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# WINGS

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## THE AIR MAIL GAME

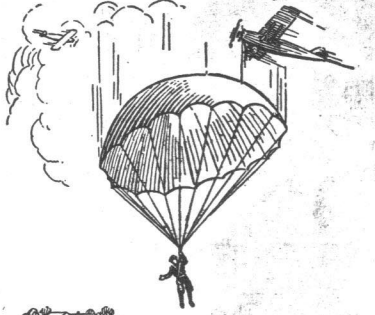
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PARKER BROTHERS INC.  
SALEM, MASS. NEW YORK, LONDON

*[Faded, illegible text from a document or card, likely related to the game's instructions or rules.]*

**DESCEND BY  
PARACHUTE**  
LOSE NEXT TURN



**DESCEND BY  
PARACHUTE**  
LOSE NEXT TURN

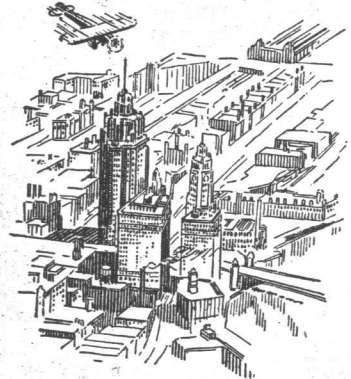
**3 LEAVES MAIL AT  
PHILADELPHIA**



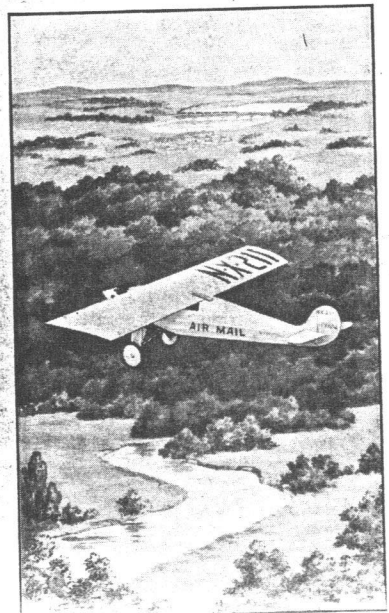
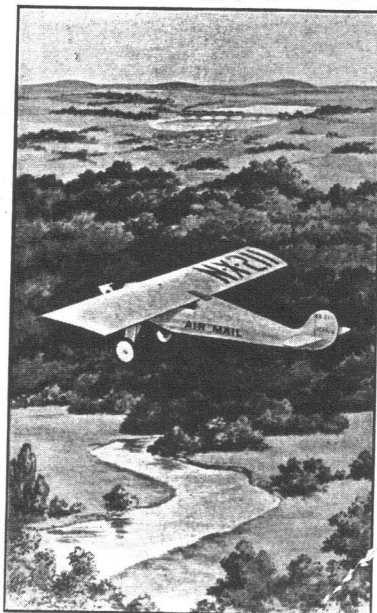
**3 LEAVES MAIL AT  
PHILADELPHIA**



**8 LEAVES MAIL AT  
CHICAGO**



**8 LEAVES MAIL AT  
CHICAGO**



*Blue*

*Red*

leases a **DELAY** card from his Building Pile and if he **CAN PLAY FROM HIS HAND** in sequence to his Building Pile he continues as before **and then** as his **LAST PLAY** he again draws from the Blue Back'd Drawing Pile.

If he **CANNOT** continue to build from his hand he **does not draw again** and the turn passes to the player at his left.

When a **RELEASE** card is drawn and that player's Building Pile **IS NOT blocked** by a Delay Card the Release card is **discarded** and the turn passes to the player at his left.

When the cards in **either** of the **Discard Piles** are exhausted they are again **very thoroughly reshuffled** and placed **face down** in the center of the table as previously explained.

While the game contains a great element of chance, yet it will be found that the **Winner** in most cases is the one who has used **good judgment** in his **discarding, passing of Transfer Mail** and in the **accumulation of the proper sequences** in his hand together with **knowing at all times the denominations of the top cards on his opponents' Building Piles.**

If, after becoming familiar with the play, a tighter game is desired remove **ONE** or even **TWO** of the Release Cards from the Blue Back'd pack but **never more than TWO.**

## DIRECTIONS FOR PLAYING

# WINGS

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## The Air Mail Game

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For Two, Three or Four Players

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**PARKER BROTHERS, Inc.**

Salem, Mass. New York. London.

