

# RULES FOR PLAYING

LISBETH WHITING PRESENTS THE  
WONDERFUL TELEVISION GAME

## ADVENTURES OF SIR LANCELOT

An exciting and adventuresome  
game for all ages!

This game is for two, three or four players.

Each player takes one of the colored, wooden pawns. The red pawn is Sir Lancelot, the green pawn is the Green Knight, the blue pawn is Merlin the Magician and the yellow pawn is King Mark. If there are only 2 players, 1 player takes the red pawn, the other takes the green pawn. If there is a third player, he takes the blue pawn. If there is a fourth player, he takes the yellow pawn. Also, when there are more than two players, the extra players can either play independently or become partners with the other players in trying to capture a castle.

### OBJECT

The red and blue pawns try to capture Westbury Castle. The green and yellow pawns try to capture Camelot Castle.

Before game begins, go to GUARD'S GATE and turn wheel so that the Black Knight's sword crosses sword of soldier on guard blocking road.

### START

Spin to see who goes first. Highest number goes first, second highest goes next and so on. Then each player in his turn spins the arrow and advances his pawn along the path according to the number spun, starting from the arrow marked START. Each player goes only once except as indicated later. When a player comes to a box marked STOP, he must stop there even though he has spun a number that would ordinarily take him past that box.

When a player reaches the first STOP sign at the Guard's Gate he stops his pawn and without losing a turn immediately spins again. He then takes the sword of the Black Knight and turns the wheel to the number he has just spun. If the road is open, he advances his pawn along the path the same number spun. If the road is closed by two swords crossing, the player cannot move and must wait until his next turn to try to get through. He stays on the STOP box until he is able to get the path open.

Be sure to replace the Black Knight's sword across the path at the end of every turn so that the next player finds the path closed.

If a player falls into the Alligator Pit or Spear Pit by exact count he loses one turn.

If a player lands on a box which is an entrance to a bridge, he is entitled to take the shortcut over the bridge on his next turn, however, should he land on the boxes marked BLACK KNIGHT or KING'S GUARD he has to start all over again from the arrow marked START.

As every player comes to the BOAT STOP he must stop even though his spin would ordinarily take him past this box and he does two things: 1. He sets the BOW & ARROW TRAP for any player following him by turning the wheel so the arrow points to one of the orange boxes. This means if any following player lands on the box to which the trap is pointing they have to start all over again. The player who is setting the trap, however, cannot point it directly on a player but must set it in front of him. 2. Immediately after setting the BOW & ARROW TRAP the player on the BOAT STOP spins again. He must spin a 1, 2 or 3 in order to land on a boat. If he spins higher he remains at the BOAT STOP until his next turn to try again.

Other players reaching the BOAT STOP can reset the BOW & ARROW TRAP in any position preferred to similarly trap any following players.

As soon as a player lands on a boat he does two things: 1. He sets the CROSS OVER SWITCH so that it connects the upper path with the path below. 2. He spins the arrow and should he land on the box connected to the CROSS OVER SWITCH he is entitled to spin once again and move his pawn over the switch to the other side and continue along the path. Each and every player who lands on a boat is entitled to set the CROSS OVER SWITCH to any position desired, also a player can only set the switch one time.

When a player approaches the DRAGON TRAP he comes to a halt on box marked STOP. He immediately spins again and if he gets either a 6, 7 or 8 he can move the dragon's head out of the way and continue along the path. If he doesn't get a 6, 7 or 8 he remains on the STOP box until his next turn and tries again. Once a player passes the dragon he moves the dragon's head back across the path.

## **THE WINNER**

When a player reaches the sign post pointing to the Camelot and Westbury Castles he takes the path leading to the castle he is trying to capture and comes to a stop on the drawbridge even though his last spin may have taken him into the castle. This player now has a chance to enter the castle, thereby capturing it and winning the game. In order to enter the castle he must now "solve the key to the castle." His opponent or opponents take the peg which is found in the "key to the castle" that the first player is trying to enter and places it in any number that he chooses. The player trying to enter the castle now takes 3 spins to see if he can get the same number that the peg is in, thereby solving the key to the castle and is the winner of the game. If he does not get the number within three spins, he remains on the drawbridge and waits his turn to try again. His opponent may reset the key to the castle each time or whenever he wishes and the player on the drawbridge always gets 3 spins to hit that number.