

WALT DISNEY'S PITFALLS

A PINOCCHIO MARBLE GAME

Instructions for Playing

• As many players as there are differently colored marbles may play this game. Leave the playing board in the box. Put the box cover under the upper end of the box, so that the playing board has a sloping position, with the START at the lower end. Then the marbles, when dropping through the large holes during the game, will roll down into the space at the lower end of the box.

Each player chooses one marble and throws the die in turn. A player who throws a 1 or a 6 may enter the playing board on the START hole, and he gets another throw. He then moves his marble the number of spaces indicated by the die, following the red line.

If a player's marble drops through a hole, he has to begin again at the START by throwing a 1 or a 6. Every time a player throws a 1 he moves accordingly and gets another throw. If a player would land on a hole that is already occupied, he places his marble one hole behind even if this be one of the large holes.

The game continues until a player reaches the "HOME" (last hole) and thus wins the game. A player must reach this last hole by an even count. If he throws a higher number than he needs, he must move backward as many spaces as the number of points thrown in excess. For example, if he needs a 3 to finish, and throws a 5, he must move backward 2 spaces.

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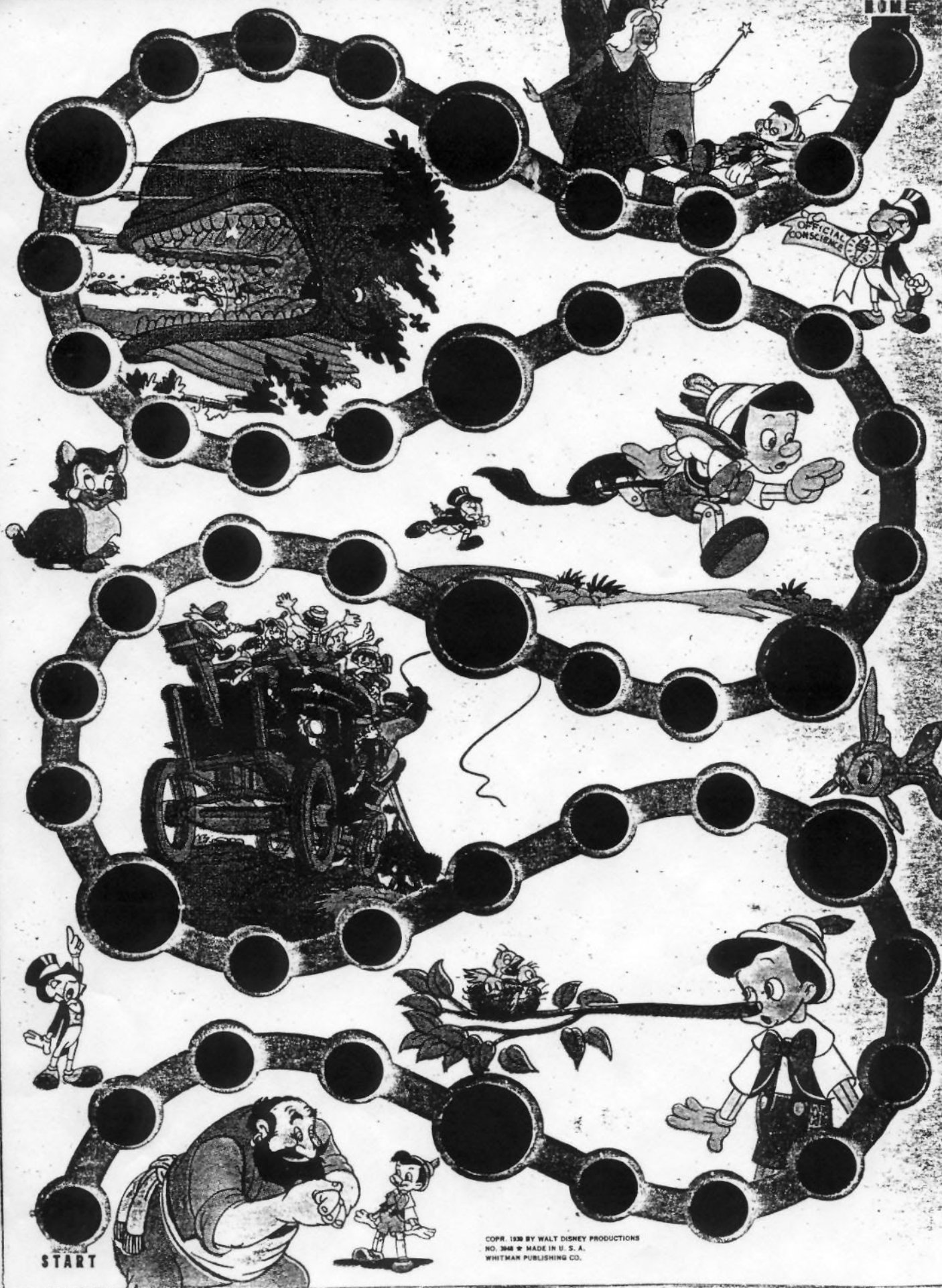
Walt Disney's

DOOR KNOCKERS

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START

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