

About Discarding Watch the link totals as you draw your Evidence Cards. If you are not collecting a combination of cards likely to total 100, discard at every opportunity on the chance of drawing more desirable cards. You need not wait to acquire eight cards before discarding, but may discard whenever your man lands on a "Discard Evidence" space.

Put Counters in Headquarters of Charlie Chan In "paying to the pool", place counters in Charlie Chan's Headquarters in center of the board. These spaces are not used after the last player leaves them on his first play.

Go the Shortest Way When going from one point to another, as directed by your GO Cards, choose the shortest route. Remember you draw an Evidence Card every time you reach a destination—and that's what counts. . . . Players move their men in any direction, except backward, on the open pathway.

Exact Throws Not Required In approaching a destination you do not need an exact throw to take you in. Example: You are going to the Old Mill and your man is four spaces from the entrance. Next turn, you throw a 6 and 3. Count five to take your man in. The remainder of the throw is cancelled and does not count.

Two Men on A Spot If a throw lands your man on a space occupied by an opponent's man, both men may occupy it without interference from either.

Remember the Routine Every time you reach a destination you (1st) draw your Evidence Card; (2nd) draw a GO Card and pay to the pool as it directs; then await your next turn. Keep the GO Card in sight to remind you of your next destination.

After you have drawn a "GO Card" and started your man on the route to the destination it indicates, return the card to bottom of the "GO Card" pile.

MILTON BRADLEY COMPANY
Springfield, Massachusetts

"EXTRY! EXTRY! Get your extry special crime edition of the News here! CHARLIE CHAN SCORES AGAIN—captures dangerous criminal—solves famous murder mystery. Read all about it in the special extry News!"

There's a flair of Oriental mysticism in the ease with which Charlie Chan solves the most perplexing problems of criminal investigation. His brilliant deductions and amazing re-construction of the crime are past the understanding of the lay mind; but, link by link, he welds a chain of convicting evidence which not even the most wily gangster lawyer can repudiate.

HERE IS YOUR OPPORTUNITY to prove YOUR Charlie Chan ability, collect your evidence, link by link, until you have the arch criminal enmeshed in the "evidence chain" of a hundred links of convicting evidence from which there is no escape—and so win the game. And here's the way to play

Charlie Chan

DETECTIVE MYSTERY GAME

1— Separate the differently colored groups of cards, placing each pack face downward within reach of all the players.

Red Cards—These are the "CRIME Cards." They state the nature of the crime and where it was committed.

Yellow Cards—These are the "GO Cards." Each bears directions telling where your next move in tracking the criminal will take you, and the price to pay in counters for transportation.

Green Cards—These are "EVIDENCE Cards." Each represents a specified number of "links" of Evidence.

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The Playing Pieces— The round disks with square holes in the center are the “men” or tokens which are moved about on the board as directed by the GO Cards and throws of the dice. Each player uses one “man.”

Counters or Chips— There are 50 counters each of four different colors. These are used to “pay” for transportation as demanded by the GO Card instructions.

2— Divide the Counters, giving each player all counters of the same color as his token or “man.”

3— Each player places his “man” in one of the sections of CHARLIE CHAN’S HEADQUARTERS in center of the board. This is the Starting Point for all players. A man may be placed in any one of the four sections of Charlie Chan’s offices. Two, three or four “men” may enter in the same section at will of the players.

NOTE: When play starts, your man must LEAVE by the EXIT from the section in which he is placed. That is, he cannot cross the dividing lines between the rooms and go out any exit other than the one from the section in which he is placed.

PLAYING THE GAME

Throw the dice in turn. The player throwing the highest number starts the game by drawing a “Crime Card.” This specifies the scene of the crime, which is the first objective of all players when leaving “Headquarters.”

NOTE: Only one Crime Card is drawn in each game. This is temporarily left face up in view of all players. The other Crime Cards are removed from the board until the beginning of a new game.

The Man Hunt Is On The player who drew the Crime Card now throws the dice for the first play of the game. He moves his man from Headquarters, out the EXIT (counting the Exit space as 1) as many spaces as are indicated on the dice, toward the scene of the crime. . . . Other players follow in turn, second player being at left of the first, and so on around the board, each moving his man toward the scene of the crime.

Detectives Gather at Scene of Crime When a player reaches the scene of the crime, he draws a card from the “GO Cards” which specifies the destination he must start for on his next play; also the price he pays for transportation.

EXAMPLE: The scene of the crime is MOROCCO NIGHT CLUB. Reaching that point a player draws a GO Card reading: “Go to Muggin’s Garage— Pay 2 for Bus.” He pays the pool 2 counters, and on his next throw of the dice, he starts moving his man toward “Muggin’s Garage.”

The only exception to this rule is that the first man (and only the first) to arrive at the scene of the crime and draw a Go Card, need not pay even though a price for transportation is named on the card. This cancellation of payment, in this instance only, is his reward for being first to reach the scene of the crime.

Collecting Evidence As each player arrives at his destination, indicated on the GO Card, he draws a Green EVIDENCE Card, which states the number of “links of Evidence” it represents.

The Object of the Game is to acquire green cards totaling exactly 100 Links of Evidence, and so secure conviction of the criminal. No player may hold more than eight Evidence cards at one time. When he has drawn eight cards and cannot total exactly 100 Links, he must discard and continue playing until he (or another player) has a combination of cards totaling the required 100 Links.

The Discard There are five locations on the board marked: “Discard Evidence.” When a player’s man lands on one of these spaces he may discard one of his cards before drawing a new Evidence Card.

How the Game Is Won The players move from one point to another as directed by the GO Cards, pay counters to the pool for transportation, until one player accumulates exactly 100 links of Evidence, and stands revealed as CHARLIE CHAN, the Great Detective! He announces his score, and WINS THE GAME— and the WINNER takes all the counters in the pool!

The Criminal Pays All players now count the total of the Links of Evidence they have drawn, and the one with the lowest number is declared the CRIMINAL and pays five counters to the Winner. . . . If, when the links are counted, any player has Evidence cards totaling more than 100 Links, he is an accessory to the crime, and also pays the Winner five counters.

NOTES— Read Carefully

Doorway and Exit Some destination places on the board— as Nick’s Hide-out, Long Wun’s Chop Suey House— have both an “Exit” and a “Doorway.” A player must always enter by the Doorway, but may leave by either passage, whichever will put him on the shortest route to his new destination.