

# IMPROVED GAME WITH PENALTIES

The DELAY CARDS, Collision, Puncture, Out of Gasoline, bear printed instructions as to penalties.

If your opponents are in "City-Limits" and you play a "COLLISION" card upon your Opponent's pile, you are entitled to take a 15 Miles card from his Miles piles, or if they are in the "Country" you may take a "30 Miles" card from his Miles piles. THESE FORFEIT CARDS ARE TAKEN ONLY FROM THE 15 AND 30 MILES PILES—NEVER FROM THE 1 AND 3 MILES PILES. If your opponents are in the "COUNTRY" and you play a "PUNCTURE" on their pile, you may take 15 Miles. (In the "City," there is no penalty for a "PUNCTURE.") Penalties are paid to the DISCARD pile.

If your Opponent has not sufficient 15 or 30 Miles cards to pay the forfeit, you take only what he has, and he does not go "in the hole" for what he has not. For a 30 Miles forfeit you may take either one 30 Miles card or two 15 Miles cards as you choose. If the forfeit is for "15 Miles" and your opponent has only "30 Miles" cards, you take no forfeit.

NOTE.—After you have completed your "30 Miles Pile" by "parking" two "30 Miles" cards, you may avoid danger of loss of these cards as a penalty by playing a CITY-LIMITS card on your own COUNTRY. They then run no risk of being captured unless a COUNTRY card is again played on this pile.

## FORFEIT

If any player "exceeds the speed limit" by playing a "30 Miles" card while "CITY-LIMITS" governs his game, he is said to have exceeded the speed limit, and as a fine for so doing, forfeits the "30 Miles" card to DISCARD.

The above-named plays are based upon the well-known fact that an automobile is allowed to run faster out in the country than upon crowded city thoroughfares.

"CITY-LIMITS" and "COUNTRY" cards can be played, in any turn, AT ANY TIME in the game, regardless of whether the player be "DELAYED," in need of GO, etc.

## PROGRESSIVE TOURING

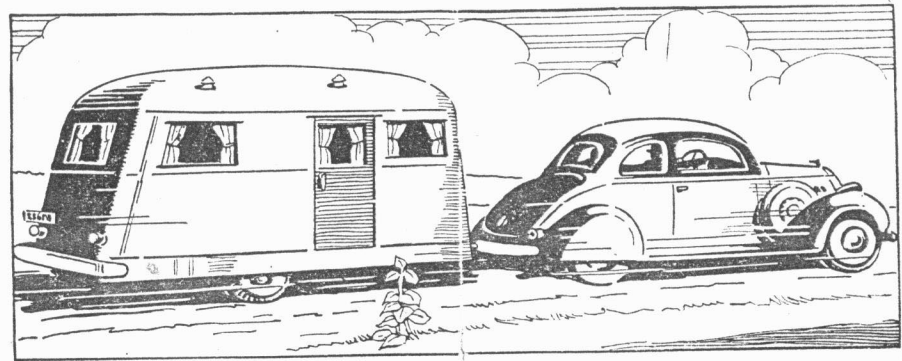
As a Progressive game TOURING may be played in different ways. The following, however, is generally used.

Players are seated four at a table, those opposite being partners. The Host decides whether the game with or without penalties is to be played, and so notifies the guests. The games proceed at all the different tables at the same time. At the end of twenty minutes the HOST strikes a bell or blows a whistle, and play immediately ceases, the partners having, at the moment of the stroke of the bell, the most Mileage accomplished, being the WINNERS and move up to the next higher table, where they separate, each taking a new partner. (NOTE.—The mileage made by partners is allowed as a Court for each of the partners when they separate.) The defeated partners separate but remain in at the same table. If in the course of twenty minutes, a game is completed at any table, another game is immediately started at the same table, the total Mileage of both games, as far as continued, being added together to find which set of Partners has the highest score.

When, in the opinion of the Host, the progressive game has continued a satisfactory length of time, he again strikes the bell. He then makes the awards to the PLAYERS HAVING MADE THE GREATEST TOTAL MILEAGE.

Sometimes an Umpire is used, who settles any questions that may arise and who, at the stroke of the bell, visits the different tables and records the scores of the different players, thereby saving the players themselves the necessity of making the record.

