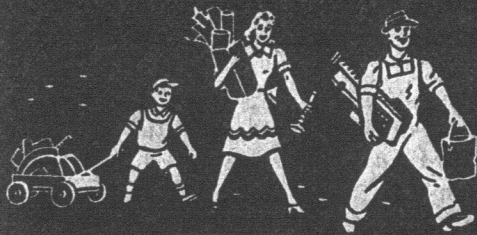


THE GAME WITH A PATRIOTIC PURPOSE

No. 4487



GET IN THE SCRAP

FOR TWO, THREE OR FOUR PLAYERS

— a Game of exciting play and thrilling action. It represents the earlier stages of routine handling of scrap from your attic and cellar to its transformation into ammunition, tanks, guns, jeeps, or other essential products vital to the conduct and winning of the war.

RULES OF PLAY

OBJECT OF THE GAME: To get your CARLOAD of scrap from your own Scrap Collecting Center to either the Electric Furnace, the Iron Foundry or to the Open-hearth Furnace, following directions and legends on the playing board. The first to do this is WINNER.

IMPLEMENTS: Colorful game board, 16 wooden pieces, including 4 large pawns of 4 different colors and 12 small pawns, 3 each of 4 different colors. Each of the 3 smaller pieces of each color is a "Truckload," and the larger piece of each color is a "Carload." 4 wooden dice.

Copyright 1944 by Milton Bradley Company

AGCA
ARCHIVES

PLAYING THE GAME: Each player rolls his die. Player rolling highest number plays first, opening the game.

Each player places his three TRUCKLOAD pieces on his own Scrap Collecting Center.

First player rolls his die, and if he rolls any point above 3 (that is, 4, 5, or 6), he moves one of his TRUCKLOADS to the "Scrap Dealer." Play goes round the board to the right, following start by first player. If a player fails to roll a 4, 5, or 6, to move a TRUCKLOAD, he loses his turn, and play goes to the next player. When a player has one TRUCKLOAD in the Scrap Dealer's yard, he moves a second and then a third TRUCKLOAD, on his succeeding turns, when and if he throws a point above 3, until he has his three TRUCKLOADS delivered to the Scrap Dealer.

When a player's three TRUCKLOAD pieces have reached his Scrap Dealer's Yard, he exchanges them for the larger playing piece of his own color. This large piece represents a CARLOAD which the Scrap Dealer theoretically makes up from the three Truckloads which the player brought from his Scrap Collecting Center.

The CARLOAD piece is placed on the square marked "START CARLOAD AFTER ALLOCATION."

"Allocation" is the term used by the War Production Board to describe the shipping instructions which the Scrap Dealer must receive before a Carload of scrap can be moved via the railroad to the nearest Open-Hearth Furnace, Iron Foundry or Electric Furnace.

In order to secure an "Allocation" for his Carload a player must roll either point 2 or point 5 on his die, as these are "Allocation" numbers. On the same throw the player moves his CARLOAD forward the number of spaces indicated on the die, viz.: 2 or 5.

Each player continues to throw his die in turn and move his CARLOAD around the board to his right until he reaches the route of his own color labeled "NEAREST ROUTE TO FURNACES FOR SCRAP COLLECTING CENTER" and designated by his own number. He then proceeds to move along this route toward the center of the board to the point where he must choose his "FURNACE" for the finish of the game.

If player's "Carload" lands on square marked "Washout — Detour," he must route his Carload on the spaces marked "Detour" on the board.

If player's Carload lands on square marked "Delay — Troop Train Ahead," he loses a turn and must pass when it is his next turn to roll.

If player's Carload lands on space marked "Furnaces Closed for Repairs — Go Back to Scrap Dealer," the player must pick up his Carload piece and put it back in the Scrap Dealer's yard on the spot marked "Start Carload after Allocation" and proceed as he did when he first started, throwing a "2" or "5" for an "Allocation," etc.

Player must stop on square marked "Stop! Choose Furnace!", no matter what point on the die he has thrown, or if such a number would permit him to pass over this stop-point. On his next turn, before rolling the die, the player must announce whether he is sending his Carload of scrap to the "Electric Furnace," or to the "Iron Foundry," or to the "Open-hearth Furnace."

If player chooses the Electric Furnace, he can get his Carload to same only by rolling either point 2 on the die or two 1's in two or more turns.

If a player chooses to deliver his carload of scrap to the "Iron Foundry," he can do so only by throwing a 3 on the die, or a 2 followed by a 1 on another turn, or three 1's in three or more turns.

If a player chooses to send his Carload to the Open-hearth Furnace, he may reach same by throwing any point on the dice and moving his Carload correspondingly except that the final move into the Open-hearth Furnace must be made by throwing a point on the die corresponding exactly to the number of spaces left between the Carload and the Open-hearth Furnace.

THE WINNER REACHING ANY FURNACE FIRST WINS THE GAME and a new game may then be started. However, if the players so wish, the game may continue to determine a second and third winner.

"Get in the Scrap" ... Play It and Do It!

GET IN THE SCRAP

How to Do It . . . *And Why You Should*

Approximately half of all the finished steel products used in industry, such as machines, tools, equipment, etc. and half of the steel used in producing tanks, ships, jeeps, guns, bombs, etc., needed by our Soldier Boys, Sailors, Marines and Fliers to defeat the Axis powers is made from **SCRAP IRON AND STEEL**. The other half is pig iron, (so called because the molds sometimes look like pigs), which is extracted from iron ore dug up out of ground.

