

HIS HONOR



THE JUDGE

Rules for Enjoying

Eddie Cantor's New Game

"Tell It To The Judge"

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FOR TWO, THREE, OR FOUR PLAYERS
and as many back-seat drivers as you can tolerate.

The object of this very amusing game is to be the first driver to reach the Club after making a complete circuit of the track.

We promise you that your trip will be a very, very interesting one.

INTRODUCING THE PLAYING PIECES

Your Automobile—the large, fancy wooden piece—1 to each player.

Gasoline—The dice.

Traffic or Signal Lights—One red, one yellow, one green circular piece to each player. (In some Editions of this game these "lights" are smoothly finished, low round wooden pieces—in other Editions they are brass bound pieces.)

Checks—These are the thin disks—10 to each player. They represent 5 mythical dollars each and are used to pay your fines, and also to make your reservation at the Club.

Summons "Tags"—White tickets, printed on both sides. These represent those familiar "tickets" the officer presents to you for violation of traffic rules. Place the entire pack face-up on the table within reach of all players. The "face" of the cards reads "The Judge Says."

"Waiting Cards"—Narrow colored strip cards. Used only when you lose a turn at playing—you'll soon learn how they operate.

NOW THE GAME BEGINS!

1. Select a color and an automobile to match that color. Place your auto on space marked "Garage—start here."

2. Set the "Traffic Lights." Each player places a green circular disk or "Traffic Light" on the space directly in front of him reading "Signal Lights." This indicates that the road ahead is clear.

3. Make your reservation at the Club. Just place one check in the center of the board marked "The Club." Each player, of course, makes a reservation.

4. Now each player throws two dice to determine which auto starts first. The player scoring highest begins the game. Then the play moves around to the player on his right, and so on. **Always keep to the right!**

5. The play of the game is now very simple—just move along the road according to the number indicated by the dice. If the dice read 5, move along five spaces; if 11, why just advance eleven spaces.

Collision!

COLLISION is caused by one car landing on a space already occupied by another car. The car that arrived last draws a ticket. Should a third car land on a space occupied by two other cars, the third driver draws a tag and pays double for cutting out of line.

R. R. Crossing—Stop!

The space on the detour marked "**R. R. Crossing—Stop**" means that no matter what the dice indicate beyond that point you must stop there, until the play reaches you again.

Signal Lights; and How They Operate

It is very simple to operate the **Signal Lights**. For example: If your automobile lands on a space reading, "set red light," just place a red signal disc on space marked "Signal Lights."

Note: Always place the signal disc on the "Signal Light" space that is nearest to your automobile.

This space represents the signal towers that you are familiar with during your travels. No car may pass a red light.

When a red or a yellow light has been changed, a **Green** light must be set immediately to indicate that the road is clear again.

How To Change the Signal Lights!

The Light Can Be Changed only by the car approaching it landing on that space by an exact count of the dice. Example:—Suppose the green car is on the fourth space behind the "Signal Light," and it is green's turn to throw the dice. Ahead of him is the Red Stop signal! He throws the dice. They come out 1 and 6 or a total of 7! He moves up 3 spaces of the 7. That places him right behind the Red Light! Now, when it's his (green's) turn again—he must throw a 1 on either one of his dice before he can advance. Suppose he threw 2 and 2. That totals 4—but he can't move yet. But if he threw a 1 and a 3 he could "split the dice" and use the 1 only, ignoring the count of three on the other die. Now you see this move of one space advances green onto the space **SIGNAL LIGHT**. REMOVE THE RED PIECE and replace it with a green piece. Now the road is clear for all cars to pass until some player sets the signal again!

When the **Yellow** light is set, the same rule applies as to Red with but one exception. That exception is that after changing the Yellow light you may take advantage of the count on the other die and advance the additional spaces indicated on that die. This feature is the only difference between the Red and Yellow lights.

If the **Green** Light is set and you should happen to land on it—you get another turn.

All UNPAID Fines are Automatically Cancelled at the End of Each Game!

"**WAITING CARDS.**" When you are obliged to lose a turn draw one waiting card—hold it in your hand until the play has passed around once—then discard it—and resume play when your turn reaches you again. If you are waiting two turns—draw two waiting cards and discard one each time the play passes you until both cards are discarded. Then continue on the next play.

