



# ARTHUR<sup>TM</sup>

## Goes to the Library Game

### Instructions

2 to 4 Players

Ages 4 to 7



### Contents

Cardboard Bookcase,  
4 Cardboard Backpacks,  
16 Cards, 16 Book  
Tokens, 16 Pawns  
with stands, Spinner,  
Plastic Spinner  
Arrow and Base.

### Object

Be the player to collect the  
most *Arthur Book* tokens!



### WARNING:

CHOKING HAZARD - Small parts.  
Not for children under 3 years.

## Assembly

1. Carefully punch out all 16 cards from the card sheet and place them in a pile nearby. Discard waste.

2. Carefully punch out all 16 pawns from the cardboard platform. Discard waste. Insert each pawn into a plastic stand.

3. Carefully remove the spinner arrow and base from the plastic runner. Discard waste. Carefully punch out the spinner board from the cardboard parts sheet. Assemble spinner as shown in Figure 1.

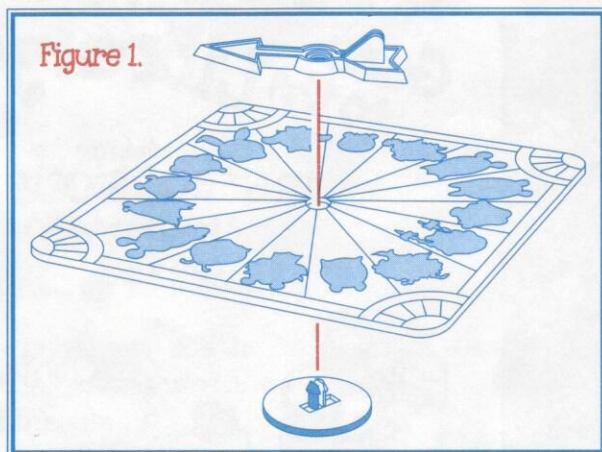
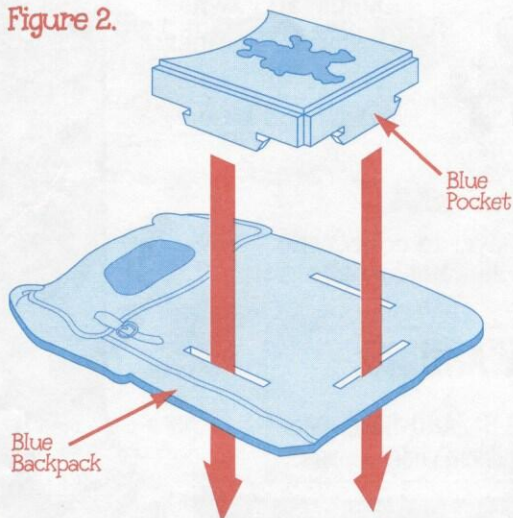
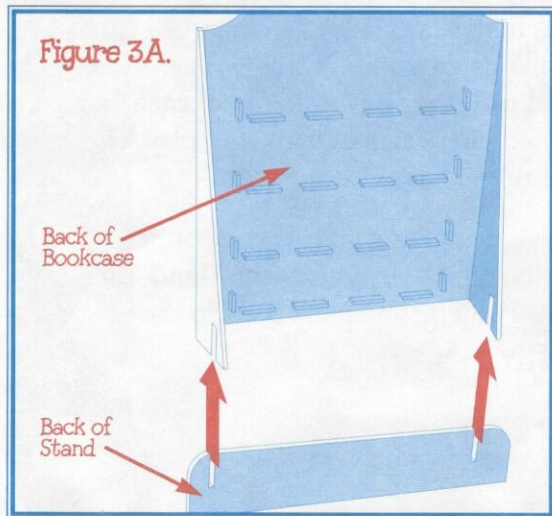
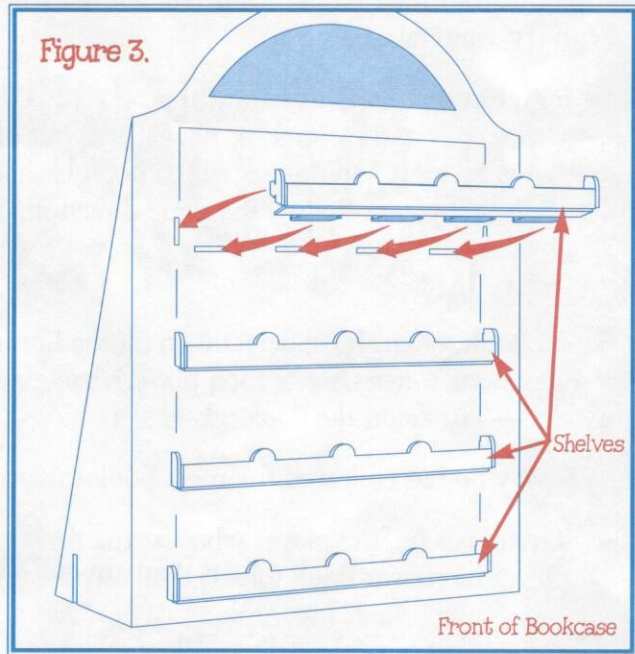


