

Game of District Messenger Boy
or
Merit Rewarded

The object of the Game is to see who will become the first President of the Telegraph Co. Two, three, or four persons can:--each using one Piece or man, and moving it according to his spin of the arrow. Play and spin in turn. Each player must first spin 1, which makes him an "APPLICANT" for a position, and upon doing so puts his piece upon the Applicant space. On a spin of 2 the Applicant moves to the "TRAINING SCHOOL". On a spin of 3 he leaves the Training School, and takes his place on the "MESSENGER FORCE", or entrance space. From this space, he moves around the board in the direction of the openings and arrows, moving over the number of spaces shown by his spin. If he stops on a space bearing the words of command as "Advance", or "Go-Back"; in addition to the move for his spin, he also moves as thus directed. The first to reach the space "President" by the exact move wins the game.

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