

Illustrated Rules for Playing

# EDDIE CANTOR'S GAME

*"Tell It To the Judge"*

REG. U. S. PATENT OFFICE

## NEW AND IMPROVED EDITION

MADE IN U. S. A.

PARKER BROTHERS, INC.  
SALEM, MASS. : NEW YORK : LONDON

A test of skill for all Motorists and Back Seat Drivers.  
For 2, 3, or 4 players.

The Object of this very amusing game is to be the first player to reach the Club after spending the least amount of money.

To begin the game, each player is given the following material,  
\$500 for spending money divided as follows:

3	\$100 bills—	\$300
6	20 bills—	120
5	10 bills—	50
6	5 bills—	30

\$500. Total

(Balance of money is placed in Club)

Also 1 "Automobile" (tall colored moving piece). 1 Set of 3 "signal lights" (1 red, 1 yellow and 1 green flat wooden disk). These lights are to be "set" as directed in the signal tower nearest the player's position on the board. Each player takes care of this particular signal tower during the game.



Each player now selects one of the playing pieces and places it on the space marked "Garage". (This piece represents the player's automobile and is used throughout the game.)

The next thing to do is to select a "Judge" who will have the privilege of first wearing the Badge and making the first move of the game. The selection is made by shuffling the "driving cards" and placing them convenient to all players and then each player drawing one card. The player drawing the card with the highest number, regardless of color, is the Judge. That player now places the Badge around his neck until relieved as explained later on.



(Note: In drawing for Judge, count only the red, green or yellow cards—all other cards count zero.)



When the Judge is selected, return the drawn cards to the bottom of the pile. Finally, place the Summons "Tags", face down, within reach of all players. The backs of these cards read "The Judge says".

Place the officers (blue discs) at their posts marked "Patrol".

Place a green signal light in each signal tower to indicate that the road is clear, and the game is now ready to begin.



Each player must now place \$20. in the Club Space to pay for his reservation at the Club.

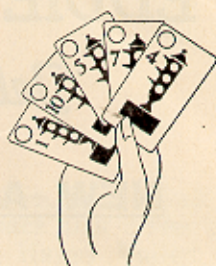


The Judge begins the game by taking up the pack of Driving Cards and dealing 5 cards, one at a time, to each player, including himself, and returning the balance of the pack, face down, to the center of the board.

Players hold their cards as they would ordinary cards.

Now the Judge draws the top card from the Driving Cards, placing it in his hand among the others and selects a card to play that will do him the most good (i.e. a card that will move his auto the greatest distance from the starting place—a green nine, for instance, if he is lucky enough to have one in his hand.)

Players must hold five cards in their hand at all times, **except** when it is their turn—then they will have six until they discard the one card they have decided to play.



#### THE VALUE OF THE CARDS FOLLOWS:



**GREEN** Moves your auto ahead the number of spaces indicated on the card.



**RED** Moves the officer ahead the number of spaces indicated on the card.

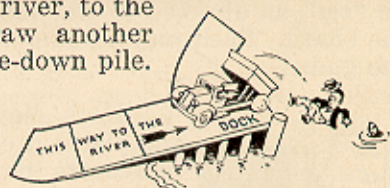


**YELLOW** Offers you the choice of moving your auto backward the number of spaces indicated on the card. Or, you may move the Officer backward that number of spaces.



**CHANGE LIGHT CARDS** permit a player to change the lights on any one Signal Tower to any color he may choose.

**BACK SEAT DRIVER CARDS:** These cards must be retained in a player's hand until such time as he is entitled to discard them, either by landing upon a space on the board which reads "Lose one Back Seat Driver", "Park Back Seat Drivers" or by landing upon the "Dock Space" where he may lose one "Back Seat Driver" for each turn that he remains there without moving. Each time a player discards a Back Seat Driver, to the "Traffic Light" discard pile he must draw another Traffic Light Card from the top of the face-down pile. A player who arrives at the Club with any Back Seat Drivers in his hand, must pay to the Judge \$50. for each Back Seat Driver that he has. If this player is the Judge, he must pay it to the Club.



#### WHAT THE LIGHTS IN THE SIGNAL TOWERS MEAN AND HOW THEY OPERATE

**SIGNAL LIGHTS:** When a Red Signal Light or a Yellow Signal Light is "on" a player may not advance his automobile beyond the red space where that light is working.

When a Green Signal Light is "on" a player may, of course, pass right through as the road is clear.



If a Signal Light is **Green** as a player approaches and his automobile comes to rest on a red or yellow space, he changes the Signal Light to the color of that space, setting the lights against the players following. He may, however, on his next turn, proceed through as though the light were green. All other players following must stop at this light until it is changed to green.



**HOW TO CHANGE THE SIGNAL LIGHTS:** The signal lights may be changed by playing Change Light Cards, or by the following methods:

1. A player may change the Signal Light to **green** by landing his automobile upon the **Green Spot** or **Green Space** directly before the particular Signal Light by exact count of the Traffic Light Card which he played.



2. If a player's automobile is on a **red** or **yellow** space and he wishes to change the Signal Light to **green** he may play a "Change Light" card, if he has one, or he may play a "**yellow**" card and move his automobile **backward** the number of spaces shown on that card and if he reaches the "**Green Space**" or "**Green Spot**" he may change the "Signal Light" to **green**.

Signal Lights are always changed to **Red**, **Yellow** or **Green** when a player's automobile comes to rest on any of these colored spaces. Each time a particular Signal Light is changed, the player so doing, must place a round wooden piece of the changed color upon that Signal Tower.



