

SHORT CUT: If player lands on either of the two spaces marked "Short Cut", he proceeds immediately to the end of fenced-in path and awaits his next turn.

RELEASE CARDS

When player lands in either the wooded area (eight spaces covered by trees) or the stormy area (eight spaces covered by clouds and raindrops), he picks up the Release Card at the top of pack and follows directions appearing thereon. Unless advised to the contrary, he then returns card, face down to the bottom of pack.

After Release Cards have had a complete round of play, host may reshuffle the pack.

When phrase "HOLD CARD" appears on the Release Card—player must follow directions on the card. Player returns card to bottom of pack immediately after directions have been fulfilled.

If player finds that he is still in either the "wooded" or "stormy" area after playing his Release Card, he continues to play as many additional cards as necessary in order to get out.

An advertisement for the "Ration Board Game". The background is dark with several cartoon characters in suits and hats. A large, light-colored sign is the central focus, containing the following text:

FUN YOU CAN HOARD
with
RATION BOARD
TRADE *Game* MARK

In this game the player goes along the much-traveled road to the Ration Boards and is liable to meet many obstacles along the way. Luck and skill are important factors in the player acquiring his ration cards. The numerous helpful as well as hindering elements that make his trip a most exciting experience can to a certain degree, be determined by the player himself. As is natural during the present emergency, the player will take these encounters in his stride like the good American he is.

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At the bottom of the sign, there are small illustrations of people celebrating.

The player starts from Home and travels along the RED ROUTE, applying for his Ration Card at the Ration Board (on his first trip he stops at the first Ration Board which is for butter, and on the next trip around he stops at the second Ration Board, and so on). When player's ration is granted, he is given a Ration Card by the host or other person who is in charge. He then proceeds along the BLUE ROUTE back to Home and travels along RED ROUTE again to the next Ration Board.

The first player to reach Home after acquiring his five Ration Cards is the WINNER.



PLAYING BOARD with a road winding through the countryside and suburbs to the city where the Ration Boards are stationed, and then back again to Home.

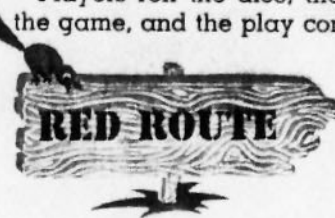
EIGHT TOKENS representing automobiles. • **DICE**
RATION CARD DISPENSER with **FORTY RATION CARDS**
FORTY RELEASE CARDS

RATION BOARD GAME may be played by two to eight people.

When the players are seated around the open board, an automobile token is selected by each player and placed on Home. The pack of Release Cards is placed in its respective position at the center of the board. The host or other designated person places the dispenser platform holding Ration Cards which are titled "Butter", "Coffee", "Meat", "Sugar" and "Gas" before him.

NOTE: With this specially designed dispenser, one Ration Card at a time may be removed by an outward motion of the thumb.

Players roll the dice, the one with the highest number starts the game, and the play continues to his left.



ROAD WITH RED LINE IN THE CENTER
In his journey from Home to the Ration Boards, player must call out the number he wishes to make,

before rolling dice. If his roll is that number or over, player moves his token along the squares on the road *only* the number of spaces he originally called out; for example, if he calls out "six" and rolls "nine", he moves six spaces.

If player's roll is below the number called, he cannot move until his next turn.

If player forgets to call out his number before rolling dice, he loses his turn.

If player, on approaching desired Ration Board goes beyond it by mistake, he automatically returns to it and awaits his next turn.

APPLYING FOR RATION CARDS

When the player arrives at the Ration Board, he is applying for his Ration Card and cannot leave this board until his application is approved and he is given his Ration Card by the person in charge.

NOTE: To have application approved, player must roll the exact number or combination specified therein. For example, on the Butter Ration Board, he must roll a five, which is the designated number or any doubles. For his Sugar Ration Board, he must roll an eight, which is the designated number, or a two or a twelve. Designated numbers are in white—alternative numbers are in black. If the player fails to roll this, he must await his next turn, remaining at the Ration Board until he is successful.

When player rolls the required number, he receives his Ration Card for that particular commodity, moves directly to the EXIT of the Ration Boards and awaits his next turn.



ROAD WITH BLUE LINE IN THE CENTER
On this route from EXIT, which is the journey back to Home, player moves his token the exact number of spaces corresponding with the roll on his dice he does *not* call out a desired number as on the RED ROUTE. When he passes Home he reverts back to the RED ROUTE play.

DETOUR: If player lands on this space, he awaits his next turn at which time he goes along the Detour Road, following the regular BLUE ROUTE play.