

Milton Bradley

4602

TWENTIETH CENTURY LIMITED



A game for two, three or four players.

IMPLEMENTS

The implements consist of a spinning dial, and four pieces, each of a different color, representing sections of the train.

OBJECT OF THE GAME

It is the object of the game to win the greatest number of points in a previously determined number of trips or to be first to obtain a total of 1000 points, contingent on the number of passengers on the train upon arrival at destination and the number of hours gained or lost on each trip.

METHOD OF PLAY

Players must spin either a one or a two, to start their section of the train out of the station at New York.

The first player to spin either a one or a two, places his piece representing his section of the train in the space indicated as New York.

On a score sheet he enters the number of passengers he starts with. (See Rules 1 and 2.)

He spins the dial and moves his piece as many spaces as indicated, each space counting one.

Other players who have succeeded in winning a one or a two, now follow in turn, in the same manner, after which the first player has another turn.

Play continues in this manner, players observing the rules of the game, until all players have reached Chicago with their sections of the train.

The score is then obtained and recorded.

The next trip is started in the same manner as before.

RULES

1. The number of passengers on each section of the train at the start is determined by the spin of each of the players.
2. Should a player start on a spin of 1, he takes on 20 passengers. If he starts on a spin of 2, he takes on 30 passengers.
3. Players must reach one or the other of the two spaces in each city by an exact spin or lose the turn.
4. Players take on and leave passengers upon arrival in each city as indicated in such spaces on the board.
5. If a player's section of the train stops on the first space in any of the cities, and on his next turn he spins a 1, he moves only to the second space, but takes on and leaves additional passengers, as indicated on the board.
6. Trains must stop on each red space by an exact spin of the dial, except as in rule 9.
7. If the spin is a number which would carry the section of the train beyond a red space, the player loses the turn.
8. Each time a player fails to spin a number permitting him to stop on a red space, he loses one hour on the trip, but in no case will this loss exceed two hours for each red space.
9. If a player fails three times to spin the number required to permit him to stop on the red space, by an exact spin, he will then immediately move his section of the train to the red space without further spinning.
10. Trains may pass each other only when resting on a red space or in one or the other of the two spaces within a city.
11. Two players cannot rest their sections of the train on the same space, except it be on a red space or one or the other of the two spaces in each city.
12. If the spin is a number which would cause a player to stop his section of the train on a space already occupied, other than a red space and the two spaces within the cities, the player will move to the space just back of the one occupied, unless this would cause him to lose time on his trip, in which event he may choose to lose the turn. In the event that such space is also occupied, he may move forward to the farthest vacant space.
13. Trains stopping on the green spaces gain one hour for each space stopped on.
14. Trains stopping on the yellow spaces, lose one hour for each space stopped on.
15. To pass thru the tube and tunnel, and over the river, grade crossing and trestle, a player must obtain a number in his spin which will be at least one more than the number of spaces covered by each as indicated on the board, or lose the turn.
16. In passing the obstacles mentioned in rule 15, part of the count of the spin must be used to cover the obstacle. To illustrate, in passing the tube, if a player spins a 6, he uses 3 for the tube and advances his train 3 spaces beyond with the remaining three of the spin.
17. If a player has lost one hour in approaching a red space, and on his next turn spins a number which will permit him to move closer to the red space, he will do so and will not lose an hour on this turn.

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18. Players must lose the turn when prevented from moving because of other trains being in the way.
19. It is not necessary to reach Chicago by an exact spin; any numbers in the spin not needed will be disregarded.

METHODS OF SCORING POINTS

A score sheet should be prepared for each player in the following manner:

PASSENGERS		TIME		POINTS	
Take on	Leave	Gain	Loss	Won	Lost

Enter in the first column under Passengers, the number of passengers on the section of the train at the start.
 Make entries in other columns under Passengers and Time, according to stops made en route to Chicago.
 Upon arrival at Chicago, add up the figures in the various columns and ascertain the number of passengers on the section of the train upon arrival, and the total gain and loss in hours for the trip.
 In the column under Points, enter figures obtained in the following manner:
 In the Won Column:
 10 points for each passenger on the section of the train upon arrival at destination.
 10 points for each hour gained on the trip.
 In Lost Column:
 10 points for each hour lost up to and including 5 hours.
 20 points for each hour lost in excess of 5 hours.
 Add the figures in both columns and obtain the net gain or loss in points on the trip.