSED until the end of your move.

At the end of your move, open the window and see if RED is showing. If the red shows, it means that a piece of treasure is under one of the spaces you passed over.

NOTE: Always hold the detector steady. If you tilt it, you may not get an accurate reading.

Now mark your treasure map. The squares on the map match the squares on the board. Circle all the squares you covered so you can zero in on them later. At least one of them has treasure. If the indicator did not register red, cross out all the spaces you passed over.

During the game you are allowed to take one turn with the window OPEN. Since this move could tell you exactly where a treasure is buried, it might be best to save it until you know where two treasures are hidden. Be careful not to pass over those squares.

When you are sure that you've discovered exactly where the treasures are hidden, show your opponent your treasure map and lift up your side of the board to verify the locations. If you're wrong on any of the locations, your opponent automatically wins.

We will be glad to answer inquiries concerning these rules. Address: Parker Brothers, Salem, Massachusetts 01970.

Additional score pads may be obtained from Parker Brothers. Price: 50¢ for 2 pads.

THE LOST GOLD

of Coyote Canyon™



Legend and Rules

The **LOST GOLD** of **COYOTE CANYON**TM

THERE'S AN OLD LEGEND ABOUT A TREASURE OF BAGS OF GOLD BURIED LONG AGO IN COYOTE CANYON. IN THE 1880'S, MANY MEN CAME SEARCHING FOR IT, AMONG THEM, TWO GRIZZLED PROSPECTORS WHO HAD SPENT THEIR LIVES IN THE VAIN HUNT FOR THE ONE BIG STRIKE THAT WOULD MAKE THEM RICH...

THIS MAP YOU MADE US BUY,
BURT, LOOKS LIKE ANOTHER
PHONY ONE!





BROOM! RUMBLE!

NOW LOOK!
IT'S GONNA
START POUR-
ING RAIN ANY
MINUTE! AND
NO SHELTER
WITHIN
MILES!

WHAT
ABOUT THE
ABANDONED
MINE SHAFT?
BUT YOU'RE
TOO DUMB
TO THINK
ABOUT THAT!



MINUTES LATER...

ANOTHER PLACE WHERE WE
WASTED A HEAP OF TIME LOOK-
ING FOR GOLD! WHOEVER
WORKED THIS SHAFT TOOK
OUT THE LAST SPECK
OF GOLD!



I'M NOT
SO SURE!

DID WE FIND
ANYTHING
WHEN WE
TRIED DIG-
GIN' HERE
LAST
YEAR?



NO, BUT I'VE GOT
A FUNNY FEELING
THAT THE BAGS OF
GOLD WERE HIDDEN
HERE! HERE, WHERE
NO ONE WOULD
FIGURE IT WAS
WORTH POKING
AROUND!

HERE?
YOU ARE
LOCO--



YOU'VE BEEN
INSULTING ME
FOR THIRTY YEARS,
BUT THAT'S ONE
INSULT TOO
MANY!

OOF!
GIT
OFF!

AFTER YOU
APOLOGIZE, YOU
FOUL-MOULTHED
PRAIRIE DOG!



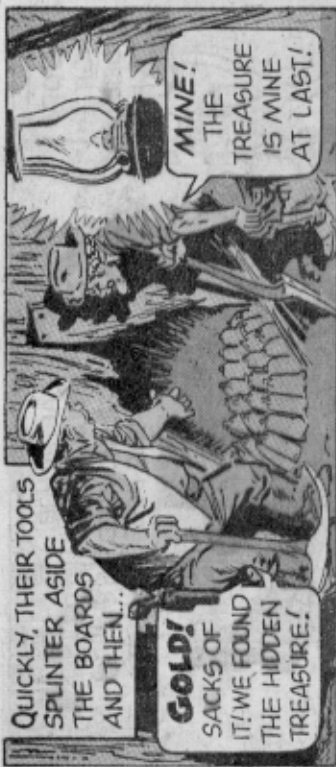
BURT, BACK
OFF FAST!
LOOK!



