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**Ask for good MILTON BRADLEY GAMES wherever
games are sold.**



4085

AIR RAID WARDEN

A game for two, three or four players

AIR RAID WARDEN is dedicated to the thousands of patriotic men and women whose unheralded, unselfish service is the very core of the democratic way of life. For them no bugle blows, no medals decorate them, but in the dark watches of the night, under starry skies or storming clouds, their steady, reassuring footfalls

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General Rules

Players may move their Wardens in any direction.

It is not necessary to reach a station by exact count of either one or both dice. If the throw is a total greater than that needed to reach a station, the unused portion of the count may be used to move another Warden.

When a Warden has been placed on his proper station he cannot be moved unless the "Emergency Rush" Card is turned up.

When a card is turned up directing a player to "Go to corner of Center and Union" or otherwise, the player will immediately place a Warden at the designated point and then move the Warden the number of spaces indicated by the throw.

If a player's Warden has to go to his nearest unoccupied station by reason of a card turned up directing such action, the Warden will immediately be placed on the station and the count of the throw may be disregarded or used to move another Warden or Wardens.

If a player's Warden occupies an opponent's station when the opponent's Warden reaches the space, the player's Warden must begin over.



MILTON BRADLEY COMPANY
Springfield, Massachusetts
"Makers of the World's Best Games"

FIRST TURN:

Players throw the dice in turn and the one having the highest number plays first, the other players take turns in order from right to left of the first player.

ACTION:

The cards are shuffled and placed face down on the table.

Each player selects four wooden pieces of a color and places them on the table in front of the corresponding color at the "Starting Point."

The first player throws the dice and moves his Warden or Wardens along the streets by spaces according to the number obtained on the throw, counting the starting space as one.

The other players follow in turn in the same manner.

Wardens may pass one another or stop on same spaces at any time.

Players may move one Warden for the count of both dice, or one Warden for the count of one dice and another Warden for the count of the other dice.

Play continues in this manner observing the following rules and regulations until one of the players succeeds in placing his four Wardens on their respective stations or in proper order, **WINNING THE GAME.**

RULES AND REGULATIONS:

Whenever the throw of the dice is "doubles," that is, 6-6, 3-3, etc., the player will turn up the top card, placing it to one side. The instructions on the card must be carried out. The player will then

move his Warden or Wardens the number of spaces indicated by the throw.

If a Warden finds his street blocked for any reason, he must make a detour around the blocked street.

Blocked Areas

The blocked streets and areas are:

Wardens on their own stations.

Unexploded Bomb — street impassable.

Bombed Area — street impassable.

Two Wardens on same space at one time causing a temporary block.

If a Warden is trapped between a station occupied by a proper Warden and an "Unexploded Bomb" or a "Bombed Area," he is "out of play" and must remain there unless the "Emergency Rush" card is turned up. He may then proceed after opponent's Warden moves from his station.

Emergency Rush

When the "Emergency Rush" Card is turned up, all Wardens must proceed at once by regular play by play procedure, to street intersection in the center of the town regardless of whether on their own stations or not, and line up one behind the other beginning at their own stations.

When the "Emergency Rush" Card is turned up, players thereafter move their Wardens according to the throw of the dice, no further cards being turned up by reason of a throw of doubles.

at out the credo of America: We're watching! We're ready!
's well!

The AIR RAID WARDEN Game reflects the activities of air
d wardens attempting to reach their stations when screaming
ens sound the alarm of "planes aloft!" It's a game of intense
rest, dramatic suspense and exciting action from start to finish.



How the Game Is Played

LEMENTS:

The implements consist of Sixteen (16) wooden pieces (4 each of
colors) representing "Air Raid" Wardens; Two (2) pieces or mark-
representing "Unexploded Bombs"; Three (3) pieces or markers
esenting debris from "Exploded Bombs"; Twenty-one (21) Cards
aining instructions for Wardens; and Two (2) dice.

BJECT:

The playing board represents a small town, community or a section
city with buildings, parks, streets, etc. "Air Raid" stations of the
dens are indicated on the different streets by colored spaces cor-
nding to the colors of the player's pieces, and it is the object of
game to see which player is first to get his four Wardens onto
proper stations, or, in the event the "Emergency Rush" card is
ed up, to get his four Wardens lined up in proper order in the
r of the town.