

THE GREAT RAILROAD GAME.

To Shrewd Players of Modern Games:

The Great Railroad Game is the very latest of parlor games, combining skill, science and foresight in a remarkable degree. It possesses much of the skill of checkers, and the strategy and brilliant plays of chess, in addition to which a new and strong feature is introduced in the novel manner of moving upon the board, which gives to the thoughtful player attractions unsurpassed in modern or ancient games. To the skillful and scientific player all other games are tame beside it, as it requires keen judgment and the closest calculation, while it is full of excitement, calling all the mental faculties into play, yet the rules are so simple and the combinations so easily made, that it creates untold interest not only to the players but equally so to the lookers-on. Three or four players add much more interest to the game than if only two are playing.

Implements.—The board and twelve trains.

The Board—Shows the Grand Central Depot in New York city, with six tracks, connecting some of the principal cities of the United States and extending to San Francisco, Cal.

The Trains—Are twelve in number and are used by the players as follows: In a game with two players, three trains each. In a game with three or four players one train each. But in the latter case a much more intricate game may be made by using two trains each. These are moved in turn, over the board from city to city (according to the various signals below) by the various players whom we will call *conductors*.

The Game—Is for all the players to start their train or trains from the Grand Central Depot upon any track they may select, when their turn comes to play, their destination being San Francisco, or any other city that may be agreed upon at the commencement of the game, as per the various *orders and signals* below. The first player to run his train or trains into the terminal city agreed upon, wins the game.

Cities or Stations.—The circles representing the various cities or stations are used as *turn tables* for the players, according to the orders or signals below.

ORDERS AND SIGNALS.

Issued by the superintendent of train dispatchers to conductors of trains, viz :

Order No. 1—Each conductor (player) selects his train or trains by their numbers and uses them during the run (game.) Train number one leading, number two next and so on.

Order No. 2, start—At their respective turns to play each conductor places one of his trains upon one of the circles at the Grand Central Depot, heading it *at once* in the direction he intends to move at his next play.

Order No. 3, moves—Only one move can be made at a time and may be as follows: entering a train upon the board, moving train from circle to a track space or vice versa, or turning an opponent's train, as per orders below.

Order No. 4, stops in city—When a conductor stops his train in a city he must head it *at once* in the direction he intends to go at his next run and remain there for a future play.

Order No. 5, run his train—At his next play, if he has no other train he wishes to use, or no opponent's train to turn, he must run his train on the track in the direction he is headed, and cannot turn until reaching another city.

Order No. 6, hold his train and turn-table another—A conductor whose train (whether upon a track or city) is headed in the same direction as that of another, and if that conductor's train is standing in a city, hold his own train and *turn-table* the other in any direction he desires, thus retarding his opponent. If his opponent is on track between cities he cannot be turned. This rule applies only to trains heading in the same direction and in parallel courses whether upon the same track or any other part of the board.

Order No. 7, headed—A conductor whose train has been "*turned*" must at his next run of this train go in the direction it is headed, until he reaches a city before he can turn it in the direction he might wish to go.

Order No. 8, track section—A train cannot be *turned* upon a section of track between cities.

Order No. 9, back—A conductor cannot *back* his train in any case, but if blocked must lose his play.

Order No. 10, stalled—When a conductor is unable to move his train on account of another being in his way, he is *stalled*, and that train must wait until the obstruction is removed.

Order No. 11, collision—If two trains come together *head on* upon the same track, it is a *collision*, and both trains must be taken to the Grand Central Depot for repairs as soon as they come together. At their next turn to play the conductors of these trains may enter them at the Grand Central Depot to commence again.

Order No. 12, Grand Central Depot—The four circles representing the Grand Central Depot are exempt from the provisions of order number 6 and no player who may be upon them can be turned by an opponent, but he may himself turn his train after having been turned from Toronto, Pittsburg, etc.

Order No. 13, smashup—A conductor who heads his train in any direction where there is no track to follow on has a *smashup* and must return to the Grand Central Depot and start again at the next run of that train.

Order No. 14, wins—The conductor who first brings his train or trains into San Francisco or the terminal station agreed upon, wins the game.