

Rules For Playing
WALT DISNEY'S
Swamp Fox Game

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SALEM, MASSACHUSETTS
NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

For 2, 3, or 4 Players

INTRODUCTION:

This game is based on the adventures of Colonel Francis Marion known throughout the Carolinas for his part in the Revolutionary War as the Swamp Fox. All players represent this bold and daring character during the play of the game.

OBJECT:

The object of the game is to be the first player to capture three British Soldiers and return to Snow's Island.

EQUIPMENT:

The equipment consists of 12 soldiers, 4 playing pieces, 8 bullets, 1 spinner and a playing board.

PREPARATION:

Take the twelve (12) soldiers, put them in their stands, and place them on the board so that the name on the soldier corresponds with the name on the board. Each player selects a playing piece and two (2) bullets of the same color. All playing pieces are placed on Snow's Island. The bullets are placed to one side to be used later in the game. All players spin and the player spinning the highest number goes first. A player spins again whenever the indicator stops on a line.

PLAY:

The first player spins again and moves his piece forward the number of spaces indicated by the spinner on any one of the 4 trails leading from Snow's Island. If his *spin carries* him beyond a red circled intersection he continues on any trail of his choice. A player must always move the *full count of his spin* except when he is returning to Snow's Island or when he reaches the first red space on the circle surrounding a town. He may move in either direction on any trail but may not reverse his direction on the same turn. *After* the first player completes his turn, the player to his left plays in a similar manner. Play continues in a clockwise direction around the board.

BUMPING:

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If as a result of a spin, a player moves his piece onto a space which is occupied by an opponent, he may bump that opponent's piece five spaces in any direction.

SAFETY CIRCLES:

The four red intersections and the red spaces surrounding the towns where the soldiers are located are safety circles. A player's piece may not be bumped while occupying one of these spaces. If as a result of a player's spin he should land on a red intersection which already has a piece on it, he must move in another direction.

CAPTURING A SOLDIER:

There are two ways of capturing soldiers.

- A. At the end of each trail there is a town surrounded by 3 red circles. When a player's piece reaches the first red circle (not necessarily by exact spin) he spins again. If he should spin a MISS his turn ends. However, if he spins a HIT he places a bullet on this red circle, moves his piece to the next red circle, and *spins again*. So long as he spins a HIT he continues to spin. When he has advanced his piece to the last circle, and if he spins a HIT, he moves the number of spaces indicated under HIT and then removes his bullets and captured soldier from the board, thus ending his turn. Any time that a player spins a MISS while he is on a red circle, his turn ends.

Two or more players may try to capture the same soldier and in so doing two or more players may occupy any of the red spaces surrounding a town. However, the player who makes the third hit first, captures the soldier. When the soldier is captured all bullets are removed. If a player, while trying to capture a soldier, decides to give up and move out of town, he may do so by moving around the town, counting the circles as in regular play. He must remove his bullets when he leaves the town.

- B. Whenever a player bumps an opponent he may (in addition to moving the opponent 5 spaces) take one soldier from the opponent and keep it himself. If his opponent does not hold a soldier then the penalty is only the move of 5 spaces (See Bumping).

SNOW'S ISLAND:

During the game a player may return to Snow's Island either by exact spin or by a part of his spin, but when a player's piece reaches Snow's Island his turn ends. However once a player has captured 3 or more soldiers he can return to Snow's Island **ONLY BY EXACT COUNT**. If his spin is too large he must move back the number of spaces indicated by the spin.

WINNING THE GAME:

The first player to return to Snow's Island by exact count with at least 3 soldiers wins the game.

Questions on this game will be answered gladly if proper postage is enclosed.
Address is: PARKER BROTHERS, INC., Salem, Mass.