

## DIRECTIONS FOR PLAYING

The Game of

# A TRIP WITH PHOEBE SNOW

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After making a backward or forward move in consequence of stopping on a space which calls for such a move, a player, on that turn, makes no further move, and suffers no additional penalty, no matter where he makes his second stop. But after moving for an extra spin, he does just as he would do if it were a regular spin.

When a player has to move to a space occupied by another player, that other player must move backward or forward to the space vacated by the first; that is, the two must exchange places.

THE GAME IS WON by the player who first reaches the San Francisco space by an exact spin. No move is made for a number which exceeds what is required.

The method of play is susceptible of many variations in detail, and it is hardly necessary to say that players may, at their own pleasure, add features to the game, or drop them. But of course all departures from the printed rules should be agreed upon before beginning to play.

THE OBJECT of the game is to see which of the players can first make a tour on the board, representing a trip from New York to San Francisco.

THE BOARD.—The route on the board consists of a winding strip, or path, divided into playing spaces, over which the players move their pieces. The total number of these spaces, or blocks, is such that there are three of them for every hundred miles of the actual distance between the terminals, by the direct route selected for the trip.

On some of the blocks appear the names of the important places situated on the route. Each name appears upon the block which, according to the scale adopted, covers the actual location of the place. Others of the blocks have upon them different pictures, which variously affect the moves of the players.

THE IMPLEMENTS for the game are a movable piece for each player, and an arrow indicator.

THE ORDER OF PLAY is settled by a preliminary spin of the arrow by each of the players. The lowest number gives first play; second lowest, second play; and so on. If there is a tie, spin again.

SPINNING AND MOVING.—The player entitled to first move, places his piece on the space representing New York, and spins the arrow. He then moves his piece along the line of spaces for the number to which the arrow points. If, for example, he spins six, he stops at the sixth space from New York, and similarly for any other number.

When the first player has completed his move, each other player, in his turn, places his piece on the New York space, spins, and moves for his spin. Then the first player's turn comes again, and so on.

A player does not necessarily remain on the space to which his spin carries him. According to the picture or number on that space, an advantage may be conferred, or a duty or penalty imposed, as follows:—



If you stop on a space having the name of a place on it, move *ahead* for the number. (This number is greater or less in proportion to the size of the place).



On a *red flag* space, move *backward* for the number.



Wait for the time specified *while the others continue to play*. If the players prefer, it will do to count 200 aloud distinctly for each minute prescribed.



Take an *extra spin* and move *ahead* each time you meet Miss Snow.



On a Conductor space, say, "Tickets Please," before the next player spins, or you *lose your next spin*.



Make a noise like a locomotive whistle before the next player spins, or you will have to move *backward* for your next spin.



This means Meal Time. Take an extra spin. An *even* number on the extra spin decides that you eat in the dining-car, and you move *ahead* for the number. *Odd* sends you to the station dining-room, and you move *back*.



On *white flag* spaces the move ends without further gain or loss.