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# RULES FOR PLAYING THE GREAT AUTOMOBILE CARD GAME "TOURING"

TRADE MARK

## A RACE OF 110 MILES

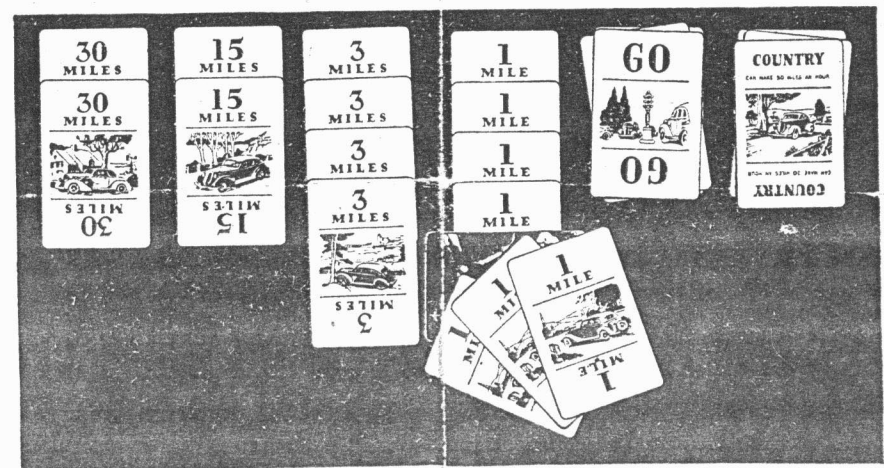
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NOTE.—As the game TOURING is original in play and amusement, differing radically from all other games, it is suggested that beginners obtain a thorough understanding of the general rules by carefully reading before starting their first game. The pleasure of the game correctly played will reward them amply.

The game consists of 99 cards as follows:

19... 1 Mile	12... 30 Miles	8... Gasoline	2... Puncture
10... 3 Miles	15... Go	4... City Limits	5... Country
10... 15 Miles	8... Hauled in	3... Collision	3... Out of Gasoline

THE OBJECT OF THE GAME is to score 110 miles by completing a set of Mileage cards as shown in illustration below. To accomplish this, one not only builds up Mileage as quickly as he may, but also adds to the excitement by obstructing his opponents by the play of DELAY cards upon their GO cards.



Above illustration shows the WINNER'S SET of MILE CARDS completed, an unobstructed GO card, and a COUNTRY card (which allows play of "30 Miles" cards.)

A GO card is always present before mileage may either start or progress. (The GO card above-displayed covers an opponent's DELAY card, which it has overcome.)

TO WIN, SIXTEEN MILEAGE CARDS ARE REQUIRED AS FOLLOWS:

EIGHT 1 MILE cards, FOUR 3 MILE cards, TWO 15 MILE cards, TWO 30 MILE cards.

As soon as the "1 Mile" and "3 Miles" groups are completed they may be turned face down to indicate completion. The "15 Miles" and "30 Miles" group are subject to loss in payment of penalties throughout the game, and are not turned face-down.

## THE CARDS

**GO CARDS** are very important. An undelayed GO card must be displayed beside your playing-space, otherwise your side cannot play any MILEAGE card, except to the DISCARD PILE (though you may, regardless of this, play a GO, of course, or play a DELAY card upon your Opponent's GO, in any turn, or you may play a CITY-LIMIT or COUNTRY card, etc.).

**MILEAGE CARDS.** 1 Mile, 3 Miles, 15 Miles, may be played in City-Limits or Country. 30 Miles is playable only when one's COUNTRY card is displayed.

**DELAY CARDS.** PUNCTURE, OUT OF GASOLINE, COLLISION may be played upon an Opponent's GO card to delay Opponent's progress, as Opponents must, before making any further Mileage, play upon PUNCTURE a GO card;—upon OUT OF GASOLINE first a GASOLINE card and then a GO;—upon COLLISION first a HAULED IN and then a GO card.

**COUNTRY.** The high Mileage cards "30 Miles" cannot be played unless that player or side has played a COUNTRY card beside his GO card. (The privilege of playing a 30 Miles card is cancelled when an Opponent plays CITY-LIMITS card upon your COUNTRY.)

**CITY LIMITS.** The use of a CITY-LIMITS card is chiefly for play upon an Opponent's COUNTRY card (making it impossible thereby for the Opponent to play "30 Miles" cards until he covers the CITY-LIMITS with another COUNTRY card). Each side must have a pile for its COUNTRY and CITY LIMITS cards.

1 Mile, 3 Miles, 15 Miles cards may be played whether a CITY-LIMITS is displayed or not. It is understood Player is in CITY-LIMITS, unless COUNTRY card is displayed.

## NUMBER OF PLAYERS

The game is preferably for Two, Three, Four or Six players. When FOUR take part, play a Partnership Game, two against two, the partner who plays first to the table creating the playing or "parking" space for his side, both partners playing upon the same set of piles. If SIX players take part, three play against three.

