

HOPALONG CASSIDY'S GAME - Milton Bradley 4047  
A Game of the Real Wild West for 2, 3, or 4 Players

Hopalong sends a posse, comprised of a number of deputies (2 per player, 8 metal cowboys on horseback, 2 each of four colors) to bring in lawbreakers (12 printed discs, 3 each of four colors, each with the amount of reward, to be brought in to the sheriff's office for collection of reward money (\$90,000 in play money, controlled by Sheriff Cassidy).

Outlaw discs are placed three in each hideout, one hideout in each corner. Deputies start from office in center, starting on any blue circle counting it as one space. He may change to a new trail only at a junction spot and may move either direction along a trail, but not back and forth in a single turn. They may not pass each other nor can more than one deputy occupy the same space.

Each spin gives two numbers and player may move one deputy the total of the two numbers; or both of them, one for each number. Highest spin moves first and also plays the part of Hoppy in paying off the money.

A hideout is entered by exact count of one or both numbers. He captures the bandit of his choice by then placing his horse on that badits disc. On or after his next turn he may start back with the disc, his horse upon it, trying to return "single-handed," to collect all of that disc's reward money.

If another deputy, either his own or an opponent's, catches up with him by an exact count, he must accept the assistance and share the money. No more than four (4) deputies may bring in any one bandit. Each player who has a deputy on the disc may move the whole group on that disc the number of spaces that he has spun. This speeds the return to the sheriff's office if all deputies on that disc choose this option. However, a player may choose to move his other deputy instead, unless both of his deputies are on the same disc, in which case he must move the group the total of both numbers spun on the dial.

A deputy must stay with an outlaw or group once he has joined it.

Deputies with outlaws may not join up with single deputies; the single deputies must do the assistance, catching up by exact count. If he joins using only one of the numbers on the spin, he may use the other number to advance the group in the same turn.

If a disc stops on an escape space, the disc returns to its hideout and the deputy(s) start over at the sheriff's office to start again on their next turn.

No single deputy may join a group which has returned to one of the Rope Trail spaces. The office is entered through a red circle and by exact count, counting the office as one space. The deputy may not enter and leave again on the same turn. Pay-off is immediate.

When there is only one bandit out of jail and he is in custody of four deputies, the group proceeds to the sheriff's office in one move, are paid, and the game ends. The deputy with the most reward money wins. (Shoot-out in case of a tie?)

For three players use three hideouts and nine outlaws.

For two players use six outlaws in two hideouts on either half of the board, NOT diagonally.

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(An edited version)