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## RULES FOR PLAYING

# WALT DISNEY'S ZORRO

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FOR 2, 3 OR 4 PLAYERS

### INTRODUCTION

Zorro was a Spanish Caballero; a masked man dressed in black who rode by night to punish those who did wrong to the good people of the town. Zorro used a sword and a whip first of all, he used his brain to outwit the offenders. Zorro fought not to kill anyone but to disarm, to punish and to expose those who broke the law. Through his untiring efforts he was able to rid the town of the evil Commandante and his Sergeant, Garcia, who had exploited the people. He also freed all of the innocent people that the Commandante had put in jail and saw that their homes were given back to them. Once again peace prevailed and the townspeople lived without fear and terror.

### OBJECT

The object of this game is to reach the finish space before any other player.

### EQUIPMENT

The equipment consists of four playing pieces, five Zorro Cards, one die and a playing board.

### PREPARATION

Place one of the Zorro Cards on each of the five locations on the board adjacent to the "Spin for Zorro Card" squares. Each player selects a playing piece and puts it in the starting space. Each player then throws the die and the player throwing the highest number plays first.

### PLAY

The first player throws the die and moves his piece forward from the starting space along the track the number of spaces thrown on the die. Other players follow in turn. Two or more players may occupy the same space at the same time. Normally, players must move the full amount of their throws in the direction indicated by the arrows.

### "SPIN FOR ZORRO CARD" SPACE

Whenever a player's piece lands on a space marked "Spin for Zorro Card," he spins the ZORRO spinner and follows instructions indicated by the pointer. It is not necessary to reach a "Spin for Zorro Card" space by exact count. For example, a player needing only 2 to reach one of these spaces, but throwing a six, may elect to stop on the space and thus forfeit the additional four spaces to which he is entitled. He may, however, elect to move the full six spaces and forfeit his chance to spin the ZORRO spinner. If there is no Zorro Card on the adjacent space, he cannot collect a card unless the pointer stops on the space marked "Take card from any player" or "Take card from any location."

### NARROW PATHS

Players may elect to turn onto the Narrow paths in order to reach a "Spin for Zorro Card" space with a card still beside it or they may be sent to one of three ZORRO Circles marked A, B, & C. They may move along these paths only in the direction indicated by the arrows.

### ZORRO PATHS

A player reaching the last space on the regular track with a "Zorro Card" in his possession moves his piece immediately to the first space on the track of his color and his turn ends. He is

not required to reach this space by exact count, but he may not use any of his extra count to move on his color path. On his next turn he moves along his color path according to the number he throws.

If a player on reaching the last space on the regular track, does not have a "Zorro Card" he must spin the ZORRO Spinner until he gets one. Each spin counts as a full turn and he moves onto his color track on the turn after he gets his "Zorro Card."

A player who arrives at the last space with more than one "Zorro Card" must discard any extra ones to the adjacent picture space. He also misses his next turn as a penalty for having too many cards. On his following turn he moves to the first space of his color path.

### THE COLOR PATHS

Once a player's piece is on the Color Path, he is safe and his Zorro Card cannot be taken from him. He moves along it in his turn in the usual manner until he reaches the Hazard. He must stop here and his turn ends even though he does not use the entire amount that he has thrown. On his next turn he tries to throw a two or a three. If he does, he crosses the Hazard and moves the amount thrown. If he does not, he remains where he is and tries again on his next turn.

### THE MATCHING SPACE

When a player reaches his color space in the matching area, which he does not have to do by exact count, he has an opportunity to match his card against that of any opponent. Both the player and the selected opponent place their Zorro Cards face down on the table with an end of one touching an end of the other. Both cards are then face up to see if the ends adjacent to each other match — either ZORRO to ZORRO or GARCIA to GARCIA.

If the cards do not match the player's turn ends and on his next turn he tries again. He may elect to try matching with the same player as before or may try to match with one of the other players.

### WINNING THE GAME

The first player to be successful in matching his card with that of an opponent moves his piece to the finish space and wins the game.

We will be glad to answer inquiries concerning these rules.

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