

THE GA

By Mail, Express, or A

O

INTERSTATE

This is a game, which, besides furnishing an entertaining pastime, will, incidentally, impart to the players a considerable amount of geographical and statistical information, and convey a vivid idea of the variety and extent of our country's productions, and of the commercial relations between the States.

The board upon which it is played is an accurate, up-to-date map of the United States, on which the chief railway lines are shown with special clearness. The scheme of coloring indicates their grouping into systems, each set of lines that have been consolidated under one management having a uniform color.

The implements used in playing are four discs to represent locomotives; a set of cards bearing the names of States and Cities, and of leading commodities, with their values; and two indicators.

The play consists of a series of mimic commercial journeys, made by the players to different parts of the country to buy the commodities named on the cards, the commodities being in all cases leading products of the States visited. The cards are allotted by chance, and the pieces, representing the players, are moved over the railways from point to point according to spins of the indicator, traveling fast or slow as the fortune of the game determines whether the journey is to be made by mail, express, or accommodation train.

DIRECTIONS FOR PLAYING.

TWO, THREE, OR FOUR PERSONS MAY PLAY

The players, having each taken one of the locomotive pieces, spins the indicator for first play. The highest spin gives the lead.

The cards bearing the names of the places to be visited are left face downward in the centre of the table, and each player draws one. Each then spins the indicator to determine whether he is to travel by accommodation, express, or mail train.

If a player spins **Six or less**, he is to go by accommodation train, which means that he is to move each turn for the number spun.

If he spins **over Six and less than Ten**, he is entitled to travel by express train, and moves the number spun and **Three extra** each turn.

MILTON BRADLEY COM

"MAKERS OF THE W"

AME OF

Accommodation Train;

R,

COMMERCE.

If he spins **Ten or over**, he travels by mail train, and moves the number spun and **Six extra** each turn.

Each card contains the names of two States which lead in furnishing the product named at the top, and also of three principal cities in each of those States. Each player must visit one of the cities in each State named on his card, and then return to the starting point.

The players may take for their starting point the place in which they reside, if it is on the map, the Capital of their State, or any other city they may prefer, the only restriction being that all must use the same point throughout the game. If the starting point should happen to be one of the cities named on a card drawn by one of the players, either of the other two cities in the State must be selected as one of the objective points of his journey.

The moves are to be made along the railway or steamship lines, each red dot passed over counting one. Players may follow any route to the points they wish to reach, provided they adhere to the lines, and they have frequent opportunities to exercise judgment in the selection of roads. It is not allowable to move from one place to another not connected with it by a line.

It is not obligatory that a player should end a move exactly at any of the cities he is to visit; but on returning, the place from which he started must be reached by an **exact spin**. There are frequent chances for clever play on the final move, a player being free to make any circuit he chooses over the lines around the starting point, in order to use up his spin exactly, provided he does not double back on his tracks, that is, return immediately to a point he has just left. That may be done only at the places which are the objective points of the journeys.

If a player is traveling by mail or express, it is optional with him on his final moves to use his extra allowance or not, as may be most advantageous.

As soon as a player completes a journey, he lays aside his card and draws another. With each new card that he draws, he must make a special spin to determine how he is to travel.

Each card laid aside represents a trip, which counts to the score of the player making it. The game ends as soon as ten trips have been made by one of the players. The value of the cards laid aside by each player is then counted up, and the one having the largest total wins the game.

If a longer or shorter game should be desired by the players, they may, of course, agree upon a larger or smaller number of trips than is specified above.

Copyrighted 1895.

MPANY, Springfield, Mass.