

plane, on this throw, but must turn a **Disaster Card** face up. The next player following and all other players in turn, including the player who threw the Double Sixes, may now temporarily give up their individual Assignments and attempt to reach the scene of the Disaster and thus receive the larger credit. (Specific News Items may be secured only by players who draw them, but Disasters are open to all.)

When a real Disaster occurs it is frequently quite difficult for a reporter to reach the scene and for this reason, in this game, the cities noted on Disaster Cards must be reached **by the exact throw of the dice**. No player in attempting to reach the city may pass through it or even count it as a space for the movement of his pin, except when he does reach it by exact throw. Therefore, if he is traveling by automobile, he must move his pin back and forth on the road by which he is approaching it until he can complete a move at that point. However, at that time, (and at any other time in the game if he wishes) he may split the total of the throw of the dice.

(**Example:** If he throws a 6 and a 3 he may move 9 either forward or back or 6 forward and 3 back, or 3 forward and 6 back.)

He must, however, be very careful in making this move to move in the same direction the total number of spots shown on any one die. He cannot, for instance, split the six shown on one die to move four in one direction and two in another. Of course if the city is on a railroad, or has an airport, he may reach the city exactly by train or plane.

After some player has secured the Disaster Card by being first to reach the city where the disaster occurred, he places it face down on the pile of news items he has secured. All players now continue on their individual Assignments, and move to obtain the News Item which they were seeking, or to return to "**Urbania**," or telephone for a new News Item. They continue seeking regular News Items until another Disaster breaks by the throw of Double Sixes.

(**Note:** More than one Disaster Card may be exposed at the same time in which case a player may attempt to secure any or all of such exposed Disaster Cards.)

Catastrophe Cards

Players may vary the length of a game by deciding before it starts the number of Disaster Cards they wish to draw (usually 3 to 5) during the game. As soon as this number of cards has been drawn from the Disaster pile a CATASTROPHE CARD is drawn by the next player who throws a Double Six. After this a throw of Double Six is used like any other throw of doubles.

All players may attempt to secure this card in the same way as the Disaster Cards and they should do so as its count is so high that it frequently wins the game for its possessor.

Only one CATASTROPHE CARD is turned up from the pile in each game and when this story is obtained by the first player reaching the scene, **the game ends**.

Players now add up their score from the points on the cards and the one having the highest credit becomes "**Star Reporter**" and **Wins the Game**.

Questions on the play of Star Reporter will be answered gladly by PARKER BROTHERS, INC., Salem, Massachusetts, if a three cent stamp is enclosed with your letter.

Rules for Playing

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STAR REPORTER

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SALEM, MASSACHUSETTS
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For 2 to 6 players

THE IDEA OF THE GAME

Players act as Reporters for the several Newspapers published in the city of "**Urbania**." As in real reporting each player attempts to bring in as much News as possible, to be the first to reach and report on happenings of importance, and to be on the spot as soon as possible after any major disaster or catastrophe has occurred. By so doing he may accumulate credits which make him the "**Star Reporter**" and the **Winner of the Game**.

EQUIPMENT

The game is played on a board representing an airplane view of a countryside on which are shown Roads, Railroads, Cities, Airplane Landing Fields, etc. There are two dice for determining moves, six colored pins, six telephones, and six airplanes for players to use in pursuit of news. There are also three sets of cards as follows: 63 News, 9 Disaster, and 8 Catastrophe.

RULES

(For two to six players)

To Start the Game

Shuffle the three kinds of cards **separately** and place them in three piles **with the illustrated side face down** in any convenient place on the table. Each player then draws one NEWS CARD; and selects as his playing pieces a pin, a telephone and an airplane, all of the same color. He turns his News Card illustrated side up in front of him and sticks his pin in the central city marked "**Urbania**." He retains the telephone until used later in the game and places his airplane on the airport at **Baytown** near **Urbania**. Now all players throw the dice in turn and the player throwing the highest total moves first and is followed by the other players in rotation to the left.

Location of Cities

On his News Card the player will find an **Event noted**, a **City given** where it took place, and the **number of Points** to which he is entitled when he reaches this city. He will also find a letter and number in parenthesis on the card. By means of this letter and number he may locate his city on the map.

AGCA 425
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(**Example!** If his card reads **Middletown (F-10)**, he should follow with his eye an imaginary line from **F** to **F** across the board to the point where it intersects another imaginary line from **10** to **10** up and down the board. Near this intersection **Middletown** will be found.)