### DESCRIPTION

An entirely new principle in card games based upon Aviation and particularly the landing of **AIR MAIL** at Twelve of the leading Cities of the United States, in which the contesting players deliver their mail by drawing cards and playing them in sequence onto their individual building piles from No. 1 Boston (Across the Continent) to No. 12 San Francisco.

A novel feature is the use of a **RED Back'd pack** and a **BLUE Back'd pack**. A player's turn consists of drawing, playing (and discarding) from the **RED Back'd pack**, then drawing, playing (and discarding) from the **BLUE Back'd pack**, each turn resulting in a comprehensive and most interesting type of play.

There are 99 cards, comprised of 72 RED Back'd "MAIL Cards" and 27 BLUE Back'd "DELAY and RELEASE Cards".

**THE RED BACK'D CARDS ARE AS FOLLOWS :**

- |                       |                         |
|-----------------------|-------------------------|
| 8..No. 1 Boston       | 6..No. 7 Detroit        |
| 7..No. 2 New York     | 6..No. 8 Chicago        |
| 6..No. 3 Philadelphia | 6..No. 9 Minneapolis    |
| 6..No. 4 Baltimore    | 6..No. 10 St. Louis     |
| 6..No. 5 Washington   | 5..No. 11 Denver        |
| 6..No. 6 Cleveland    | 4..No. 12 San Francisco |
- These "MAIL Cards" are known as the "BUILDING PILES Cards."

**THE OTHER PACK, THE BLUE BACK'D CARDS ARE AS FOLLOWS:**

- 3...HIGH SPEED, Take Another Turn Cards
- 3...DESCEND by PARACHUTE, Lose Next Turn Cards
- 3...TRANSFER MAIL Cards
- 8...DELAY Cards
- 10...FAIR WEATHER, Release Cards

These cards are known as the "DELAY" and "RELEASE" cards.

*Note—As the game WINGS 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 careful reading and also become familiar with the cards before starting their first game. The pleasure of the game correctly played will reward them amply.*

**THE OBJECT OF THE GAME** is for all contesting players to deliver mail at the TWELVE CITIES by playing cards from their hands onto their own building piles. These piles are started with a No. 1 BOSTON card, then No. 2 NEW YORK, No. 3 PHILADELPHIA and so on consecutively until a No. 12 SAN FRANCISCO card has been played. The player first succeeding in COMPLETING his BUILDING PILE in this manner WINS THE GAME.

Before beginning the game the cards as designated by the RED Backs and the BLUE Backs are divided one from the other into TWO SEPARATE PACKS.

**THE CARDS**

The RED BACK'D or BUILDING PILES CARDS are those which are dealt by the Dealer to the players and used to make up their playing hands.

The BLUE BACK'D or DELAY and RELEASE CARDS are only used by being drawn from their Drawing Pile and played as hereinafter described or discarded always face up to the BLUE BACK'D Discard Pile as follows:

HIGH SPEED CARDS when drawn are always immediately discarded to the Discard Pile and the player who has drawn one TAKES ANOTHER TURN as instructed on that card, that is, he draws again from the RED BACK'D DRAWING Pile and continues to play as before.

**DESCEND BY PARACHUTE CARDS** when drawn are placed **face up** in front of the player drawing them (but not on his Building Pile) as a reminder to himself and the other players that he is to **LOSE** his **NEXT TURN** and on that next succeeding turn he cannot draw from the **RED BACK'D Drawing Pile** but lifts the "**LOSE NEXT TURN**" Card and discards it to the **Blue Back'd Discard Pile**, the turn then passing to the player at his left.

**TRANSFER MAIL CARDS** when drawn are **immediately discarded** to the **Blue Back'd Discard Pile** and the player drawing one calls out "**TRANSFER MAIL**" when each player must pass the **ONE** most undesirable card from his hand to the player at his left. This transfer of cards **must be made at one time** as players must **retain** the original card passed to them and are not permitted to **REPASS** the card just received from the player at their right.

