

4598
TRAFFIC GAME

A game for two, three or four players. The playing board is designed to represent the streets and avenues in a city scattered over which there are obstacles in the form of pedestrians and trucks. The red and green spots represent signal lights which govern the course to be followed by the players.

IMPLEMENTS

The implements consist of a spinning dial and four pieces, each of a different color, representing delivery vans operating from a factory.

OBJECT OF THE GAME

It is the object of the game for the players to move the pieces representing the vans from the point indicated at the start to the point indicated as the first stop, thence to the point indicated as the second stop and thence to the garage or the finishing point. The shortest course for the trip is from the start diagonally across the board to the first stop, then horizontally to the second stop, and thence diagonally to the finish. The player first to reach the garage wins the game.

METHOD OF PLAY

Players spin the dial to see who will have the first move. The one spinning the highest number shall have the first move, the other players following in turn from left to right.

The player having first move, spins the dial and moves his van from the starting point, from spot to spot according to the number of his spin, each spot counting as one space.

The other players follow in turn in the same manner.

All players must observe the rules pertaining to such spots as their van stops on.

RULES

1. If a players van stops on a red spot, on his next move he must turn into the next street and to the right.
2. If a players van stops on a green spot, on his next move he must turn into the next street and turn to the left.
3. If a players van stops on a spot directly in front of or behind a pedestrian, regardless of the color of the spot, he must lose one turn.
4. If a players van stops on a spot directly in front of or behind a truck, in order to reach a spot beyond said truck, the player must obtain a count of three or more on his spin.
5. Trucks occupy the equivalent of two spots, and these may not be stopped on at any time.

6. If a players van has stopped on a spot, which is two or more spaces from a truck, he must obtain a number on his next spin which will carry his van to the spot beyond said truck.
7. Aplayer failing to spin a number which will permit him to move his van past a truck, loses a turn.
8. Players must move their vans to the store thence to the freight house, before starting for the garage.
9. Should the signal lights cause a player to detour so that his van reaches the freight house before he has moved to the store, he will continue movement to the store from which point he will reverse his moves and move to the freight house again.
10. Moves to the right and left on red and green lights are made according to the direction the van is travelling.
11. The red and green lights appear in the same places along the course where there is no street to the right or to the left. In such cases, the lights are disregarded.
12. The van of a player may stop on a spot occupied by the van of the other players.
13. The van of a player may pass the van of another player any time the spin of the dial indicates a number which will permit him to do so.
14. Moves to the right or the left must be made at right angles and never backward. By this is meant that a player moving on a street cannot make a turn to the right or left into an avenue except it be to go forward in yhe direction he was going.
15. In spinning the dial, should the indicator stop on a line, the player shall spin again.
16. Should a players van stop on a red spot and on his next turn is but required to move but one, which stops it on a green spot, he will be governed by the green spot on his next move. Likewise, if his van has stopped on a green spot and on his next turn stops on a red spot, he will be governed by the red spot on his next move.

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