

American Tours

Rules of the Game

Lay the map on the table—The map contains trails going East and West, and North and South. These are official cross country trails used by tourists today. These trails are divided into sections representing fifty miles each.

There are five trails East and West, and two circle tours North and South. The five East and West trails are equal in length, because of added "side trips" here and there. These "side trips" are small trails leading from the main trails. When you come to a "side trip" you must branch off the main trail, go to the end of the "side trip" and return to the trail again before moving forward. The circle tours are also of equal length.

Now look through the cards and markers. There is a round automobile marker for each player. The cards have different numbers and directions on them. Some are forward moving cards, and allow the automobile (marker) to move forward so many miles or spaces. There are two SPECIAL cards in the deck that each player will always try to get - - one is marked GLESSCO and the other TURPO - - each of these cards are good for 500 miles. Other cards marked "CAMP," "DETOUR," "MOTOR TROUBLE," etc., are detaining or backward moving cards which send the player back. In this group of cards are two marked "BAD NEWS - - go back to starting point and start over again." Imagine how one will feel who may have only a few miles to go and then draw one of the "BAD NEWS" cards and have to start all over again - - but these are the things that add to the interest in the AMERICAN TOURS game.

Two players only may play the North and South circle tours - - each player may start at any town or route selected, but must complete the loop, that is, be first to return to the starting place to win. Two to five players may play the East and West trails.

DIRECTIONS

In playing the game of AMERICAN TOURS, shuffle the cards, and lay the cards face down in one pile. One player may start East and work West, while the others start West and work East, or all may work in one direction. Remember the five main trails with their "side trips" contain the same number of fifty mile sections and are actually the same length.

Each player starts at the town selected. The first player picks a card and lays it face up beside him. Suppose it says "50 miles" - - that player moves his marker ahead one space or section on the trail. The next player picks up a card, laying it face up beside him and moving his marker according to the directions given on the card. Only forward moving cards count at the start, and if a player draws a backward moving card it must be placed in the discard pile and when it is again this player's turn he draws another card - - but he cannot start on his trail until he draws a forward moving card. When a retarding or backward moving card is drawn, the player must return on the trail as the card directs. When penalty cards are drawn, the player must do as the card states. If the penalty forces the player to return to his starting point, it will be necessary to get a forward moving card before he can start on the trail again. After the player has moved his marker according to the instructions on the card - - the card is laid face down on the discard pile. If the players exhaust the deck of cards, they merely place all the cards together, shuffle, and keep on playing. The player moving his marker to the end of his particular trail first, of course wins the game.

When approaching the end of the trail, one can win, only, by getting the exact number of miles; thus, if a player is 100 miles from the end, a card turned up giving him more than 100 miles is of no value, but he can move with two 50 mile cards or one 100 mile card and thus win the game.

If the AMERICAN TOURS game is mounted on a cardboard - - it will be much easier to use and also will last a great deal longer.

THE GLESSNER COMPANY, Findlay, Ohio,

Manufacturers of Dr. Drake's Glessco and Turpo.