**DELAY CARDS** are used to **Delay Any Opponent's** progress by playing them when drawn onto the other player's Building Piles, and should of course be played on **that opponent's Pile** who is **furthest advanced** with his **Building Pile**.

In case **ALL Building Piles** are covered or blocked with a **Delay Card** or any player has not started his **Building Pile**, then the **Delay Card** just drawn is **discarded** to the **Blue Back'd Discard Pile**.

**FAIR WEATHER** or **RELEASE CARDS** are used only to **release a Delay Card** from any player's

**Building Pile** and when drawn the **Delay Card** on that **Player's Building Pile** is **lifted and discarded together with the Fair Weather Release Card** just drawn to the **Discard Pile**. In case there is **NO Delay Card** on his **Building Pile**, the **Release Card** is **immediately discarded** to the **Blue Back'd Discard Pile**.

#### NUMBER OF PLAYERS

The game is **preferably for Four players** although **Two or Three** can play. When **THREE** take part remove **ONE** No. 1 Boston and **ONE** No. 2 New York cards from the **RED BACK'D** pack. When **TWO** take part remove **TWO** No. 1 Boston and **ONE** No. 2 New York Cards.

**THE DIAGRAM** on pages 8 and 9 in the middle of this book illustrates a **Game in Progress** by **Four Players**, showing the cards on the table and in which **ALL** have started their **Building Piles**.

In the **Center of the Table** and in **Front of the Dealer** **NOTE** the position in which the **Drawing Piles** of both the **RED BACK'D** and **BLUE BACK'D Packs** are placed and also the position of the **Discard Piles** of **both** these packs to which the **Players' Cards** are **Discarded**.

**A**—is the **Dealer** and has started his **Building Pile** with a **No. 1 Boston** card but must **Lose his Next Turn** because he has drawn a "**Lose Next Turn**" card, which will be noted **played face up** beside his **Building Pile**.

**B**—has played Three Cards to his Building Pile and he **cannot** continue building until he is able to play a **No. 4 Baltimore card** which is **NEXT** in sequence.

**C**—has played Two Cards but has been **BLOCKED** by one of the other players who has played a **DELAY CARD** onto his Building Pile and **cannot** continue to build until he has drawn a **Fair Weather RELEASE CARD** from the Blue Back'd pack and **thus released the Delay Card**.

**D**—has played Five Cards to his Building Pile and he **cannot** continue building until he is able to play a **No. 6 Cleveland card** which is **NEXT** in sequence.

## PLAYING

**FIRST SEE THAT THE CARDS OF BOTH PACKS ARE VERY THOROUGHLY SHUFFLED SEPARATELY** before being used. This is **VERY NECESSARY**.

**To Start the Game** the players cut the **Red Back'd pack** in turn and the one drawing the highest card (No. 12 San Francisco is high) is the dealer (in case of a tie those players cut again). On **subsequent deals** the player **to the left** of the previous dealer **becomes dealer**.

The dealer now shuffles the entire pack **thoroughly**, deals out **FIVE CARDS one at a time** in rotation from left to right to each player and places the rest of the pack, **FACE DOWN**, in the Center of the table. This is the **DRAWING PILE** of the Red Back'd pack.

6

The **Top Card** is then **removed** by the dealer and placed **FACE UP** at the right hand side of this Drawing Pile, which forms the **beginning of the Red Back'd DISCARD PILE**.

At the **same time** the dealer is **shuffling** the Red Back'd pack the **player at his left** takes the **Blue Back'd pack**, shuffles it thoroughly and places the **entire pack FACE DOWN** at the left of the Red Back'd Drawing Pile. This is the **DRAWING PILE** of the Blue Back'd pack.

The **Discard Pile** of this **Blue Back'd pack** is started **AFTER the play begins** by discarding cards **always FACE UP** at the left of this Drawing Pile (see illustration on Pages 8 and 9 in the middle of this book).

**Each player** now **examines** his five cards herein-after called his "**Hand**". The **player at the left** of the Dealer **starts the play** by drawing the **Top Card** from the **RED BACK'D Drawing Pile OR the Face Exposed Top Card** of its Discard Pile, in case that particular card is of value to his hand. This optional rule of drawing from either of these two piles applies throughout the game. Thus, he **always has SIX CARDS** in his hand **after the draw and before beginning** to play or discard.

