

DIRECTIONS FOR PLAYING

THE POPULAR GAME OF

INNOCENCE ABROAD

TRADE MARK

THE GAME OF INNOCENCE ABROAD

THIS GAME is equipped with dice. Any person wishing indicators instead of dice may obtain same by prompt return of the dice to the manufacturers with a request for indicators.

The general idea of the game represents a party of travelers on an excursion from their houses in the upper left hand corner to the city at the lower right hand corner.

Each player at the outset goes on a *shopping expedition*, which prepares him for the trip, and after having purchased several articles, reaches the *Depot*, and is fairly started upon his journey.

The regular route to the City is the *blue line*, which runs through a variety of scenery, passing through Centreville, where the traveler stops for lunch, and continues on around the shore of the bay until it reaches the City.

From this *blue line*, various *stage routes* and *branch roads* turn off; and *steamboat lines* at different points are open to the traveler, provided chance allows it.

The large mountain, up which runs a stage line, affords the possibility of a pleasure trip to its top, if the traveler pauses at the space marked at the bottom; but the purpose of the players being to arrive at the City as quickly as possible all such delays, even spent "amid such delightful scenery," are to be avoided if possible.

1. Each player takes (2) pieces, or men, of the same color.
2. The player whose two pieces first reach the City (either the city depot or steamboat wharf) wins the game,

UNLESS—

the player whose pieces are second in reaching the City reaches it at less than half the expense of the presumed winner; in which case the second player, getting both pieces into the City, is winner of the game, as he has arrived there at so much less expense.

The winning of the game, therefore, lies always between the two players who first have both of their pieces "in."

Each player first deposits his two pieces upon any one of the houses in the margin near the title "Innocence Abroad."

One player begins the game by *throwing two dice* and moving either of his pieces, beginning with the first square in the shopping district through which the black line runs, as many squares along the line as the number indicated by his throw.

Players throw and move in turn along the line. A player can enter his second piece whenever he desires and play either piece he chooses. He may move one piece for the number of spaces indicated by one die, and the other piece for the number indicated by the other die if he so desires.

SHOPPING

A record must be kept of the amount of each player's purchases or losses, and when a player's piece stops upon a square having a price marked on it, he must be charged that amount (as if he had purchased the articles.)

It is desirable to get through the game with the least possible expense; therefore if by moving one of his pieces a player would land upon a square that requires a *purchase*, and can, by playing the other piece escape expense, he of course plays the latter.

When a piece lands upon a square which directs a backward or forward movement, the instructions on the square are followed out in addition to the regular throw of dice. For instance, if a piece lands on a square marked "Take Car to Bookstore," the piece is immediately moved along to the square marked "Bookstore," where the player spends \$2.00. Thus "Forgot something; go back to the house," takes him back to starting point, etc.

The last square in the shopping district through which the line runs is marked "Cab to Depot." This square must be reached by an exact throw—that is, if a player is two squares distant he can only move when he throws a one or a two, and if he throws a higher number than two he cannot move that piece at all.



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