

Every Household should have the Game of

# UNCLE SAM'S MAIL.

It contains the best and most practical general railroad map in use, as well as a game of exceptional interest and instruction, suited to every age, and to every grade of mind.

All the leading railroad systems and cities in the United States are shown on the map, and great care has been used by one of the most reliable map makers in the country to make it accurate in detail.

Each differently colored solid or double line represents a railroad system. For instance, the system of the Pennsylvania R. R. Company, which has absorbed and controls a number of railroads, is shown by the solid black lines running from New York. So, also, where blue or red lines exist in one connected series, they represent one system of Railroads under the same general management.

Both inexperienced and experienced travellers will find the map a useful and reliable reference in railroad matters.

## DIRECTIONS.

### FROM TWO TO SIX CAN PLAY.

**IMPLEMENTS:** Six Differently Colored Moving Pieces, for Postmen; 144 Letters for Delivery; Four Dice and Two Dice Cups.

Each player takes one Postman, or piece, and six letters. The letters must be first sorted into piles according to their postmarks. Each player then draws one letter from each pile, which gives him a letter for each of six different sections of the country, because all the letters of the same section bear the same postmark.

One-half the players may start from New York, and the other half from San Francisco, or all may start by agreement from the same city, or any other cities.

The object is to deliver the letters to the various cities to which they are addressed.

Each player throws the two dice in turn, and moves his postman in any direction along the railroad lines, passing over as many cities or red dots as the *sum* of his dice indicate. No one can leave the lines and cut across the country.

A player is always at liberty to move along any railroad line forward or backward, but may not move forward for one die and backward for the other. Nor can he ever move for the dice separately.

Each player must arrive by the exact move for the dice on the city to which he wishes to deliver a letter, and he may move anywhere around a city, either to better his position or to get to it.

In some cases two or more important cities lie so closely together on the map, that the Postman piece covers several of them. When this is the case, and a move from such cities is to be made, players count only the exposed cities, or those not covered by their piece.

**EXAMPLE:** A Postman on Brooklyn covers New York, Newark and Jersey City. When moving such Postman away from Brooklyn towards Philadelphia, Trenton would be the first exposed city, and consequently the first step or move.

On arriving at a city for which a player has a letter, the delivery of the letter is made by discarding it to a common pile. Until a letter is delivered, each player keeps it conveniently near him on the table.

The player who first delivers all his letters wins the game. Should a long game be desired, players may take two or more letters from each set, or for each section of the country represented by the postmarks. Players may take the water route when to their advantage.

When two players are within the same State, the last comer is privileged to deliver to the first one of his letters—the one addressed to the city nearest to the piece of the player last named—who must deliver it, instead of the player first holding it.

This feature of the game may be omitted by very young players

## THE TOURIST.

This game is similar to the foregoing, except that all the players visit the same cities. Before beginning the game, the players select any half dozen or more cities to visit, including New York and San Francisco. For instance, the cities may be New York, Chicago, Winnipeg, Seattle, San Francisco, New Orleans, Omaha, and Memphis.

One side starts from New York, the other from San Francisco. The player, or side, if played with partners, who first visits all the cities agreed upon, and returns to his or its starting point, wins the game. Each city visited must be arrived at by the exact move for the dice.