

RULES FOR AUTO RACE GAME

Each player selects one of the Automobiles.

Six players can participate in this game. Each player must look after his own car.

Six Cubes are used in each throw, each Cube having the initials of the following Cars: Buick, Ford, Pack, Maxwell, Dodge, and Stutz.

Any player may start the game by throwing the Cubes. Each Car advances the number of spaces according to the initials Faced UP. (In case three B's turn up, the Buick car goes ahead three spaces.) The throwing can be continued by one player or alternated but all Cars advance the number of spaces according to their respective letters Faced UP.

Should a Car land into the space marked "Blow-out" the player loses the move on the next throw.

Should the Car land into the space marked "Accident" the player will have to go back to "Starting Point".

The Car crossing the finishing line first, WINS the GAME.

In the event of a tie an additional throw decides the winner.

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