

RULES FOR PLAYING THE GAME OF

Steps to Joyland

AGCA
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SALEM, MASSACHUSETTS
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MADE IN U.S.A.

For 2, 3, 4 or 5 Players

The Object of the Game

The object of the game is to win the most toys (1) by landing, as directed by the spinner, on a colored step where a toy is shown (2) by spinning a Horse, Train or Toy Chest and (3) by being the first to arrive in Toyland.

Starting to Play

The Toy Chest Cards are shuffled and placed face down on the board. Each player then chooses a different colored piece to represent him in the game. The youngest player goes first in the first game. After that the winner of the previous game goes first.

Play

The starting player spins the Spinner and moves his piece to the first colored step on the board that matches the color on which the Spinner stopped.

Example: If the player spins blue he moves to the first blue step. If he spins green he moves to the first green step, etc.

If at any time a player's piece lands on a step where a toy is shown, he immediately draws a card from the Toy Chest pile. The toy picture on the Toy Chest card indicates the toy the player has won. The colored step shown on the card directs him to move ahead to the next step of that color. This move is made before the player's turn is completed. Should this second move bring a player's piece to a step

where another toy is shown, he may then draw another card from the Toy Chest pile, and move accordingly.

It is possible for a player to draw a number of Toy Chest Cards in one turn. His turn ends only when he lands on a colored step that does not show a toy. The turn then passes to the next player to the left.

When the Spinner stops on Toy Chest, a player draws a card before moving his playing piece and then makes the move that is indicated on this Toy Chest Card. If, at any time during the game, a player spins either the **Horse** or the **Train** he must immediately move his piece to the toy indicated, after which, and in the same turn, he must draw a card from the Toy Chest pile and move to the color indicated on that card.

Five Simple Rules

1. Players always keep the Toy Chest Cards which they have drawn.
2. A player may not land on a step occupied by any other player. If a player spins or draws a color and the next step of that color is occupied, he moves his piece over the occupied step to the next unoccupied step of the same color.
3. There are two ways to go to Toyland. The long way and the short way. A player always goes the long way **unless** his piece lands on the step marked **short way**.
4. To reach Toyland a player must spin or draw **one** of the two colors at the top of the steps and there must be no step of the same color between his piece and Toyland. The winning colors at the top of the long way are either **Blue** or **Yellow**. At the top of the short way they are either **Red** or **Green**. If a player trying to reach Toyland does not spin one of the two colors at the top of the steps, and there is no unoccupied step on which to move, his turn ends.
5. If the Spinner stops on a line, the player spins again.

Winning the Game

The game ends when the first player reaches Toyland and this player receives **three extra Toy Cards** from the Toy Chest. Each player then counts the number of Toys he has gathered during the game. **The player having the most Toys wins the game.**

A GAME for
Young Children

