

DIRECTIONS FOR PLAYING
THE GAME OF

MANSION OF HAPPINESS

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THE FIRST BOARD GAME PUBLISHED
IN AMERICA

An Instructive Moral and Entertaining Amusement
The "Mansion of Happiness" was invented by
Miss Abbott, the daughter of a Beverly, Massa-
chusetts Clergyman, and first published in Salem,
Massachusetts, by the old book firm of W. & S. B.
Lives, and was entered (by them) in 1843, accord-
ing to an act of Congress in the Clerk's Office of
the District Court of Massachusetts. It was first
published by them in 1843 at Salem, Massachu-
setts, and is now in response to many requests
republished in its original form by us.

THE MANSION OF HAPPINESS

For Two, Three or Four Players

At this Amusement each will find
A Moral fit to improve the Mind;
It gives to those their proper Due,
Who various Paths of Vice pursue;
And shows (while Vice Destruction brings)
That Good from every Virtue springs:
Be virtuous then and forward press
To gain the Seat of Happiness.

Explanation of the Game: The game is
supplied with a spinning indicator and four
playing or moving pieces, one each of four
colors.

To start the game assemble the spinning
indicator by inserting the handle of the green
spinning piece through the hole in the num-
bered disk.

Each player selects one of the colored
moving pieces, then spins the indicator and
the one having the highest number starts the
play, the one at his left plays second and so
on in turn from left to right.

The number of moves for each play is
always determined by the numeral at that
position on the disk resting on the table.

To spin the Indicator, hold the handle be-
tween the thumb and one finger, give it a
quick turn and release, always, of course,
spinning on a smooth surface.

Spin and play in turn, moving forward
each time as many spaces as indicated by
the spinner, as previously explained. Con-
tinue to play in this manner, thus advancing
slowly, but constantly towards the "Man-
sion," unless checked by some of the fol-
lowing rules.

The first player reaching the "Mansion of
Happiness" WINS THE GAME.

RULES OF THE GAME.

The following expressions "Comes to—Ar-
rives at—Possesses—Gets into—Becomes,"
or when titles of the illustrations are men-
tioned, mean these spaces must be reached
by exact spin and the rules of advancing or

going back must be obeyed in accordance
with the laws laid down governing them.

1. Whoever comes to the Water, No. 6, may go to No. 10.
2. Whoever arrives at the Inn, No. 9, may go to No. 12.
3. Whoever possesses (arrives at) PIETY, HONESTY, TEMPERANCE, GRATITUDE, TRUTH, SINCERITY, HUMILITY, INDUSTRY, CHARITY, OR HUMANITY is entitled to advance six spaces towards the "Mansion of Happiness."
4. Whoever possesses (arrives at) AUDACITY must be taken to the Water and thoroughly ducked, i.e., must lose two turns and there remain until the third, when he may play again.
5. Landing on the Whipping Post, House of Correction, The Pillory, and the Stocks send a player's piece back five spaces, unless his piece is sent to one of them for punish-ment from some other place. Landing on Prison or Ruin send the player's piece back

- to begin life over again from Space No. 1.
6. Whoever possesses CRUELTY must be sent back to JUSTICE.
 7. Whoever gets into IDLENESS must come to POVERTY.
 8. Whoever becomes a SABBATH BREAKER must be taken to the Pillory and there remain until he loses three turns.
 9. Whoever becomes a DRUNKARD must be taken to the Whipping Post and Whipped and there remain until he loses two turns.
 10. When two players come together, i.e. rest on the same space, the last player must take possession of the space and the other player must return to the place from which he moved last.
 11. Whoever FIRST arrives at (67) the "Mansion of Happiness" WINS THE GAME; this must be reached by exact spin.