When THREE ONLY play the game, take one of each of the "DELAY" cards out of the pack, and limit the race to Seventy Miles, by building up the piles as follows:—Four "1 Mile" cards; two "3 Miles" cards; two "15 Miles" cards, and one "30 Miles" card.

## PLAYING

SEE THAT THE CARDS ARE THOROUGHLY SHUFFLED before being dealt. This is VERY NECESSARY.

To start the game of TOURING, the player chosen as Dealer shuffles the entire pack thoroughly, deals out FIVE cards to each player and places the rest of the pack face downward, in the Center of the table. This is the Drawing Pile.

Each player holds his five cards, called his "Hand." The player at the left of the Dealer then draws the top card of the "Drawing Pile" to his Hand. If he holds or has drawn a GO card, he immediately plays the GO card to the table in front of him, thereby creating the "park" or playing space for himself and partner.

If he has no GO card, he discards FACE-UP to the center of the table alongside the DRAWING PILE, any one of the six cards in his hand, thus keeping only five cards in his hand. The new pile thus started face-up is called the DISCARD-PILE and all discarded cards are played on this pile.

The next player then draws top card of "Drawing Pile," plays a GO card if he has it, and if not discards one card to "DISCARD PILE." Each player, in his turn, first draws a card and plays or discards as the case may be. Thus, he always has six cards from which to select his play, and only five left in his hand after playing.

The turn passes to the left, each player first drawing one card and then playing or discarding one, as his turn, his object being to add to his (or his side's) mileage, or delay his opponents.

The "GO" card is really the admittance card of the game. After a GO card has been played, it is effective for that player and his partner until an Opponent plays a DELAY card upon it.

In any stage of the game, after an Opponent has played a DELAY card upon your GO, a GO card must again be secured and played before you can go on scoring again. (See DELAY CARDS, page 2.)

A COUNTRY card must have been played and exposed at the side of the GO card before a "30 Miles" card may be played. The other Mileage cards are playable at all times if a GO card is present. A CITY-LIMITS card played upon a COUNTRY card destroys the right to play the "high speed" 30 Miles cards.

WHEN THE DRAWING PILE IS EXHAUSTED, ALL CARDS in the DISCARD PILE and ALL CARDS in the GO Piles except the top card of each pile, and also ALL CARDS in the Piles containing COUNTRY and CITY-LIMITS cards with the exception of the top card of each pile are picked up by the Dealer, very thoroughly reshuffled, and placed in the center of the table face-down to constitute the new DRAWING PILE.

Good judgment in the use of DELAY and COUNTRY cards and in Discarding will do much toward winning.

The game proceeds until WON by the side or player first scoring 110 Miles.

NOTE.—The 15 Miles penalty indicated upon the "Puncture" card, and 15 or 30 Miles penalty indicated upon the "Collision" card apply only when playing the improved game with penalties.

## Some NOTES and REMINDERS

At the beginning of the game, the pieces are supposed to start from a point within city-limits; hence, the card "CITY-LIMITS" governs the Game WITHOUT PLAYING THAT CARD, until one plays the card "COUNTRY."

The principal use, therefore, for CITY-LIMITS cards is to restrict your Opponent's speed by playing on his "COUNTRY."

CITY LIMITS (which allows the play of 1, 3 or 15 Miles cards, providing always the "GO" card is not covered with a "DELAY" card) is always in effect throughout the game, unless a player or side has played a "COUNTRY" card, in which case he may play any mileage card, including the 30 Miles card. A player may at any time play "CITY-LIMITS" upon Opponent's "COUNTRY" card, or play a "COUNTRY" card to his own playing space to free himself from the restriction of "CITY-LIMITS." A player may at any time play a "DELAY" card upon his Opponent's "GO" card, thereby stopping for a time his Opponent's play of mileage cards.

If a player (or his side) cannot play Mileage because he has no undelayed GO displayed on the table, his play (according as his Hand and judgment allows) will be one of the following cards, namely:

A GO (or if first needed GASOLINE or HAULED IN) or COUNTRY to his own playing space, or CITY-LIMITS to his Opponent's space, or a DELAY CARD on Opponent's GO. Otherwise he plays his least needed card to DISCARD pile.

Each player, when his turn comes to play, draws one card from the top of the Drawing Pile, so that he has in his hand SIX cards from which to select the one he wishes to play. This card must always be drawn BEFORE the play is made, not afterwards.

The drawing and playing of ONE card, whether to Mileage, Discard or elsewhere, constitutes a play. You may play the card you draw or any one from your Hand.

A player may be delayed by an Opponent as soon as he has played a GO card, thereby delaying his start.