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Going to The World's Fair

For two, three or four players.

IMPLEMENTS: Two dice, metal spinner, four wooden pieces, or men of different colors and supply of toy money in coin denominations.

**OBJECT OF
GAME**

The design of the playing board depicts the "theme center" of the fair, represented by the "trylon," a slender obelisk rising 700 feet into the air, and the "perisphere," a pure white ball 200 feet in diameter, together with some of the prominent exhibit buildings and the amusement zone, which the players are supposed to visit. Within the "perisphere" is the magic carpet, a chart from which is determined the amount of money a player must pay for the amusements visited and the amount he wins or loses while engaged in the games of skill or chance.

The object of the game is to see which of the players has the most money after he has made a complete tour of the fair.

The metal spinner is placed in the center of the "magic carpet."

**METHOD OF
PLAY**

1. One of the players should have charge of the bank, and receive and pay out all money. The money which he receives returned to the bank. He may be determined by throwing one dice, the

player throwing the highest number acting as banker. He should give each player five dollars, consisting of the following denominations: 8 quarters, 20 dimes, and 20 nickels. Each player selects one of the colored wooden pieces to represent him.

2. The players throw the dice to determine who is to have first turn. The one throwing the highest total plays first, and the others take turn in order from right to left of the first player.
3. The players throw only one dice in turn, to determine the number of spaces to move around the board. Players enter at "Entrance" by paying the banker an admission fee of 10 cents.
4. If a player stops at any of the exhibit buildings he collects a prize or makes a payment, as indicated on the board.

If a player stops on a space with a black arrow, he refers to the colored card giving the list of Games, and Amusements and Refreshments. For all stops on list of items under "Games" he either wins or loses according to the spin of the dial on the Magic Carpet shown on the white or inner circle. For the items listed under "Amusements and Refreshments," the player pays the banker the amount determined by his spin according to the prices in the yellow circle.

If a player lands on one of the three spaces with arrows in front of the Shooting Gallery, he spins the arrow, and using the figure in the outside circle of the dial, collects from the banker the amount as shown in the corresponding num-

ber in the Shooting Gallery. *For instance*, if the arrow points to "6" on the dial, the player collects \$1.00 from the banker.

5. If a player wins on any stop, the banker pays him the sum of money indicated, from the bank. But if a player loses, or is directed to pay on any stop, he must pay the banker the amount indicated, which amount is placed in the bank.

THE WINNER

The gain or loss of a player is determined at the end of the game, by totaling the sum of money each player has on hand.

Example: Should a player have \$5.75, he has made 75¢ as that is the amount in excess of the sum allowed him at the start of the game. If a player should have only \$3.75, he has \$1.25 less than the amount allowed him at the start, and therefore, has lost \$1.25.

The player who has the most money at the end of a game is the winner.

In the event that none of the players has the sum of money allowed at the start of the game, the player with the smallest loss is the winner.

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