It is in "Open Hearth Steel Furnaces" that this mixture of 50% scrap and 50% pig iron is melted to produce steel. In "Iron Foundries" about 65% scrap and 35% pig iron are used to make cast iron. In "Electric Steel Furnaces," practically 100% high grade, selected iron and steel scrap only is used.

Because scrap metal has previously been refined, most of the impurities have been removed. Hence, when mixed with pig iron, it makes steel faster and more economically than if made with 100% pig iron.

To produce the steel needed to make the tools, weapons, ships, etc., which will help us win the war, the furnaces need over 2 million tons of scrap every thirty days! This is about 4 billion pounds, or 31 pounds, each, for every man, woman and child in the U.S.A. Figures show that each soldier of the United States in this war requires an average of 4,900 pounds of steel to back him up, as against only 90 pounds per soldier in World War I.

Other scrap materials which are critically needed for war purposes, and which should be salvaged, are: Tin, Copper, Brass, Bronze, Aluminum, Zinc, and Nickel; all kinds of Paper, especially brown paper bags, corrugated boxes; Manila Rope, Rags and Burlap Bags; Rubber; Silk and Rayon Stockings; Cooking Fats and Oils.

Do everything YOU can, as a citizen of our beloved country, to see that these materials are salvaged by helping to collect them and turn them into the nearest approved collection agency in your community. This may be an OFFICIAL SALVAGE DEPOT, grammar school, grade or high school, newspaper, church, radio station, Boy Scouts or Girl Scouts, scrap dealer, 4-H Club, American Legion, or some charitable organization, whichever is in charge of scrap collecting work in your district.

There is no single "best way" to collect scrap. Donald Nelson, Chairman of the War Production Board, says, "It is a problem

that can be licked only by American initiative, American organization ability, American muscle, and the American will to win."

Find out who, or what organization, in your district is responsible for collecting scrap materials of all kinds, and do everything you can to help. No amount of critically-needed scrap material can be too small or too large to handle. Every home, every farm, every office, every business establishment and every institution should be asked to contribute their scrap materials, and maybe you can help, too, by seeing that these scrap materials are moved from their present locations to one of the scrap collecting centers in your district where different kinds of material can be put together and consolidated by a scrap dealer and shipped to approved receivers who will guarantee that it goes back into war production as quickly as possible.

SCRAP QUIZ

Study the Questions and Answers about the important war uses of Scrap, given on this page, and then have a lot of fun with your friends conducting a "Scrap Quiz."

QUESTIONS AND ANSWERS

1—What can be made for the Army out of one old discarded farm tractor?

Ans. — One old discarded farm tractor will provide the scrap needed to make all the steel required to produce 580 machine guns.

2—What will the scrap metals in an old electric iron help to make? Nine old electric irons?

Ans. — The scrap metals in an old electric iron will make five 37 milimeter anti-aircraft shells. Nine will make 1000 .50 caliber cartridges.

3—How much iron and steel scrap is required to make one 16-inch projectile?

Ans. — An amount of scrap equal to only 75 sets of old skid chains will make one 16-inch projectile.

4—What can be made from the scrap copper salvaged from a couple of average electric ice boxes?

Ans. — The making of one 60 mm mortar requires an amount of copper equal to the copper scrap salvaged from two old electric ice boxes.

5—How many aluminum pots and pans will provide the aluminum required to build one pursuit plane?

Ans. — 7,700 average aluminum pots and pans will provide aluminum for one pursuit plane.

- 6—The rubber needed for one tire on a Flying Fortress bomber is equal to the rubber in how many regular automobile tires?
Ans. — Nine average automobile tires will provide the rubber for one Flying Fortress bomber tire.
- 7—How much rubber goes into the construction of a 40,000 ton battleship?
Ans. — A 40,000 ton battleship uses 165,000 pounds of rubber in its construction.
- 8—How much iron and steel scrap is required to make a 2,000 pound aerial bomb?
Ans. — 500 pounds of scrap iron and steel help to make the 1000 pounds of steel used in a 2000 pound aerial bomb.
- 9—What will the metal in five old hay rakes help to make?
Ans. — Five old hay rakes will provide the metal used to manufacture one armored scout car.
- 10—What is one use of the tin reclaimed from old tin cans?
Ans. — The tin reclaimed from old tin cans is used for babbitt metal in the bearings of airplane engines, and for solder.
- 11—What is done with the silk salvaged from old discarded silk stockings?
Ans. — The silk from old Silk Stockings is used to make powder bags with which the big guns on battleships and destroyers are loaded, or charged.
- 12—What can be made from the rubber in just one old tire?
Ans. — The rubber in one old tire can be reclaimed and used to make 20 pairs of paratroopers boots, or 12 gas masks.
- 13—How many 30 cal. cartridges do you think can be made from the average old garbage pail?
Ans. — 1,000 .30 cal. cartridges can be made with the scrap provided by one old garbage pail.
- 14—What are some of the uses to which the Army will put the new paper products made from one ton of waste paper?
Ans. — One ton of waste paper will produce any of the following: 1500 shell containers, 47,000 boxes for 30 cal. ammunition, 71,000 dust covers for airplane engines, 36,000 practice targets.
- 15—The scrap from how many average old radiators will help make the steel required in the manufacture of a 75 mm tank gun?
Ans. — The scrap from 17 average old radiators will provide the scrap to make the steel for one 75 mm tank gun.

MILTON BRADLEY COMPANY, SPRINGFIELD, MASSACHUSETTS