The **FIRST PLAYER** to reach the **CLUB AFTER MAKING ONE COMPLETE CIRCUIT OF THE TRACK**, WINS THE GAME. He also claims all the checks that have accumulated there during the game.

How You Pay Your Fines

6. If you should advance on to a space that reads, for example, "Too much speed, see His Honor," well then you must draw a "tag" or "ticket" from the top of the pack. **DON'T LOOK AT THE BACK OF THE TAG—YET!** Just place the tag nearby, face-up. You turn your "tag" over only when you drop in and "Tell it to the Judge!" The figure on the back indicates the fine imposed by His Honor. If the tag reads 5, place one check in the center of the board—if it reads 10, place two checks, etc. This is "Paying your fine." Now, keep your "tag" **face-down** nearby. This position indicates that your fine has been paid.

"Telling it to the Judge"

7. There are four Judges along the road. When you have drawn a tag for some violation of the traffic rules you proceed along the road as usual until you come to the first space indicating a Judge. Even though the dice indicate that you may move further along than the space marked "Judge" you must stop when you reach **there**, and turn your tag over and read aloud the fine printed thereon. You lose the balance of your move. **YOU MUST NOT PASS THE JUDGE** if you have an unpaid fine!

"Contempt of Court"

8. If, by any chance, you should pass a Judge and neglect to declare your fine, you **must go back to the last Judge** and **PAY DOUBLE** the amount of the fine printed on the ticket not declared.

Just a Few Things to Remember

9. Use one of the dice only to go through the detours. **USE ONE OF THE DICE ONLY** on the narrow road leading directly to the Club. These are the only two instances where one die is used.

OF COURSE TWO DICE are used until you have actually landed on the narrow Club lane (and that, by the way, also applies to the detours) then **one die only** is used to reach the Club—and by exact count only.

IF YOU NEED "FOUR" TO ENTER THE CLUB AND THROW A "FIVE" YOU CANNOT MOVE—YOU MUST THROW A FOUR OR LESS TO ADVANCE.

Occasionally a player may enter the Club directly from the broad highway **without stopping** along the Club lane. For example, if you are now parked on the space indicating the Judge (after completing the circuit) and your two dice read "10," advance ten spaces and you will be pleasantly surprised to find yourself in your favorite Country Club.

DOUBLETS: When a player throws "doublets," i.e., a throw such as 3-3, or 5-5, after moving pieces for that throw, he is given an additional throw, and if he throws another "Doublet" will have still a third throw, and so on.

ONE CAR MUST NOT PASS ANOTHER CAR on a curve or on the detour even though your dice may advance you beyond the car ahead. You may advance, however, if your dice permit, **to the space directly behind** that occupied by the car ahead. **You must stay in line until you reach the wide stretch of road.**

"Straight 8"

"Straight 8" is played exactly like the regular four-handed game. It permits, however, more players to participate. These additional players are termed "back seat drivers."

For example, suppose a game is in progress and two or three more of your friends drop in to pay you a visit. They would naturally want to join in the fun.

Invite the newcomers to choose a car in which to ride to the club. One selects the blue, another the red car, and one thinks the yellow car will be the first to reach the club. Of course, if a fourth person should arrive he will be assigned to the remaining car—the black one. Explain to the "back seat drivers" that their part in the game is to share all expenses of the trip. This means that when their driver makes the reservation at the club by placing one check in the center of the board—they, too, must do likewise. Then again, when the Judge fines the driver, say \$10, the back seat driver also places two checks in the center of the board.

The first car to reach the Club wins the game. The driver of that car and his passenger or "back seat driver" divide the checks that have accumulated during the trip. Should there be an uneven amount of checks to divide, the odd check must be left in the center, and will be collected by the fortunate winners of the next game.

"V 12"

This is a variation of Straight 8 and permits as many as 12 persons to play at one time; one driver and TWO passengers or "back seat drivers" to each car.

Drivers and passengers share expenses just as in **Straight 8**. The **only difference in play** between **V 12** and **Straight 8** is at the conclusion of each game. This is the **BIG MOMENT**. Instead of dividing the checks as in **Straight 8**, the winning driver and his passengers throw the dice, and the player throwing the **highest** number claims all the checks in the center of the board.

We know you will enjoy this new game and we hope you will tell your friends about it.



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