Methods of Travel

There are **three Methods of Travel** which a player may use to reach the city where he must pick up his News Assignment. **He must announce his method of travel before throwing the dice.**

METHOD No. 1

He may go by **AUTOMOBILE**, in which case he throws the dice and moves his pin along the road (circles connected by a line) in the direction he wishes to go as many white circular spaces as the total throw of the dice.

METHOD No. 2

He may go by **TRAIN** but in this case **he must be on some city which is on a Railroad or must reach it** by throw of the dice before he can start to use this method of transportation. If his pin is already on a city and he wishes to travel by rail, (and so states), he throws the dice and if **either** of the dice **shows an Even Number** he moves his pin to the next city on the railroad line in the direction in which he wishes to proceed. (He moves in this same way by rail on each turn if one, or two, of his dice has an even number of spots exposed.) On the other hand, if he finds **both dice show odd numbers**, he **cannot move** on that turn, but must wait until, on a following turn, he throws an even number before he can proceed from one city to another by rail.

Examples: Player may move on **4-3, 6-1, 4-4**, etc., but cannot move on **5-1, 5-3, 3-3**, etc.

Note: A player may **change from train to automobile** at any time if he announces before throwing the dice that he wishes to do so, but **he may only change from an automobile to a train** either when he is already on a city or on the turn after he reaches a city by throw of the dice **which need not be exact.**

METHOD No. 3

He may go by **AIRPLANE**. To do this he must travel by train or automobile to an airport. (He need not reach the airport by exact throw.) When he reaches an airport he must throw a total of **7** or **11** to telephone (see below "How to Telephone") for his plane unless it has been left at that particular airport on a previous turn. When he has it at the airport he wishes, with his pin, he must then throw a double on a succeeding turn to fly. When he shakes his double **he may move his pin and plane to any airport on the board.**

At any time a player's piece is on any city, he may telephone to have his plane moved to any airport, but he may not fly unless his pin is on that airport either when he makes the call or when he reaches it later by regular moves of his pin.

Note: The chances of shaking doubles are only one in six so that a player may have to wait at a port several turns before he can fly, but this is a very useful method of travel if a player is compelled to travel all the way across the board.

Planes are all placed at the airport at **Baytown** near **Urbania** at the start of the game. Once a player has used his plane he may leave it at

any airport to which he has flown and proceed with his pin to any part of the board and then if he wishes may telephone and have his plane come to any airport on the board. **He must then reach, or be at, that airport with his pin and shake a Double to fly.**

Obtaining News

As the ordinary run of News is not difficult to obtain by a reporter who reaches the place of the event, it is not necessary for a player to reach the city designated on a News Card by exact throw of the dice. **For example:** A player three spaces away may throw a total of seven on the dice and move three of this seven to reach his city, sacrificing the other four points in order to do so. When a player reaches the city which was noted on the original News Card, he is considered to have obtained the desired information for his paper and may then turn this News Card down in front of him as the beginning of a pile of cards which will count to his credit at the end of the game.

Securing New Assignments

After a player has completed an assignment he may then secure a new News Assignment by drawing another News Card as soon as he returns to "Urbania" (which he need not reach by exact throw) by any method of transportation, or he may prefer to telephone in to his paper to secure a new News Assignment (as explained below).

How to Telephone

At any time when a player's pin is **exactly on any city**, no matter whether it is where he went for News or not, he may telephone to his editor for a new News Assignment, (provided of course that he has completed the assignment he was working on) or to an airport for his plane. To do this, he must put the little telephone piece at the side of his pin on the board, announce he is to telephone, and throw the dice. If he throws a total of **7** or **11** he is considered to have made his connection and may draw a new Assignment (a News Card) if he has telephoned for that, or may move his airplane to any airport on the board if he has telephoned for that. If he does not throw a total of seven or eleven he must wait to throw a seven or eleven on a succeeding turn.

If a player has made several unsuccessful throws when trying for a total of **7** or **11** (which he needs to telephone for a new News Assignment or for his plane) he may decide that he does not wish to try to telephone on future turns, and in this case after announcing his intention and his method of travel and removing his telephone piece from the board before he throws, he may use any other method of transportation to move his pin back to "Urbania" and secure a new News Assignment, or to reach the place on the board where he had intended traveling by plane.

NOTE CAREFULLY: If a player makes a throw to telephone and has not placed his telephone at the side of his pin before throwing, or if he has been trying to telephone and changes his mind and throws to move without removing his telephone before the throw, **he loses that turn.**

Disaster Cards

Players keep moving around the board, as indicated by the cards they draw, gathering items of news with their various credits until some player throws **Double Sixes**. This player does not move, or obtain an air-