

DIRECTIONS FOR PLAYING  
THE GAME  
OF  
LINCOLN  
HIGHWAY

An Automobile Tour Game covering the  
Great Highways of the United States  
—Compiled by the National High-  
ways Association and adopted by  
the Automobile Club of  
America



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## FOR FROM TWO TO SIX PLAYERS

The game is supplied with a folding game board on one side of which is the "Lincoln Highway Map Routes" and on the other a Checker Board. There is also a complete set of Checker Men for playing this well known and always interesting game.

Lincoln Highway implements consist of one Dice Cup, 2 Dice, one each of six colors of Pins used for Playing Pieces, and one Set of Tour Tickets in two colors of which there are 13 each, representing East and West—North and South—West and East—and South and North Tours.

On each ticket is printed the name and number of the Highway and the names of six cities at five of which each player **MUST STOP** while travelling on that particular Tour.

As there are 26 combinations of Tours, the game should be of great and continued interest.

On the Map the East and West and West and East Tours are represented by a **BLUE TRACK** with **RED MOVING SPACES**, and on the North and South and South and North Tours by a **RED TRACK** with **BLUE MOVING SPACES**, although at some localities where the different Tours merge into each other, these colors are broken for short distances. The Tour

however, can be very easily traced by comparing the **NUMBER** of the Tour on which you are travelling with the **DUPLICATE NUMBER** noted at intervals on the Map.

**To Begin the Game**—Each player first selects one of the Colored Pins as his moving piece. All the Tickets are then thoroughly shuffled and placed face-down in a pack on the table. Each player then draws one ticket and reads it aloud in turn to the other players so that all may become familiar with the Tours the others are to take. Each player then Sticks his Pin in the First City named on his Ticket and starts his play from there.

**Play in turn.** Throw two Dice and move your piece the sum of the two dice towards the Second City mentioned on your Ticket. Follow carefully the Tour Numbers of your Ticket.

Each City mentioned upon your ticket must be reached by **EXACT COUNT** of the Dice.

**NOTE:**—If the sum of the two dice will carry your piece past a City at which you must stop, you can move only the number of spots shown on **EITHER ONE** of the Dice (instead of the sum of both dice).

**EXAMPLE:**—If you throw 3-5, you may move either 3 spaces, or 5 spaces. If you are too near the City to use either number, you lose your turn.

Pieces approaching from different directions may pass by each other on the same route, but cannot rest upon the same space. In this case the player who may be moving loses his turn and returns to the space from which the move was made. (When passing another piece on the same track, count the space occupied as if clear).

In case a player "is lost" (that is, sticks his pin on any other Tour Route than his own or fails to stop by exact count at any of the Cities named on his Ticket, he is penalized by being obliged to return to his last stopping place, together with losing one turn.

The player first reaching the last named City on his Ticket by EXACT COUNT as previously described WINS THE GAME.

No Tour has any advantage over any other Tour in the matter of distance as all have exactly 60 spaces and each Ticket is listed with 6 Cities.