If he holds or has drawn a **No. 1 Boston Card**, he **immediately** plays it **face up** to the table in front of him thereby starting **HIS BUILDING PILE**. Should he also hold a **No. 2 New York Card** and possibly a **No. 3 Philadelphia Card**, or **even more**

7



PLAYER'S BUILDING PILE

B

**BLUE BACK PACK**



DISCARD PILE



DRAWING PILE



A  
"LOSE NEXT TURN"  
CARD IS PLAYED IN THIS POSITION



DEALER'S BUILDING PILE

8

PLAYER'S BUILDING PILE



SHOWING HOW A DELAY CARD IS PLAYED

C

**RED BACK PACK**



DRAWING PILE



DISCARD PILE

D



PLAYER'S BUILDING PILE

Note.—Illustration of Players "A" and "C" cards are shown off center only to avoid the fold in book.

9

**cards in direct sequence**, these shall be immediately played in their **order of sequence** on to the No. 1 Boston card with which he has already started his Building Pile.

Following this play to his Building Pile he again draws from the RED BACK'D Drawing Pile OR its Discard Pile as many cards as he has just played to his Building Pile, thus refilling his Hand to SIX CARDS and continues to play if possible by building in sequence as before, because—a player's turn shall continue until he can no longer play a card from his Hand to his Building Pile.

**EXAMPLE:** If he had played only a No. 1 Boston card he would draw but ONE card but if he had played a No. 1 Boston,—No. 2 New York and—No. 3 Philadelphia cards he would draw THREE cards, thus refilling his hand in either case to SIX CARDS.

In case he now cannot continue to play by adding to his Building Pile he shall discard his most undesirable card to the Discard Pile thus leaving FIVE CARDS in his hand after the discard.

Always REMEMBER that the order of play from this Red Back'd pack is FIRST DRAW then play if possible, and if so, then REDRAW and REPLAY and finally DISCARD.

Following this discard he now draws the Top Card from the BLUE BACK'D Drawing Pile and follows the instruction specified thereon as previously explained under the heading of "THE CARDS".

The play now passes to the player at his left EXCEPT . . . . . that he shall have drawn a "High Speed Take Another Turn" Card, in which case this card is discarded face up to the Blue Back'd Discard Pile and he continues to Draw from the Red Back'd Drawing Pile, play if possible and discard as before, OR . . . . . in case his Building Pile has been BLOCKED by a DELAY CARD and he shall have drawn a RELEASE CARD the Delay Card is lifted and both cards are discarded face up to the Blue Back'd Discard Pile and the turn passes to the player at his left UNLESS . . . . . following this play he holds a card or cards in his hand that can be played in sequence on to his building pile when he shall continue to play and then again draw from the Red Back'd pack as before.

This can occur when a player's Building Pile has been blocked by a Delay Card and he has been able to obtain the next highest card in sequence to that on the top of his Building Pile through drawing and discarding in the course of his regular playing turn and has not been able to play it during that turn on account of his failure to draw a Release Card necessary to lift the Delay Card because . . . . .

A player does not lose his turn from the fact that his Building Pile is blocked by a Delay Card but continues to draw and discard with judgment in an endeavor to so benefit his hand by accumulating the most desirable and complete sequence possible in order to continue his play with as many cards as his hand allows to his Building Pile immediately following his release of the Delay Card.



**NOTE**—When a player for any of these reasons shall **after drawing** from the **BLUE BACK'D PILE** be fortunate enough to be able to continue his play by **drawing** from the **RED BACK'D PILE** he must, following the final discard from his Hand, **again REDRAW** from the Blue Back'd Pile because—the **LAST PLAY** of each player is to **draw a card** from the **BLUE BACK'D DRAWING PILE**.

**WHEN THE RED BACK'D DRAWING PILE IS EXHAUSTED, ALL CARDS** in its **DISCARD PILE** are picked up by the Dealer, **very thoroughly reshuffled**, and placed **FACE DOWN** in their original position to form a new **DRAWING PILE**. The top card is then removed and placed **FACE UP** to form a new **DISCARD PILE**.