BOARDS! NOW -
WHY IN THUNDER-
ATION WOULD SUCH
CAREFULLY NAILED
UP BOARDS BE HID-
DEN BEHIND **DIRT**--



UNLESS SOMETHING
VALUABLE WAS
HIDDEN **BEHIND**
THESE BOARDS! LET'S
HAVE A LOOKSEE!







AND SO THEY HEADED FOR TOWN...

WHEN WE EACH COME BACK HERE WITH WAGONS TO COLLECT OUR HIDDEN GOLD SACKS, WE'LL BE *RICH*-- PARTNER!



BUT TWO DAYS LATER...

FUNNY, THAT MULE DRIFTED INTO TOWN ALL ALONE! WHO OWNS HIM?

THOSE TWO PROSPECTORS, AL AND BURT!



LOOK! SACKS OF GOLD!

HOLY COW! THE TWO OLD TIMERS DISCOVERED THE LOST GOLD OF COYOTE CANYON! BUT WHAT HAP. PENED TO *THEM*?



THESE TWO MAPS MUST SHOW WHERE TO FIND THE GOLD! BUT I DON'T SEE A MARK ON 'EM I CAN READ!

THEIR OWN CODE. I RECKON! YOU CAN BET THEY CAN READ THOSE MAPS!



BUT AL AND BURT WERE NEVER SEEN AGAIN. IT WAS AS IF THEY BOTH VANISHED OFF THE FACE OF THE EARTH. THEIR MAPS PASSED THROUGH MANY HANDS...

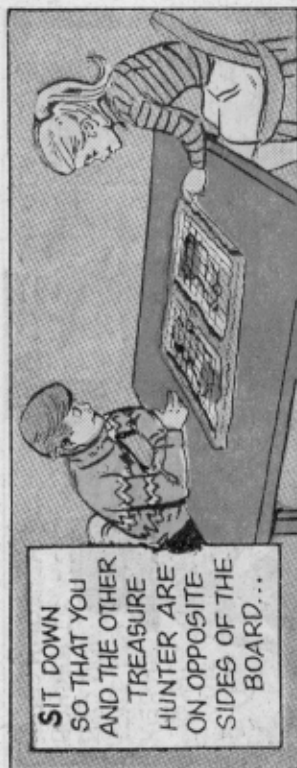
THE CLUES ARE ON THIS PAPER! IF ONLY--



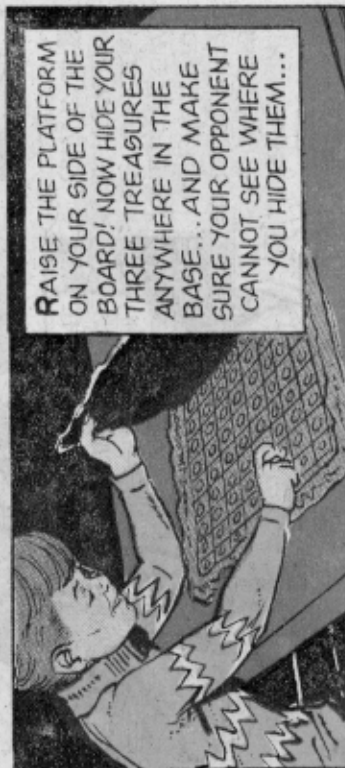
WE KNOW THERE'S GOLD YONDER! SOME- DAY, SOMEONE'S GOING TO FIND IT!

BUT *WHO?* AND HOW?

YOU CAN FIND IT... JUST FOLLOW THE RULES...



SIT DOWN
SO THAT YOU
AND THE OTHER
TREASURE
HUNTER ARE
ON OPPOSITE
SIDES OF THE
BOARD...

