

TOURING

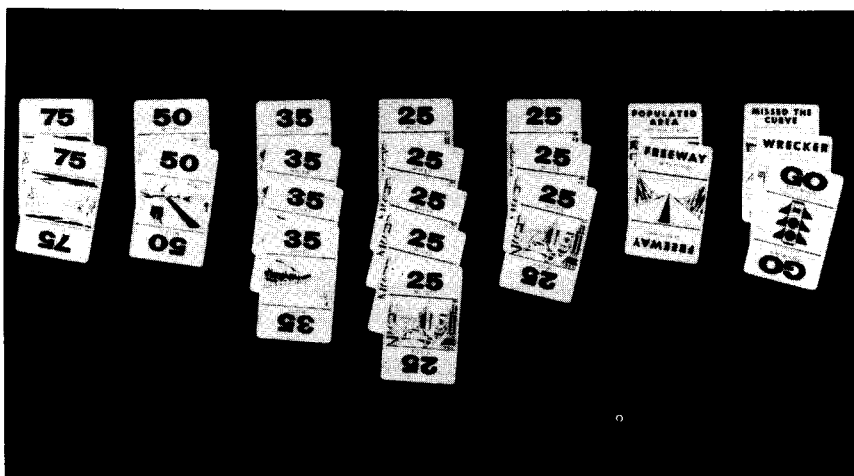
REGISTERED IN U. S. PATENT OFFICE
EQUIPMENT TRADEMARK FOR
PARKER BROTHERS AUTOMOBILE CARD GAME
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Rules of Play

1. **INTRODUCTION:** This fast, exciting card game makes use of principles of play not found in any other game. Two, three, four or six may play. When four play, the players sitting opposite each other are partners. When six play, form three partnerships of two players each. In the four and six handed games, each player may play for himself if two packs of cards are used.

2. **OBJECT:** The object of the game is to be the first player to complete a trip of 590 miles by playing to the table the following assortment of mileage cards:

- | | |
|------------------------|------------------------|
| 8 25-mile cards | 2 75-mile cards |
| 4 35-mile cards | 2 50-mile cards |



No player may play any additional mileage cards and no other combination of mileage cards may be used to win the game. When three or six play it is recommended that one each of the delay cards (Stop to Refuel, Missed the Curve, Burning Oil, Broken Spring and Brake Adjustment) be removed from the pack and that the total mileage needed to win be reduced to 295 made up as follows:

- | | |
|------------------------|------------------------|
| 4 25-mile cards | 1 50-mile cards |
| 2 35-mile cards | 1 75-mile card |

3. **EQUIPMENT:** The equipment consists of a pack of 99 cards made up as follows:

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|------------------------|---------------------------|-----------------------|
| 19 25-miles | 13 Go | 7 Gasoline |
| 10 35-miles | 6 Freeway | 3 Missed Curve |
| 10 50-miles | 3 Populated Area | 7 Wrecker |
| 12 75-miles | 3 Stop to Refuel | 2 Burning Oil |
| 2 Broken Spring | 2 Brake Adjustment | |

4. **PREPARATION:** One player is selected to deal. He shuffles the cards thoroughly and deals five cards face down to each player including himself. He places the remaining cards face down in the center of the table to form a Draw Pile. Each player picks up the cards that have been dealt to him, being careful to keep them concealed from all other players.

5. **THE PLAY:** The player to the left of the dealer starts the game by taking the top card from the draw pile and adding it to those he already holds. If he holds a Go card he plays it to the table in front of him and his turn ends. If he does not have a Go card, he selects the card that he thinks he is least likely to need and places it face up alongside the draw pile. This card becomes the start of the discard pile. The turn then passes to the second player, who plays in a similar manner and other players follow in turn. Since a player on his turn always draws first and then plays or discards, he will always have five cards in his hand except while he is making a play. A player may play or discard only one card on any turn.

6. THE CARDS:

Go — This card is the entrance card of the game since no mileage cards can be played by any player except when he has a Go card exposed on the table in front of him.

Freeway — 25- and 35-mile cards may be played whenever a player has a Go card exposed, but he must have, in addition, a Freeway card exposed before he can play 50- and 75-mile cards.

Mileage Cards — When a player has a Go card exposed he can play 25-mile and 35-mile cards. When he has both a Go card and a Freeway card he can play any mileage cards. Of course, he can play only one card on a turn. The mileage cards are the only cards that count toward winning the game and the only purpose of the other cards is to enable a player to play mileage cards or to prevent an opponent from doing so.

Populated Area — This card may be played on top of an opponent's Freeway Card and prevents him from playing 50- or 75-mile cards until he plays another Freeway Card. If a player exceeds the speed limit by playing a 50- or 75-mile card when he does not have a Freeway Card exposed, he forfeits the card to the discard pile. Since all trips are assumed to start in a populated area there is no reason to play this card on an opponent who has not played a Freeway Card.

Missed the Curve — This card may be played on an Opponent's exposed Go card. He may not play additional mileage cards until he has first played a Wrecker card and a Go card. This play thus delays an opponent for at least two turns and longer if he does not have the right cards.

Stop to Refuel — This card is also played on an opponent's Go card and prevents him from playing more mileage cards until he has first played a Gasoline card and a Go card. It thus delays him for at least two turns.

Burning Oil, Broken Spring, and Brake Adjustment — Each of these cards when played alongside an opponent's Go card takes away the mileage card indicated, which goes on to the discard pile along with the delay card. Like other delay cards these can be used only against an opponent who has a Go card exposed.

7. **Draw Pile** — If the draw pile becomes exhausted during the game, all the cards in the discard pile, the cards in each player's GO pile except the top card, and all cards in each player's Freeway pile except the top one are reshuffled and placed face down on the table to form a new draw pile.

8. **Partnerships** — In the four-handed and six-handed games, the first player to play the Go card for his side gets the trip started for his side and his partners play their cards on his playing space. All other rules are as described above.

9. **Winning the Game** — The first player (or partnership) to complete the 590-mile trip (295 miles if 3 or 6) with the combination of cards described above, wins the game.

All questions concerning the rules will be gladly answered if a self-addressed stamped envelope is enclosed. Address: PARKER BROTHERS, Inc., Salem, Massachusetts.