

Rules for Playing

PARKER BROTHERS UNITED STATES GAME

ACROSS THE CONTINENT

TRADEMARK

FOR 2, 3 OR 4 PLAYERS

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Parker Brothers Inc.

SALEM, MASSACHUSETTS • DES MOINES, IOWA
NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

INTRODUCTION:

This game represents tours across the continent. The larger cities are shown by *larger circles* such as New York and Miami—and, the state capitals by *starred circles*. The general characteristics of the country are pictorially shown as, the cotton plantations of the South, mining in the mountain regions, cattle raising, the grain fields of the Central West, etc.

OBJECT:

The object of this game is to be the first player to complete his tour and return to his starting city by exact count.

EQUIPMENT:

The equipment consists of a playing board, 8 dice, 4 cars, tour cards, question cards and 4 dice cups.

PREPARATION:

Open the playing board and place it on any flat surface. Shuffle the question cards and place them face down beside the board. Mix the tour cards and place them beside the board. Each player takes a car, two dice and a dice cup. Each player then draws a tour card which he uses throughout the game. The remaining tour cards are removed from the game. Each player places his car on the first city listed on his tour card. Players roll the dice and the player rolling the highest number goes first. All other players follow in a clockwise direction.

PLAY:

The starting player throws the dice and moves his car the number of spaces indicated. If the number thrown should move him beyond the second city listed on his tour card he would only move to that city and his turn would end. *A player must stop at each city listed on his tour card.* A player need not, however, reach a city by exact count. If the sum of the two dice would carry a player's piece beyond a city at which he must stop, he moves to this city and his turn ends.

DOUBLES:

When a player throws doubles, he moves his car the number of spaces indicated, but never beyond the next city listed on his tour card. He then draws the top QUESTION CARD, follows its directions, then places this card on the bottom of the pack and his turn ends.

BUMPING:

Players' cars may never occupy the same space. If a players' car lands on the same space occupied by an opponent, he moves his opponent's car back 7 spaces provided that this 7th space is unoccupied. If it is occupied,

he must continue to move his opponent's piece back until he comes to the first unoccupied space.

RETURNING TO THE STARTING CITY:

After a player has stopped at all the cities listed on his tour card he returns to his STARTING city. A player must reach this city by exact count. He may use the count on either die or the sum of the two.

WINNING THE GAME:

The first player to reach his STARTING city by the exact count of the die or dice WINS THE GAME.



*Any questions regarding the rules of this game will be answered gladly
if a 4-cent stamp is enclosed.*

PARKER BROTHERS

SALEM, MASSACHUSETTS