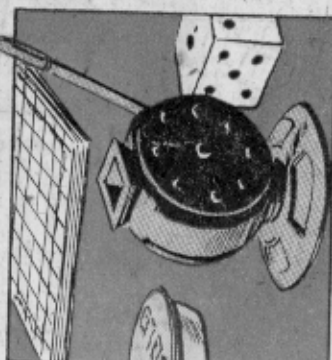


RAISE THE PLATFORM
ON YOUR SIDE OF THE
BOARD! NOW HIDE YOUR
THREE TREASURES
ANYWHERE IN THE
BASE... AND MAKE
SURE YOUR OPPONENT
CANNOT SEE WHERE
YOU HIDE THEM...



AFTER YOU'VE HIDDEN YOUR
THREE TREASURES PUT DOWN
THE PLATFORM AND TURN THE
BOARD AROUND! NOW, NEITHER
YOU NOR YOUR OPPONENT
KNOWS WHERE THE OTHER
HAS HIDDEN HIS GOLD! THE
OBJECT OF THE GAME IS TO
FIND YOUR OPPONENT'S
THREE HIDDEN TREASURES!
BEFORE HE FINDS YOURS!

TO HELP YOU FIND THE HIDDEN
TREASURE, YOU HAVE A
MAP, A DIE, AND A TREASURE
DETECTOR! YOU WILL
USE THEM EACH TIME IT IS
YOUR TURN TO HUNT...



START EACH TURN BY PLACING
THE DETECTOR IN THE MINE
SHAFT ON THE CENTER OF THE
BOARD! OPEN THE DETECTOR
WINDOW TO BE SURE THAT
THE INDICATOR IS SILVER.



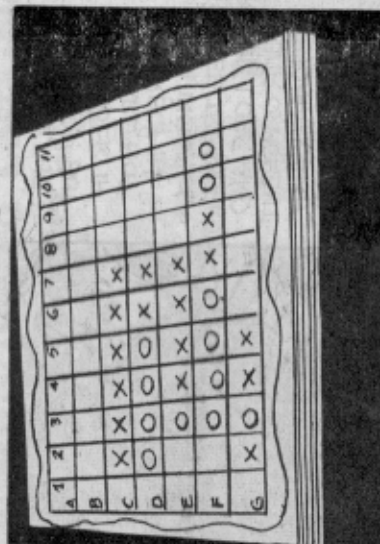
WHENEVER THE DETECTOR GOES OVER A PIECE OF TREASURE,
IT WILL TURN **RED** AND **STAY RED** UNTIL IT IS RESET IN THE
MINE SHAFT!



WITH THE INDICATOR ON SILVER, CLOSE THE WINDOW! NOW ROLL
THE DIE. YOU MAY MOVE AS MANY SQUARES AS SHOWN ON THE
DIE OR ANY NUMBER LESS THAN THAT! PLACE THE DETECTOR
ON ANY SQUARE AND SLOWLY SLIDE IT BACKWARD, FORWARD
OR SIDEWAYS! ALWAYS HOLD THE DETECTOR STEADY AND MAKE
SURE THE BOTTOM OF IT IS FLAT AGAINST THE BOARD! IF YOU
SHAKE IT SUDDENLY, YOU MAY NOT GET AN ACCURATE READING!



IF THE RED SHOWS, IT MEANS THAT A PIECE OF HIDDEN TREASURE IS UNDER ONE OF THE SQUARES YOU PASSED OVER. NOW MARK YOUR TREASURE MAP. THE SQUARES ON YOUR MAP MATCH THE SQUARES ON THE BOARD. CIRCLE THE SQUARES YOU PASSED OVER! AT LEAST ONE OF THEM HAS TREASURE!



AS THE GAME GOES ON, THE CIRCLES ON YOUR MAP WILL TELL YOU WHERE TO **RECHECK** UNTIL YOU FIND THE EXACT SQUARES UNDER WHICH ALL THE TREASURES ARE HIDDEN...



DURING THE GAME, YOU ARE ALLOWED **ONE** TURN WITH THE WINDOW **OPEN!** SINCE THIS MOVE COULD SHOW YOU EXACTLY WHERE A TREASURE IS BURIED. IT MIGHT BE BEST TO SAVE IT TILL YOU KNOW WHERE TWO TREASURES ARE HIDDEN! BUT DON'T PASS OVER THOSE SQUARES.



