

THE
UNITED STATES GAME

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THIS GAME COMBINES AMUSEMENT AND INSTRUCTION IN A SIMPLE AND MOST ATTRACTIVE FORM, AND IS CONSIDERED ONE OF THE BEST OF THE PARKER GAMES.

It represents tours across the Continent, the principal railroads being the routes of travel. The larger cities are shown by red dots. The general characteristics of the country are pictorially shown, such as the cotton plantations of the South, the mining of the mountain regions, cattle raising, the grain fields of the central West, etc., etc.

WHEN TWO PLAY, one player starts from New York and the other from San Francisco.

WHEN THREE PLAY, two start from New York and the other from San Francisco.

WHEN FOUR PLAY, play partners.

RULES FOR TWO PLAYERS

One player places his piece upon San Francisco and the other player puts his upon New York.

Each player takes a dice cup and two dice.

Separate EAST-BOUND and WEST-BOUND tickets and turn them face down upon the table.

THE PLAYER STARTING FROM SAN FRANCISCO draws an east-bound ticket to New York. The player at New York draws a **WEST-BOUND TICKET** to San Francisco.

BEFORE STARTING, players in turn read aloud from their tickets the names of the cities at which they must stop before reaching the other side of the Continent, pointing to same as they read from the ticket.

PLAY IN TURN. Throw TWO DICE and move your piece the sum of the two dice towards the first city mentioned on his ticket.

Take the most direct route between cities mentioned on 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 may 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, 5 spaces, or 8 spaces. If you were too near the city to use either die, you lose your turn.

IF DOUBLETS ARE THROWN, that is, such as "two, two" or "six, six," a player **HAS AN EXTRA TURN**, and throws and moves again if he so desires, and he thus continues playing as long as he continues throwing doublets.

N.B.--When a player has reached a city named on his ticket, he rests there until his turn again comes (whether he has just previously thrown doublets or not).

Pieces approaching from different directions may pass by each other on the same Railroad, but CANNOT REST UPON THE SAME SPACE. (When passing another piece on the same track count the space occupied as if clear.)

WHEN A PLAYER WHO STARTED FROM NEW YORK REACHES SAN FRANCISCO, he puts back the ticket which he has been using, and draws an **EAST-BOUND TICKET** upon which he starts when his next turn to play comes. A player starting from San Francisco draws a west-bound ticket on reaching New York.

If you cross the Continent and return to the city from which you started before your opponent completes his tour, you **WIN THE GAME**.

RULES FOR THREE PLAYERS

When three play, two start from New York and the other player from San Francisco.

The object of each player is to cross the Continent, stopping at the cities mentioned on his ticket, then returning to his starting place. The player first completing his tour by arriving at the city from which he started, **WINS THE GAME**.

Follow Rules as in Game for Two Players.

RULES FOR FOUR PLAYERS

When four play it is very amusing to play partners, one of the two partners (of each couple) starting from New York and the other from San Francisco.

Draw tickets and play on same principle as Rules for Two Players. The game is won by the partners who first complete the tour.

EXAMPLE.--A and B play against C and D. A and C start from San Francisco, and B and D from New York. A and C draw east-bound tickets, and B and D west-bound. Throw dice and play in turn.

When A reaches New York by exact throw he draws a west-bound ticket to return home; the same with C. When B reaches San Francisco he draws an east-bound ticket to return; the same with D.

When a player's piece reaches home by exact throw after having crossed the Continent, that player retires from the game. The game is won by the **PARTNERS FIRST RETIRING** (i.e., completing their tours).

RULES FOR SIX PLAYERS

Play partners; follow Rules for Four Players.
