



ITEM INVENTORY:

one (1) game board
one (1) six sided die
four (4) character game pieces
thirty seven (37) Treasure Tokens
fifty (50) Trivia Cards
fifty (50) Treasure Cards
fifty (50) Battle Cards

THE ADVENTURES OF TOM SAWYER

[A TRIVIA GAME]

TEST YOUR KNOWLEDGE OF
THE AMERICAN CLASSIC IN A RACE
TO OUT-SMART AND OUT-LUCK
EACH OTHER.

RULES

This is a 4 player game that can be played with or without 2 man teams. Roll the dice to see which player goes first, highest to lowest. Any players who roll the same number must each roll again to determine their order. Each player begins by choosing a character/game piece and their corresponding start position.

Begin your turn by rolling the dice. The number you roll is the number of spaces you must move clockwise around the board. Follow any specific instructions on the spot your character lands on and/or game cards.

***** No player should ever draw their own card!**

Each time your game piece makes one complete trip around the board you may collect one Treasure Token when you pass your start position.

The First Player to collect 10 Treasure Tokens, wins.

TRIVIA CARDS

Trivia Cards are NEVER drawn by the person who's turn it is. Once the Trivia Card has been used it is returned to the bottom of the pile.

TREASURE CHEST

When a player lands on the Treasure Chest they must answer a Treasure Chest Trivia Card. If they answer it correctly they may collect one Treasure Token.

TREASURE CHEST TRIVIA CARD

Treasure Chest Trivia Cards or "Treasure Cards" are NEVER drawn by the person who's turn it is. Once the Treasure Card has been used it is returned to the bottom of the pile. Some Treasure Cards may have "Treasure Bonuses" Follow the instructions of these treasure cards as stated.

TREASURE TOKENS

When you receive a Treasure Token you must place it at your start position. The first player to possess 10 Treasure Tokens wins the game.

COMBAT CARDS

Combat Cards are NEVER drawn by the people who are involved in the combat challenge. There are 3 ways to perform combat.

1.) When a Player lands on another Player's Start Position they may declare Combat. If the player Who's turn it is wins the "Combat" they may steal one treasure token from the player that owns the start position. If the Player that owns the start position has no treasure, there can be no combat.

2.) If a player lands on the same position as another player either player may declare combat (this is optional). The player that issues the challenge must wager at least one token but no greater than the number of Treasure Tokens of the other player. If either player owns zero treasure tokens then there can be no combat.

3.) If any player lands on the red combat card icon they may challenge any player they choose for one (1) Treasure Token. If either player owns zero treasure tokens then there can be no combat. The winner receives one treasure token from the looser.

THERE ARE THREE TYPES OF COMBAT;

1.) Act-Off : each player takes turns acting out a quote from the book, the remaining players get to decide who acted out the quote the best to be the winner. The player being challenged gets to determine who goes first.

2.) Who Said it ?: The person who draws the card reads the quote aloud. The first player in the challenge to answer correctly wins.

3.) Rock, Paper, Scissors. The easiest way to settle any dispute. You may choose to play 2 out of 3 or a single game. Good luck!

STEAM BOAT RIDES

If a player lands on a Steam Boat Square they must move their game piece to the next Steam Boat Square on the board. The Player DOES NOT receive a Treasure Token if they pass their home position.