CALL OUT THE LOCATIONS! BUT REMEMBER, IF YOU ARE NOT CORRECT IN LOCATING ALL THREE TREASURES, YOU LOSE AND YOUR OPPONENT AUTOMATICALLY WINS! GOOD TREASURE HUNTING!

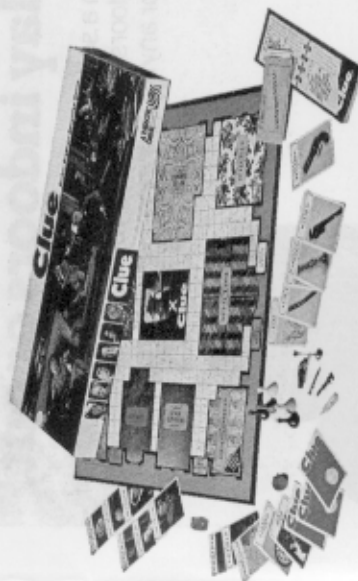


ADVANCED TREASURE HUNTING

Once you have mastered the trick to finding lost gold, you may want to try a different method.

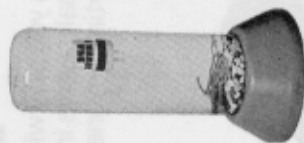
The rules are the same but you will not use the die to determine your move. This time you may move as many spaces as you choose . . . but be careful not to cover too much territory or you won't know where the treasure is hidden at the end of your turn! You are allowed one move with the indicator window open. You will ALWAYS find a treasure on this move . . . use it wisely and don't go over any spaces where you already know treasure is hidden.

Now that you've discovered "Lost Gold..." start exploring Parker's other adventures.



Become a private-eye with Clue.

Solve a dastardly crime by searching the rooms of an old mansion for clues. Before you find the culprit, you have to uncover the victim and the weapon . . . so get your wits about you for plenty of suspense and challenge.



Snare sunken treasure with Sea Diver.

This unique toy imitates the action of an authentic Cartesian Diving Bell! Its water-filled tank has treasures at the bottom. And the object is to retrieve what you can by carefully squeezing the sides of the tank . . . lowering the diving bell to just the right spot. It takes a keen eye and a steady hand to bring the sunken treasure to the surface.



Play ball with Charlie Brown's All-Stars.

If you're a fan of the Peanuts Gang, you'll have a ball playing with the whole team in Charlie Brown's All-Stars Baseball Game. Take turns batting, pitching . . . and maybe even winning . . . with Linus, Lucy, Snoopy, Pig Pen and the rest of the comical crew. © Another Determined Production



Be the slap-happy star of a Gnip Gnop™ Match.

Slap the keys on a Gnip Gnop court, and send balls sailing through the hoops to the other side. It's an action-packed game that takes both luck and skill. Empty out your side first, and you're the star!

With Nerf, there are dozens of ball games you can play indoors or out.

When you play with a soft, safe Nerf Ball you can play lots of exciting ball games indoors or out...and you don't have to worry about hurting anyone or anything.



Nerf® Ball

Great for indoor and outdoor catch, table top volleyball, kick ball, and stick ball.



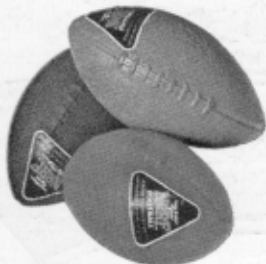
Super Nerf®

The supersize Nerf Ball for volleyball, basketball, soccer, and beach ball.



Nerf® Football

Let's play basketball indoors all year round. Comes with its own hoop and net and a bracket which clamps on any door.



Nerf® Football

The $\frac{3}{4}$ size football with a tough protective skin. You can get a pro grip on it and it kicks and throws like the real thing.