**Figure 2.**



4. Carefully punch out the four backpacks and the four pockets from the cardboard parts sheet. Assemble the 4 pockets to their matching color backpacks as shown in Figure 2.

5. Carefully punch out all Bookcase parts (Bookcase, Stand and four Shelves) from the cardboard parts sheet. Assemble the library bookcase as shown in Figures 3 and 3A.

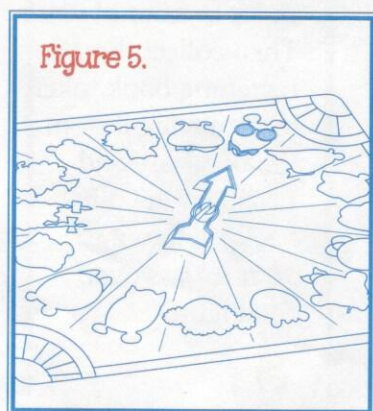
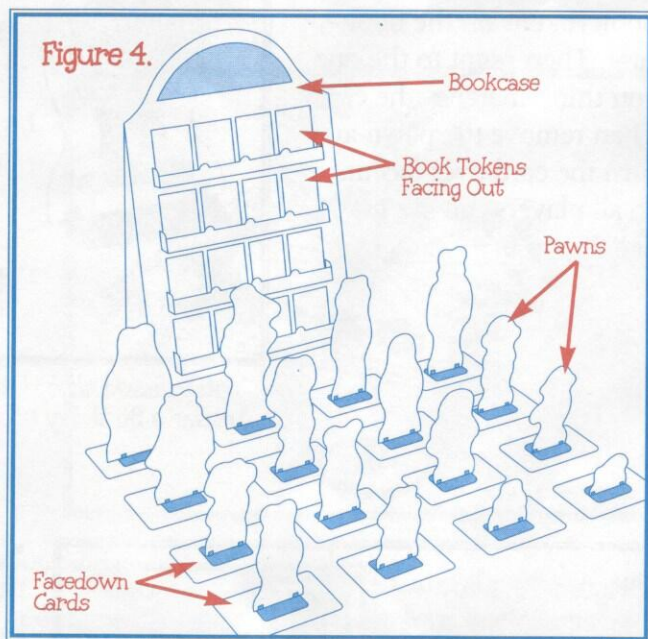


Fold Bookcase flaps back and insert Stand.

6. Carefully punch out all 16 Book tokens from the cardboard parts sheet. Discard waste.

## Setup

1. Place the library bookcase facing all players. Place four Book tokens on each bookcase shelf in any order. The Book tokens should face out so they can be easily seen by all players. See Figure 4.
2. Shuffle the cards and place them facedown in rows in front of the bookcase as shown in Figure 4.
3. Stand each pawn on top of a card. See Figure 4.
4. Give each player a backpack.



You spun Arthur. Now find the Arthur pawn!

