

DIRECTIONS FOR PLAYING  
**AVIATION**

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**THE AIR MAIL GAME**

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For Two, Three or Four Players

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**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 from Boston to San Francisco.

A novel feature is the use of a **RED Pack** and a **BLUE Pack**. A player's turn consists of drawing, playing (and discarding) from the **RED Pack**, then drawing, playing (and discarding) from the **BLUE Pack**.

There are 99 cards, 72 **RED "MAIL Cards"** and 27 **BLUE "DELAY" and "RELEASE" Cards**.

## THE RED 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 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.

**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** 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** 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 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 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 Drawing Pile** but lifts the "**LOSE NEXT TURN**" Card and discards it to the **Blue Discard Pile**, the turn then passing to the player at his left.

**TRANSFER MAIL CARDS** when drawn are immediately discarded to the **Blue 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 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 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** pack. When **TWO** take part remove **TWO** No. 1 Boston and **ONE** No. 2 New York Cards.

**THE DIAGRAM** on page six in 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.

## PLAY

**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 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 Pack**.

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 DISCARD PILE**.

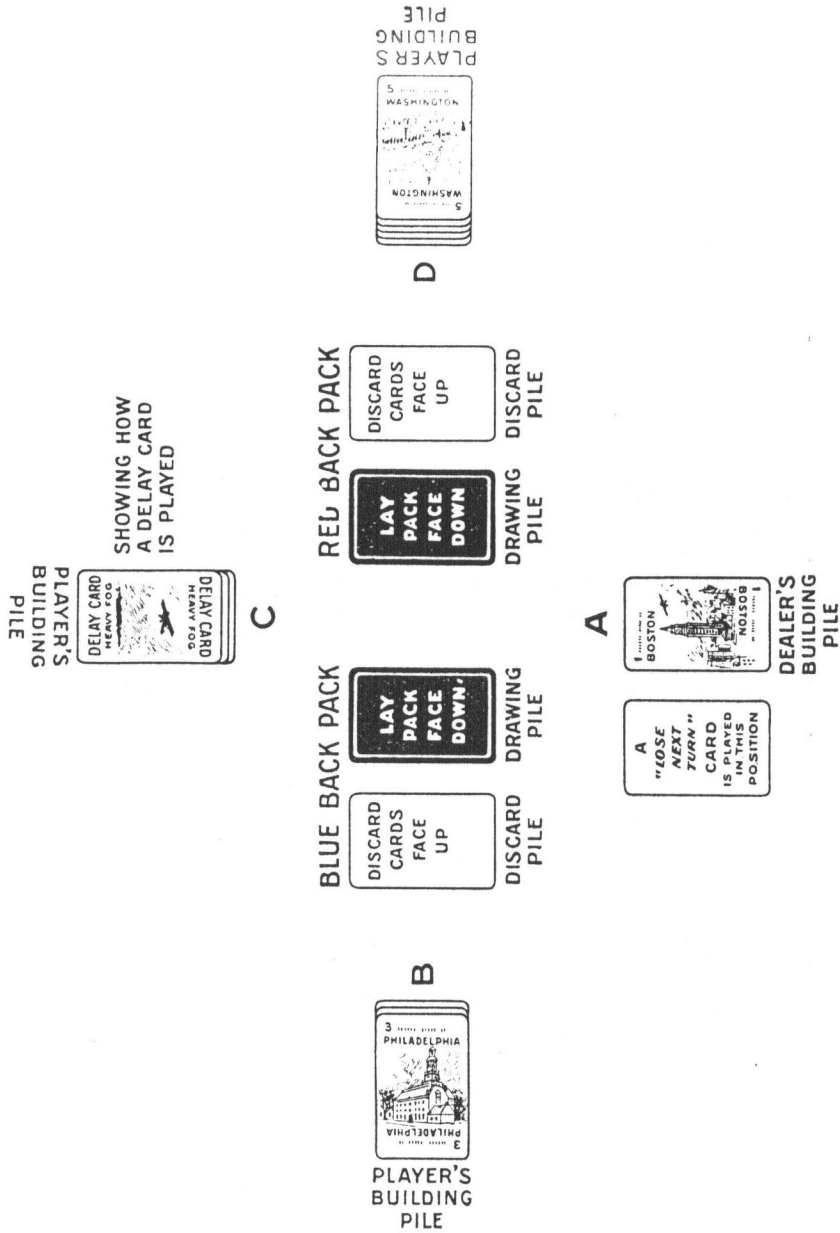
At the same time the dealer is shuffling the **Red Pack** the player at his left takes the **Blue Pack**, shuffles it thoroughly and places the entire pack **FACE DOWN** at the left of the **Red Drawing Pile**. This is the **DRAWING PILE** of the **Blue pack**.

The **Discard Pile** of this **Blue Pack** is started **AFTER** the play begins by discarding cards always **FACE UP** at the left of this **Drawing Pile** (see illustration on page six in this book).

Each player now examines his five cards in his "Hand". The player at the left of the Dealer starts the play by drawing the **Top Card** from the **RED Drawing Pile** OR the **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 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 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



SHOWING HOW  
A DELAY CARD  
IS PLAYED

PLAYERS  
BUILDING  
PILE

RED BACK PACK

BLUE BACK PACK

DISCARD  
CARDS  
FACE  
UP

LAY  
PACK  
FACE  
DOWN

LAY  
PACK  
FACE  
DOWN

DISCARD  
CARDS  
FACE  
UP

DISCARD  
PILE

DRAWING  
PILE

DRAWING  
PILE

DISCARD  
PILE

A



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

DEALER'S  
BUILDING  
PILE

PLAYERS  
BUILDING  
PILE



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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 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** 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 Discard Pile** and he **continues** to Draw from the **Red 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 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 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 so to 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 PILE** be fortunate enough to be able to continue his play by **drawing from the RED PILE** he must, following the final discard from his Hand, **again REDRAW** from the Blue Pile because—the **LAST PLAY** of each player is to **draw a card** from the **BLUE DRAWING PILE.**

**WHEN THE RED 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 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.