

# The Game of TREASURE TRAIL

COPYRIGHT 1950 BY

*Parker Brothers Inc.*

SALEM, MASSACHUSETTS  
NEW YORK CHICAGO  
MADE IN U.S.A.

**THE OBJECT OF THE GAME** is to be the first player to reach the TREASURE at the end of the Trail.

The trail is one continuous track of colored "spaces," beginning at the left and ending near the right side of the game field at the Pot of Gold.

The game is for 2, 3 or 4 players. Each player uses a colored piece as a traveller to mark his progress from space to space on the trail. The peg holds the traveller firmly in place on the track.

A **travel indicator**, with colors matching the spaces, is used to indicate the movements of the **travellers**.

## **TO PLAY THE GAME:**

Choose a player to begin the game; other players follow in turn.

Spin the arrow and move your Traveller onto the nearest space ahead which matches the color on which the arrow has stopped.

Red spaces are penalty spaces. Every time the arrow points to red, the player must move his Traveller **backwards** to the nearest unoccupied red space. If there is **NO** red space available on this backward move, then move **AHEAD** to the nearest unoccupied red space. He must remain there until the turn reaches him again when he then resumes play from that point.

If the space of the color indicated by the arrow **IS OCCUPIED**, then move **AHEAD** to the next space of that color. If there is no space of that color ahead *when near the end of the trail*, then move directly into the finishing space at the end of the trail.

**THE FIRST PLAYER TO REACH THE TREASURE WINS THE GAME.**