

Directions For

THE CHECKERED GAME OF LIFE

This game represents, as indicated by the name, the checkered journey of life, and is intended to present the various vices and virtues in their natural relation to each other, the whole being embodied in an attractive and entertaining amusement, well calculated to interest youth or adults.

Each player (represented by his counter or man) starts at the CRADLE or INFANCY, and endeavors to reach HAPPY OLD AGE by the best course he can select, striving to gain on his journey that which shall make him the most prosperous, and to shun that which will retard him in his progress. The journey of life is governed by a coil of chance or judgement, the chance representing the circumstances in life over which we apparently have no control but which are nevertheless governed to a great extent by the voluntary actions of our past lives. So in this game a player often times has choice of a number of moves, which he can make to more or less apparent advantage. At other times circumstances compel him to pursue a course greatly to his disadvantage; but any such necessity can generally be traced to some false move made in the former part of the game, the effects of which could not be foreseen.

It will be seen that poverty lies near the cradle. Now, in starting life it is not necessarily a fear that poverty will be a disadvantage, so in the game it causes the player no loss to pass through poverty, but if, in more advanced age, he falls into intemperance, and is thus carried to poverty, it is only by constant and renewed exertion that the lost ground can be regained.

The same of disgrace. A person may in early life be in disgrace for a time through no fault of his own; but if, after having had the advantage of experience, he falls through idleness to disgrace, he will certainly need the helping hand of INFLUENCE to give him a FAT OFFICE in order to start him again.

The game is arranged for four persons, although it may be played with equal interest by more or less, as the company may be. It is supplied with four differently colored counters and one dial. The dial, after being spun, denotes what move the player shall have, according to the following table:

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| No. 1. One square up or down.                        | No. 4. One or two squares up or down.                        |
| No. 2. One square right or left.                     | No. 5. One or two squares right or left.                     |
| No. 3. One square diagonally<br>in either direction. | No. 6. One or two squares diagonally<br>in either direction. |

It will be seen that some of the squares have numbers on them. Now the object of the game is this. Whenever any player moves on to a square bearing a number, he gains the amount of that number, which he must score on a sheet of paper. The one obtaining 100 first wins the game.

RULES OF THE GAME

Each player has one of the colored counters.

After deciding the first move by lot, the moves go by turn from right to left.

The player having the first move spins the dial, and the number which the dial shows indicates what his move is to be, according to the table of moves.

He accordingly enters his counter at INFANCY, and from there makes his first move immediately.

This leaves the square INFANCY vacant for the next player to the left, who now spins the dial, and entering at INFANCY, makes the move designated by the dial.

Thus each player in his turn spins the dial and moves accordingly.

Now suppose, for example, No. 3 is spun. The move of No. 3 is one square diagonally in either direction, as the player may choose. But INFANCY being in the corner, there is no choice, and the move must necessarily be to SCHOOL. Now on the square marked SCHOOL it says COLLEGE, which means that the counter shall immediately be moved to COLLEGE, i.e., instead of stopping at SCHOOL it goes on at once from INFANCY to COLLEGE. Now suppose that the next spin of the player is 4, which gives a choice of one or two squares up or down. From COLLEGE two squares up would go to CUPID, which would immediately carry him

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to MATRIMONY. One square up would go to the red square between COLLEGE and CUPID. One square down would go to the red square between COLLEGE and JAIL. Two squares down would go to JAIL. There is no loss in going to JAIL, except that it is moving back---always strive to advance.

When a counter is moved to a square having a hand on it, directions will be found on that square, carrying it to another, the position of which on the board is indicated by the index or hand pointing to it.

Thus a counter can never stop on a square having a hand on it.

If a player has a move which takes his counter to a square occupied by another counter, the first occupant must go to JAIL; i.e., the counter taken up must be sent back to JAIL, from which it makes a new start.

As will be seen, the most valuable squares are on the upper half of the board, the two highest being in the upper row. Consequently it is a loss to be thrown back towards INFANCY.

If a player moves into PRISON, under any circumstances, he must lose one move; for any person who is sent to PRISON is interrupted in his pursuit of happiness.

Whoever moves to SUICIDE is thrown out of the game, leaving it to be contested by the remaining players, if more than two are playing, for how can any person continue to travel towards HAPPY OLD AGE after committing suicide?

The square marked SPECULATION is an exception to the rules as follows:

If a player is on SPECULATION and spins 3 or 6, he goes to WEALTH. If he spins any one of the other numbers 1, 2, 4 or 5, he must move to RUIN.

Any player who moves onto a square containing a number gains so many towards the game. The account of each is very conveniently kept on a piece of paper.

Any player who reaches HAPPY OLD AGE gains 50, which is to be added to his amount. But as the winner must gain 100, the game is not concluded until someone has obtained that amount. Any player moving into HAPPY OLD AGE, and not then having 100, continues to play, moving out the next time the same as from any other square; and he also has the right to move in again and count 50 the same as into any other square.

As HAPPY OLD AGE is surrounded by many difficulties, 50 may often times be gained as soon by a succession of smaller numbers as by striving for HAPPY OLD AGE. And as the player generally has a choice of several moves, the game becomes very interesting, fully equalling Backgammon or any other game into which the element of chance enters.

As a game for four players, the interest is increased for older persons if those sitting opposite play as partners, one keeping account for both, and each playing for the interest of the other.

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MILTON BRADLEY COMPANY

Springfield, Massachusetts

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