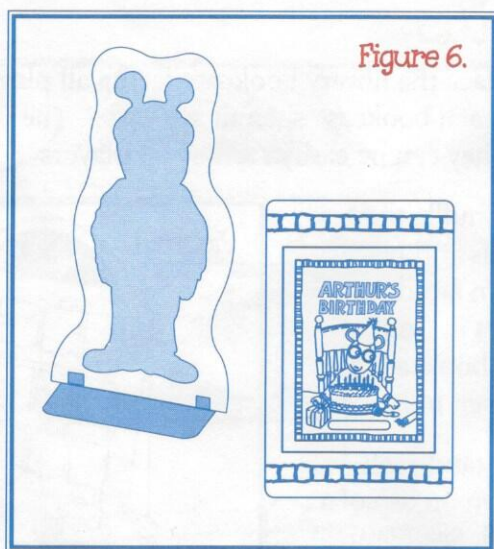
## How to Play

Youngest player goes first. Play continues clockwise.

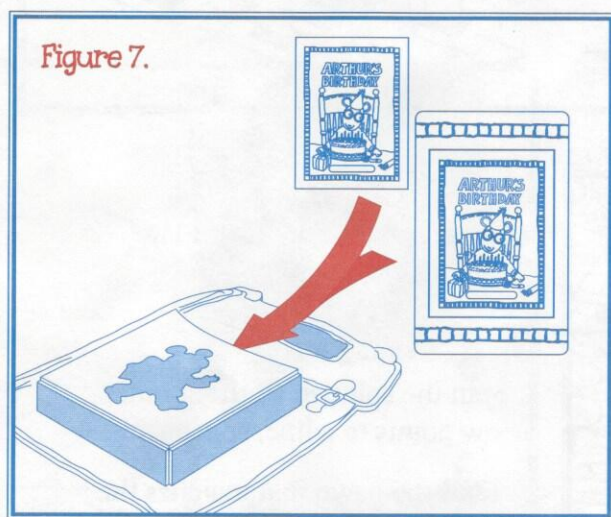
### On Your Turn:

1. Spin the spinner. (If the spinner arrow points to a line, spin again.)
2. Find the pawn that matches the character shown on the spinner. See Figure 5.

If the matching pawn is standing on a card, guess which book is shown on the card underneath the pawn. To make a guess, look at the Book tokens on the bookcase. Then point to the one you think matches the card! Then remove the pawn and turn the card over faceup so all players can see it. See Figure 6.



You guessed that the card would show *Arthur's Birthday* book. You were right!



•If it is a match, take the card and place it in your backpack. Take the pawn and put it in front of you. Then collect the matching Book token by removing it from the bookcase and placing it in your backpack, too! Your turn is over. See Figure 7.

You guessed correctly! Put the card and its matching Book token in your backpack. Keep the pawn, too!



•If it is *not a match*, turn the card facedown and place the pawn back on top of it. Your turn is over. *Hint*: Remember where that book is so you can try again later!

If the **matching pawn is not standing on a card** (because it has already been collected by another player or is out of play), choose any pawn that is on a card and guess which book is shown on the card underneath that pawn. Follow the same directions as above.

## How to Win

When all Book tokens have been taken off the library bookcase, count how many Book tokens are in each player's backpack! *Don't count the cards, too — just count the Book tokens!*

The player who has collected the most Book tokens wins the game!

**Note**: If there is a tie, the player who has the Arthur pawn wins (even if that player has fewer Book tokens than anyone else).

## A Game for Younger Players

To play an easier game, put only 8 Book tokens on the bookcase. Then find the 8 matching cards in the card deck. Shuffle the 8 cards and place them facedown in rows as shown in Figure 4. Then choose 8 pawns (including Arthur) and place one pawn on top of each card. Place the remaining pawns, Book tokens and cards out of play. Then play the game according to the rules above.

**A Special Note**: When it's time to put your game away, be sure to remove the Stand from the Bookcase. Then place the Stand, the Bookcase with its shelves, and all other game parts back in the box.

Milton Bradley Company  
P. O. Box 1247  
East Longmeadow, MA 01028  
©1996, Marc Brown.  
©1996 Milton Bradley Company.  
All Rights Reserved. 4713-1

