

SOME BRADLEY GAMES YOU OUGHT TO PLAY

Pirate and Traveler, the greatest educational game of travel ever devised. Played on a map of the world, showing principal cities, chief products of all parts of both hemispheres, ocean steamship routes and trans-continental railroads. Beautifully lithographed folding board, measuring $16\frac{1}{2}$ x 29 inches.

Price, \$1.25

Scouts and Indians. Another distinctive game. Played with metal figures of Indians and Scouts, on a handsome folding board, lithographed in colors. This is a game of skill and the method of play is new, simple and interesting. Size of board 18 x 18 inches. **Price, \$1.00**

No. 4632

"ALL ABOARD!"

This game consists of fifty-six cards, thirteen each of four suits—viz.: **Conductor, Express, Flag and Lantern**, and four **Wreck Cards**.

Each hand played represents the number of miles travelled, and the player first making 500 miles (or scoring 500 points), wins the game.

Two, three, or four players may play "All Aboard!" but four playing partners, or sides of two each, make the best game.

Some interesting features of this game are the opportunity to make the trump, the chance to travel from 60 to 180 miles in playing a single hand, and the liability of running into a wreck, which, as in real rail-roading, always proves disastrous.

The play is governed by the following

RULES

These rules are for the game when four play,
partners or sides

1. Deal all the cards, 14 to each player, one card at a time. No trump is turned.
2. The player at the left of the dealer has first chance to make the trump, and if he does not do so, the turn passes to the next player at his left, and so on till it reaches the dealer, but no player shall have more than one chance. If no trump is made, the cards are thrown in and a new deal ensues.

Making the Trump

3. The player at the left of the dealer looks over his cards and if he has a strong enough suit of any kind to warrant him in bidding, says: "I bid 7 (or 8, 9, or 10), on _____," naming the suit he wishes for trump. If no player bids higher, and the first player makes the number of points he bid, he scores a

given number of miles. If the first player makes the trump the other players shall still have opportunity to bid for the trump, providing they bid a higher number of points on the same suit or bid on a higher suit scoring more miles than the original bid.

4. Each suit has a distinctive scoring value and the miles scored for different bids on the various suits are shown in the table on page 6.
5. The method of making the points bid is as follows:—Each trick taken counts one point except that which contains the 10 of trumps, which counts four points and that containing the 5 of trumps, which counts two points, making a total of seventeen points. Each trick counts for the player or side who takes it, providing it is not wrecked. (See paragraph 7.)
6. The player who makes the trump begins the game by playing from his hand any card he wishes to play, the player at his left following and so on--to the left around the board. Players must always follow suit of the card led if they have it, unless they have opportunity to play a "Wreck" card (See paragraph 7).

TABLE SHOWING MILES SCORED BY EACH SUIT

Flags	Lantern	Conductor	Express
7 points score 60 miles	7 points score 80 miles	7 points score 100 miles	7 points score 120 miles
8 points score 80 miles	8 points score 100 miles	8 points score 120 miles	8 points score 140 miles
9 points score 100 miles	9 points score 120 miles	9 points score 140 miles	9 points score 160 miles
10 points score 120 miles	10 points score 140 miles	10 points score 160 miles	10 points score 180 miles

Should it happen that a player or side makes more than the points, 20 miles are scored for each additional point.

The highest card of the suit led takes the trick unless trumped, and trumps take all other cards.

The Wreck Cards

- A "Wreck" card can only be played on a trick containing an "Express" or train card. A Wreck card kills the trick and causes it to lose one point for the player who takes it. The fact that a "wrecked" trick may contain a 10 or 5 of trumps makes no difference—it loses only one point.

A Wreck card may be played on any trick containing an "Express," irrespective of the suit led, even though its player has also a card of the suit called for.

Not more than one wreck card may be played on a trick, except it be the last trick of the hand and a player is forced to play a second wreck card because he has no other. In that case, all wreck cards except the first played

are void and the trick loses only one point for the player who takes it.

Should it happen that a player is forced to lead a wreck card, the suit is determined by the suit card next played.

A "Wreck" card played on a trick not containing an "Express" card does not effect the value of the trick.

8. If a player fails to make the number of points he bids, he (or his side) is set back the number of miles he would have scored had he been successful, but his opponent scores "5 miles" for each trick taken, except it be "wrecked"—a trick which does not count.

EXAMPLE:—If "A" bids 7 points to make the trump "Lanterns" and makes 7 points, "A" scores 60 miles, while "B," his opponent, scores "5 miles" for each trick "B" takes. If "A" does not make the 7 points bid, he is set back 60 miles, but this does not affect "B," who still scores "5 miles" for each trick taken.

The player first scoring 500 miles
Wins the Game.

"All Aboard!" for Three Players

The game for three players may be played same as above, by taking out the 1's, 2's, 3's

and two Wreck cards, leaving 42 cards, fourteen of which are dealt to each player.

For two players, shuffle the entire pack and deal fourteen cards to each.

The "ALL ABOARD!" cards being of four suits are readily adapted for playing "Authors," the four 1's, four 2's, etc., making a book. For "Old Maid" use all the suit cards and one Wreck card to represent the Old Maid, matching in two's.

"All Aboard!" Whist may be played with these cards same as the regular game of whist.