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MOTOR CHASE
ACROSS LONDON

Published by

"GEOGRAPHIA" LTD.

167 FLEET STREET, LONDON, E.C.4

SAFETY FIRST

*A new game introducing Safety First
to Children.*

Devised by

P. H. THORPE

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SAFETY FIRST

A new game introducing Safety First to Children

FOR TWO TO FOUR PLAYERS

The object of this game is for a boy and girl to get safely home from school, after making certain visits, and the one who gets home first wins.

INSTRUCTIONS

If two are playing, each player has a car and a figure.
If three, one has to control the two cars.
If four, each player has either one car or one figure.

THE CHILDREN

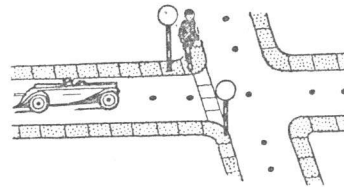
1. The boy and girl start from their respective schools and proceed along the spaces marked on the footpaths, according to the number thrown by the dice, but they need not move to the total number of dots shown by the dice, if they feel it would be dangerous to do so.

2. The boy on his way home has to visit SWEET SHOP, STORES, UNCLE DICK'S and COUSIN TOM'S, all coloured Red, and the girl has to visit AUNT MARY'S, SWEET SHOP, LIBRARY and GRANDMA'S, all coloured Blue.

3. The children can cross the roads only at the PEDESTRIAN CROSSINGS shown by a Belisha Beacon or at a CONTROLLED CROSSING where there is a Policeman or Traffic Light.

4. To cross at CONTROLLED CROSSINGS if the Policeman is stopping a player's line of progress, or if red is showing on the Traffic Light, the correct number must be thrown to get on the Crossing point (marked X), and then the light can be turned to show green, or the Policeman turned, and it is safe to cross and another throw is taken immediately. The Traffic Light or the Policeman cannot be changed again until the child has crossed the road. If green is already showing, or the Policeman is holding up the traffic so as to allow a player a clear passage, one can cross immediately.

NOTE.—If one of the children and a motor are as shown in the sketch, and it is the child's next throw with the dice, it is obviously dangerous for him to attempt to cross, as, if he threw two, he would be in the middle of the road, and the motorist's next throw if he threw three or more, would cause him to run into the child. The child must therefore wait until the car has passed. EACH CHILD MUST LOOK RIGHT AND LEFT AND RIGHT AGAIN BEFORE ATTEMPTING TO CROSS A ROAD TO SEE THAT NO TRAFFIC IS APPROACHING.



5. If a motorist runs into a child who is on a crossing, the child has to go with the motorist to Hospital. (For this the child moves along the dots in the road according to the number thrown by the motorist, i.e., the motorist takes the child to Hospital, and the child misses two throws while in Hospital, and then continues his journey.) The motorist also continues on his journey.

THE MOTORIST

The motorists start from the garages and proceed along the dots in the road according to the number thrown by the dice.

If only two are playing, and one player has to control both a motor and a child, the cars are moved the same number of dots as are shown on the dice to move the boy or girl. In this case, the boy's car has to try to delay the girl, and the girl's car has to try to delay the boy. If three are playing, and a player has to control two cars, a separate throw of the dice must be taken to move each car.

6. The motorist must try to delay the children by making them wait at the crossings until his car has passed (this is done by the motorist proceeding down a road where he thinks the child will have to cross), or if they are in the road a collision may happen.

7. The Motorist must not pass beyond the fourth dot from a Pedestrian Crossing if there is a child on it, but if the Crossing is clear of pedestrians he can proceed along his route, and should the child subsequently get on the crossing before the motorist has passed, a collision may occur. (See sketch and note above.)

8. At Controlled Crossings he must not pass beyond the fourth dot if the Policeman is stopping his line of progress or red is showing, and he must throw a five or a six before he can turn the Policeman or the light to green to let himself pass and he immediately has another throw. If it is already at green, or the policeman is not stopping his progress, he can proceed in the ordinary way.

9. A car cannot go backwards.

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