## OFFICERS

The officers on patrol play an important and very interesting part in this game. Drive carefully at all times during the game (and particularly when actually at the wheel on the open road). Try and avoid the various penalties indicated for unskillful driving.



Any officer may be put into action by playing the red or yellow driving Cards, depending on whether you wish to move him ahead (Red Card) or to move him backwards (yellow card).

If you wish to retard an opponent's auto, just send an officer after it and if you can play a red or yellow card that will place the officer on the same space with the auto, the officer will do two things—"tag him" (the player "Tagged" must draw a Judge Card) and also send the auto **back** five spaces. It may require several plays to do this but skillful selection of cards in your hand may bring him up to the auto. (Remember, however, that your opponent is trying at the same time, to avoid the penalty by playing his hand carefully.)



## TELLING IT TO THE JUDGE

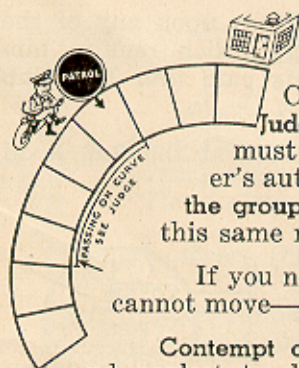
There are four Judges along the road. Each time a player's automobile lands upon a space on the board which directs him "To See The Judge", this player must draw one of the "Summons Tags" and place it **face-down** in front of him until such time as he arrives at the **next Judge** space along his route. He **must stop** on this space, and forfeit the balance of his move if it would have carried him beyond. He then turns the "Summons Tag" face-up and **pays** the amount of fine thereon stated to the player who is at that time wearing the Judge Badge. Likewise when an Officer lands upon a space on which rests a player's automobile, this player must draw a "Summons Tag" and do as above. And, by the way, when an officer lands on the same space with an auto, he also sends that auto **back** 5 spaces.



## A FEW THINGS TO REMEMBER

FOLLOW THE PRINTED DIRECTIONS ON THE BOARD.

**Special Note** regarding the board.



There are several areas on the track that require careful attention to driving. One example will illustrate the others. Not far from the "Padded Cell" is a section marked "**Passing on Curve, See Judge**". This section consists of four spaces and a "tag" must be drawn on any one of these four spaces, if a player's auto comes to rest there for any reason. **A line indicates the group of spaces** on which this penalty applies. Likewise this same rule applies to other sections so indicated.

If you need "four" to enter the Club and throw a "five" you cannot move—you must play a four or less to advance.

**Contempt of Court:** If, by any chance, you should pass a Judge and neglect to declare your fine, you must return to this Judge and **PAY DOUBLE THE AMOUNT** of the fine printed on the ticket not declared.



## CHANGING JUDGES

**Immediately** when a player pays his fine he **receives** the Judge Badge from the present wearer and is thereafter entitled to collect fines until some other player lands on a Judge space and pays him his fine—this player then receives the Judge Badge etc.

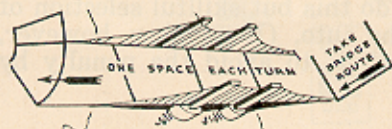
## INSPECTION STATION



A player must stop here and must lay down, **face up**, all the cards in his hand and should he hold a **back seat driver** card he is penalized by moving his auto back to Happy Valley. He resumes play at that point. If a player does not hold a Back Seat Driver (and proves it by showing the cards in his hand) he may complete his move without penalty providing his move carries him beyond the Inspection Station. Besides checking the brakes, lights, etc., the Inspector is also on the alert for possible back seat drivers, so it is good policy to leave these individuals at the Dock before reaching the Inspection Station. Your ride will be more enjoyable without them.

If a player is directed to use the **Tunnel** he must, upon entering this space, pay the **Toll** of \$5 into the Club Space on the board.

(There are five spaces on Tunnel path.)



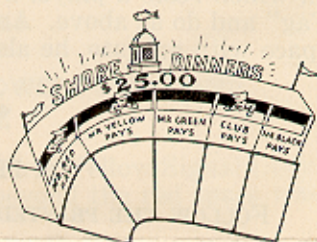
If a player is directed to take the **Bridge Route** he moves but **one** space each time he plays a **Green Traffic Light Card**, regardless of the number on it.

If a player's automobile comes to rest on one of the three spaces marked "**Go to Padded Cell**" he must move his piece directly to the "**Padded Cell Space**" and begin his next turn from there.

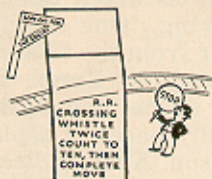


If you land on the space "**STOP and Park Your Back Seat Drivers**" you discard from your hand **ALL** the Back Seat Driver cards you hold and immediately draw from the Driving cards pile as many cards as you have discarded thereby keeping the number of cards held in your hand to five. The turn now passes to the next player.

If a player's automobile lands opposite one of the **Shore Dinner Spaces** which is **not** his own color, he receives \$25. from the player whose automobile is that color. If Club Pays he draws \$25.00 from the Club. If he lands opposite the space of his own color he pays to the Club \$25.00 for dinners for the party.



If you land on a space occupied by another auto, you collect \$5. from the owner of the car, each time it happens. This is a "convenience" when you are short of cash.



If a player's automobile lands upon any of the spaces beyond the last Judge which require him to pay money, such money is paid into **The Club Space**.

Don't forget the instructions at the **Rail Road Crossings!**

In order for a player to enter **The Club Space** he **must** land in **The Club Space** by an exact total count of the **Green Traffic Light** card he plays. The first player to do this receives all money in the **Club Space** at that time. The **remaining** players continue playing until all have reached the Club Space. All players then count their money, the **Player** having the **Highest** total amount is the **Winner**.

