

7. A violator must be caught before the dice have made a complete circuit of the table and are back in his hands. Exception: The one exception to this rule is in the case where the offense is that of carrying more than one passenger of the same zone or color. Such an offender is subject to arrest any time before he reaches the depot.

Section 9 — SCORING FEATURE

1. Passengers are valued as follows; Blue, 4 points each; Red, 3 points each; Green, 2 points each; and Yellow, 1 point each.
2. When all the passengers have been brought in, the person having highest score wins.

Section 10 — CONCERNING SCOUT CARS

1. Scout cars are not permitted to speed.
2. Scout cars may stop on traffic lights, go the wrong way on the "One-way" streets, make "U" turns at "No U Turn" intersections, and make left turns at "No Left Turn" intersections.

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CABBY!

The Game with Rules Made to Be Broken

TRADE MARK

Directions

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TRAFFIC RULES and REGULATIONS

Section 1 — EQUIPMENT

Equipment for CABB Y consists of the playing board, 3 pair standard dice, 6 dice cups, 6 cabs, 6 police scout cars, and 28 Passengers. (Cabs have staff for holding passengers—scout cars are plain.)

Section 2 — OBJECT OF THE GAME

The main object of the game is for Cabs to pick up passengers and bring them into the depot. The secondary object is for a player to follow opponents' cabs with his scout car in order to arrest any cab violating regulations. In other words, a player attempts to secure as many passengers as possible with his cab and uses his scout car to hinder the progress of opponents' cabs.

Section 3 — BEGINNING THE GAME

1. CABB Y may be played by any number of people from two to six.
2. Each person selects a cab and a scout car of matching colors. The cabs carry passengers and the scout cars enforce the traffic rules.
3. Cabs start from the DEPOT.
4. Scout Cars start from the GARAGE.
5. Passengers are placed in the circles along the various streets, blue passengers in the blue circles, green passengers in the green circles, etc.

6. Each player rolls two dice. The one rolling the highest number starts the game.
7. The players then take turns, the dice passing around the table from right to left.
8. If a player throws doubles (both dice showing the same number) he takes his move and rolls the dice again, continuing as long as he throws doubles.

Section 4 — HOW TO MOVE

1. Players move only their own scout cars and cabs.
2. Both dice are thrown and the throw may be used as follows:
 - (a) The combined numbers shown may be used by a scout car.
 - (b) The dice may be split—the numbers shown by one may be used by the scout car and those shown on the other may be used by the cab.

Note: The scout car must always be moved on each play—either by the combined throw or by the number shown on one of the dice. If the combined number is used by the scout car, the cab cannot be moved on this particular play. If the dice are split, the number shown on the die used by the Cab may be doubled. This is known as "Speeding" and makes the Cab subject to arrest. (See sections 6, 7 and 8.)

EXAMPLE OF PLAY: If a player throws a four and a six, he has his choice of five different moves:

1. **He may move his scout car 10 spaces and his cab none at all.**
 2. **He may move his scout car 4 and his cab 6.**
 3. **He may move his scout car 6 and his cab 4.**
 4. **He may move his scout car 4 and his cab 12 (speeding cab).**
 5. **He may move his scout car 6 and his cab 8 (speeding cab).**
3. Cabs may not speed into the DEPOT.
 4. Cabs start from the DEPOT, following any street, advancing as many spaces as the number shown on the dice selected.
 5. Scout cars start from the police garage advancing either to right or left as many spaces as the number or combination of numbers selected.
 6. Areas on either side of the dotted center line are parts of the same space or square.
 7. Cars travel on the right except when overtaking and passing other cars.
 8. Intersections are spaces not crossed by a dotted center line and count as one space.

9. Cars may not reverse their direction (make a "U" turn) except at intersections. In making this turn they must enter the intersection and come back on the other side of the street.
10. No more than one car may occupy a space on a "One-way Street." Other cars, however, can pass a space so occupied if the number shown on the dice permits.
11. No more than two cars may occupy the same space on a "Two-way Street." Other cars may pass a space so occupied and police cars may make arrests on such spaces.
12. When returning to the depot with passengers, Cabs need not obtain the exact number needed to enter.

Section 5 — PICKING UP PASSENGERS

1. To pick up a passenger, the cab must stop in the square closest to that passenger.
2. Passengers picked up are placed over the peg on the top of the cab.
3. Cabs may pick up a passenger on the left side of the street but this is a violation. (See Sec. 7, Rule 2)
4. Cabs may speed to pick up passengers but of course, are liable to arrest for speeding. (See Sec. 7, Rule 1)

5. No more than three passengers may be carried at one time. A cab may return to the depot, however, with less than a full load. Passengers discharged by arrested cabs may be picked up in the usual way. Only as many of such passengers as there is room for on the cab may be taken.
6. Passengers brought into the depot are removed from the cab and placed in front of the player for final scoring. The cab then remains in the depot until the player's next turn at which time it may go out and pick up another load.

Section 6 — HOW TO MAKE ARRESTS

1. When cabs violate traffic regulations (see Secs. 7 and 8) and are caught by an opponent's scout car, this is known as an ARREST and the cab is sent to the Traffic Court from where he must start out again on his next turn.

Section 7 — TRAFFIC VIOLATIONS THAT ARE PERMITTED BUT FOR WHICH CABS MAY BE ARRESTED AND PENALIZED

1. Speeding (moving the cab twice the number selected on the dice).
2. Picking up a passenger on the left side of the street. Note: If a cab stops on the square intending to pick up a passenger from the left side of the street, that passenger must be placed on

the cab before the dice are thrown by the next player.

3. Making a "U" turn at a "No U Turn" intersection.
4. Making a left turn at a "No left Turn" intersection.
5. Going the wrong direction on a "One-Way Street."
6. Stopping on a traffic light intersection.
7. Carrying more than one passenger of the same zone or color.

Section 8 — PENALTIES FOR VIOLATION OF RULES IN SECTION 7

1. A cab is subject to arrest for any violation listed in Section 7.
2. All players may call attention to violations of all other players.
3. To arrest a violator, a police car must stop on the same square (either side of the street, however,) as the violator.
4. A cab which violates a rule and on the same move stops on a square occupied by a scout car other than its own scout car is automatically arrested.
5. A player's cab may not be arrested by his own scout car.
6. An arrested cab must discharge its passengers on the right side of the street at the space where captured, and the cab must be placed in the traffic court where it remains until the player's next move.