

ROUND THE WORLD

with





MRS ROBERT SEAMAN
FORMERLY MISS COCHRANE
"NELLIE BLY."

ITEM

Mrs Elizabeth Cochrane Seaman, who is practically the owner and manager of the Ironclad company, made a world-wide reputation as a newspaper writer under the name of "Nellie Bly." In the course of her newspaper experience she exposed scandal in public institutions, undertook many daring and dangerous feats and made a trip around the world that beat all records up to that time.

THE POPULAR GAME,
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 THE QUEEN OF PARLOR GAMES.

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DIRECTIONS.

This Game can be played by two, three or four persons.

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The implements used are a board, representing, by squares of different colors, each day of the now famous trip around the world, accomplished by "Nellie Bly," the popular lady correspondent of the "New York World," in the unprecedented time of a little less than 73 days.

Four Counters (or playing pieces) of different colors, so as to be easily distinguished.

An Indicator, with numbers from 1 to 6, to govern the movements of each player's counter.

THE GAME.



Before commencing a game, carefully examine the board, and it will be seen that each square bears a central picture representing some point in



Directions


HOW TO PLAY

 THE
 New and Amusing

 Game.
 

Around the World.
 WITH

Nellie Bly



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the journey around the world; also the number of days since leaving New York, and that *under* the *central picture* on many of the squares are printed directions which are to be followed by any player whose counter stops upon any one of these squares. Other squares *have no directions printed under central picture*. These are called "*safety squares*," because when, in the course of the game, any one or more of them is occupied by the counters of any players, such counters are *safe, i. e.*: they cannot be removed from the board by any other player who may reach the same point or square.

In Commencing the game, the players, in turn, whirl the arrow upon the indicator, to decide the order in which they shall play. The player who gets the *lowest* number plays *first*, the next lowest second, and so on until the order of play is established.

The First Play.—The first player selects his counter and then whirls the arrow. Should it point to *number one* he places his counter upon

first square in game, *i. e.*: the "*first day*," and then has one more turn, moving his counter as many squares ahead as are indicated by the pointing of the arrow. Should he stop upon any square having directions under its central picture *he must follow such directions*, but if he stops upon a blank, or "*safety square*," *i. e.*: a square having no directions upon it, he remains there until his next turn to play.

The *Second Player* then spins the arrow, and if he gets *number one*, proceeds in same manner as first player, and the other players follow in their regular order *and under same instructions* as given for first player.

It *must be borne in mind* that no player can enter his counter upon the board except by getting a *number one* upon the indicator by his *first spin*. Failing in this he must await his next turn to play, and must so continue to wait until he succeeds in getting a *one*.

In Play.—A counter once entered upon the

Counters are also subject to capture which stand upon any square reached by an opposing player, moving in accordance with the directions upon the square reached by number obtained on indicator.

Illustration.—A's counter stands upon square "9th Day," B's counter stands upon "5th Day," and it is B's turn to play. B spins the arrow and gets 6, which carries him to "11th Day," which square has directions which set him back two days to "9th Day," thus capturing A's counter which stands upon "9th Day" square.

Safety Squares.—Squares having no directions under the central picture are *safety squares*, and no counter standing upon them can be captured.

The *Game Ends* when the players have passed their counters around the various circles, over each square upon the board, and landed them in the central space representing New York City and Harbor, the one first reaching that point winning the game.

board, in accordance with foregoing instructions is considered "in play," and subject to following rules:

First.—A counter stopping upon a square having directions under its central picture must move in accordance with those directions, but **ITS PLAY IS ENDED WITH THAT ONE MOVE**, and it must remain upon the square reached by that move, regardless of any directions which may be on *that* square; remaining there until its next turn to play, unless removed by an opposing player.

Second.—All counters upon the board are *subject to capture* by any opposing player whose counter being moved the number of squares given by the indicator reaches a square already occupied (*except it be upon a safety square*), and the counter so captured is taken from the board and must enter the game again at beginning, *being required to get a one* upon the indicator before it can enter upon square 1, and being entitled to an extra play when thus entered.

"*Throwing off*."—A counter having reached any point within six squares of "Home," counting the "FIRST PART OF 73D DAY" as one square, and from that point into New York as one square, can only be "thrown off" by getting the EXACT NUMBER required to carry it from the square upon which it stands into "New York," or "Home."

Illustration.—A counter standing upon square "1st Part 73d Day" *must throw a ONE* to get "Home." If standing upon "72d Day," only a TWO will carry it "Home," "71st Day" a THREE, "70th Day" a FOUR, and so on. But if the indicator gives at any turn a number LESS than that required to take it "Home," such number *must be moved up*.

But ONE counter can occupy any square at any time.