**WHEN THE BLUE BACK'D DRAWING PILE IS EXHAUSTED, ALL CARDS** in its **DISCARD PILE** are picked up by the Player at the left of the Dealer, **very thoroughly reshuffled**, and placed **FACE DOWN** in their original position to form a new **DRAWING PILE**.

The game proceeds **until WON** by the player who has first succeeded in **leaving his Air Mail** at **ALL TWELVE CITIES** by **completing his Building Pile** through playing his cards consecutively from No. 1 Boston (Across the Continent) to No. 12 San Francisco.

### **IMPORTANT POINTS TO REMEMBER**

**At any stage of the game**, after an Opponent has played a **DELAY** card upon your Building Pile you

**cannot continue building** on it **until** you have drawn a **RELEASE** card from the Blue Back'd pack but **shall continue** to Draw and Discard in your regular turn from the Red Back'd pack.

**Delay Cards** are **BLOCK** Cards and when drawn should be played on to that opponent's Building Pile who is **furthest advanced** with it, as the **object** of these Delay Cards is to **retard your opponents** from building as much as possible.

When a player's building pile is **blocked** with a **Delay card** and in drawing a Release card **he can continue** to play from his hand, **he does not draw** in this case from the Red back'd drawing pile **before playing**, but **immediately plays from his hand** to his building pile **following which he draws** to fill his hand to six cards from the Red Back'd drawing pile.

The reason for this is that the other players may be sure **he was able to continue** the play from his hand **without redrawing**.

Good judgment in discarding as well as in **Transferring Mail** will do much toward winning as the **object of building sequences** in your hand so that **more than one card in one turn** can be added to your Building Pile is most important.

Each player, when his turn comes to play, draws **ONE** card from the top of the Red Back'd 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 after.

If you play **MORE** than **ONE** card in sequence to your Building Pile your next draw is the **number of cards played** so as to fill your hand to **SIX** cards as the Hand must **always be filled before the next play begins**.

When you can **no longer play** to your Building Pile one of your cards must be discarded leaving **FIVE cards in your hand**.

When the **exposed top card** of the Discard Pile of the **RED BACK'D** pack will **increase the value** of a player's hand it should always be drawn **instead** of the top card of the Drawing Pile, because you do not know what the top card of the Drawing Pile will be.

It is therefore important that players shall **remember the top cards** on their **Opponents' Building Piles** and **especially** those at their direct left hand so that they will not discard a card which **that player may need** on his next draw to continue playing on to his Building Pile or to better that player's hand in the building of a sequence which you feel he might be trying to obtain.

Watch this particularly when a **DELAY card** is played and **covers the top card** of a Building Pile as this **DELAY card cannot be lifted** at the request of another player.

At the **beginning of the game** it is of course advisable to discard a card in duplicate in your hand or a high denomination card in order to start your Building Pile as soon as possible and **hold as many low sequence cards** as possible, **unless** in so discarding you are playing into the Hand of an opponent at your left.

In case the player at your left is **BLOCKED** with a "Lose Next Turn" card it is necessary to **watch the SECOND player at your left** who will be the next to draw following your discard play.

In case there is **ONLY ONE** card in the Red Back'd Discard Pile and that is drawn by any player the Dealer immediately removes the top card from the Drawing Pile and places it **Face Up** to form a **new Discard Pile** as there must **ALWAYS** be **at least ONE card FACE UP** in this Discard Pile.

As the game progresses sequences in the hands will develop with increased frequency and when a "**TRANSFER MAIL**" play may be called a card must **ALWAYS be passed** to the player at your left even though the sequence value of your hand may be affected by it. (See **TRANSFER MAIL CARDS** under the heading of "**THE CARDS**".)

Keep your **BUILDING PILES** and the **RED BACK'D** Discard Piles **neatly piled** in order that the opposing players **cannot see** the cards beneath the top card.

The Blue Back'd Cards are **never held in the hand** but played or discarded as previously explained.

The **LAST PLAY** of each player's turn after he has discarded the Sixth card from his hand to the Red Back'd Discard Pile is **ALWAYS** to draw **ONE card** from the Blue Back'd Drawing Pile **EXCEPT . . .** when a "**Take Another Turn**" card is drawn he continues as before **OR . . .** when a **RELEASE card re-**