

*FIVE STAR FINAL is the true-to-life newspaper game. Every player assumes the role of a star reporter and experiences, figuratively, all the thrills and exciting interest which abound in the career of a successful news writer on the staff of a great Metropolitan daily.*

You are given Assignments by the City Editor. These Assignments may lead you to a Kidnapping, Strike Riot, Bank Robbery, Holdup, Fire, Motor Accident — or to the more pleasant task of covering a Prize Fight, Horse Race, Hockey Game, Baseball, etc. You choose the route which in your judgment takes you most quickly to the scene of action. You "cover" the case, and get your copy back to the Editor's Office. For each successful achievement you are rewarded with a "Service Token." When your story makes the front page, you receive additional reward. The object of the game is to cover your assignments quickly and earn your "Service Tokens" which govern the winning of the game.

FIVE STAR FINAL appeals to players of all ages because it deals with things and events familiar to everybody. All the incidents and accidents, the tragedies and diversions, the activities of the underworld and of the upper strata which reflect life of today on the front page of your morning paper are woven in the contrasting pattern of this brilliant game. It is fascinating and informative; and every Assignment leads to a thrilling climax.

# FIVE NO. 4906

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# STAR FINAL

TRADE-MARK

## METHOD OF PLAY

**CITY EDITOR** Select by agreement, one player to act as "City Editor." He has charge of the Assignment Cards, distributes the Service Tokens, and, when called upon, acts as referee if disputes arise.

**Note:** When less than five play, the City Editor may also participate in the game, same as other players, drawing his own Assignment Cards, etc.

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**The MEN and SERVICE TOKENS** There are five "men" or playing pieces (the large size pawns) of five different colors. There are eight Service Tokens (the small pawns) for each man, the same color as the man. Each player uses one man, and the Service Tokens awarded him are the same color as his man.

**THE BOARD** Note the playing board. Each colored line represents a mode of transportation: the black line, Subway; red line, Elevated, etc., as listed in the lower right hand corner of the board. The black dots in the center of the board are Service Token Spots. As the Service Tokens of each player are acquired, they are placed in a horizontal row, each color, of course, in a row of its own, on these spots.

**THE YELLOW CARDS** These are "Assignment Cards." They are placed face down on the oblong section of the board marked "Assignment Cards," and drawn by the City Editor.

**WHITE CARDS** The White Cards are "News Cards." These are placed face down on the table in convenient reach of all the players, and each player draws his News Cards, as explained in the following rules.

**THE DICE** The moves of the game are governed by throws of the dice. Each player rolls the dice in turn, after the play starts, and moves his man accordingly.

### PLAYING THE GAME

Players throw the dice in turn, high throw having first play; the player at his left, second, and so on around the board.

**THE START** The City Editor draws the top Assignment Card, reads it aloud, and gives it to the player, who places it face up on the table. The player's first objective is to reach, as quickly as possible, the space on the board bearing the same legend as his Assignment Card, and he chooses the route which, in his judgment, will enable him to do this. He must always name the route chosen, as "Subway", "Elevated", etc.

**Example:** A player is given an Assignment Card reading "Night Club." He finds "Night Club" on the board located at the left end, close to the "Assignment Cards." This shows his destination. He may reach it via the black line (Subway), the green line (Taxi), the blue line (Bus), the red line (Elevated); or he may walk, using the white line. When traveling by Subway, Elevated or Bus, he "gets off" at the Station nearest to his destination either before reaching it or passing it. He then places his man on one of the White lines to Walk to his Assignment space. In leaving the Editor's Office, he may start at the

left or bottom of that starting space. He throws the dice, and moves his man the number of spaces indicated by total of both dice, along the route he has chosen, toward his Assignment destination. When he has "taken his throw" and moved his man, his turn is ended and the play goes to the next player.

**RULES OF TRAVEL** A player must land his man on his Assignment space by an exact throw of the required number totaled by the two dice; or when near his destination, if the number on one dice will land him on his Assignment, he may move that number, and the number on the second dice is cancelled. If, however, neither the total of both dice nor the number on one of them will land him on his Assignment, he must move past it the total of both dice, and await his next turn. If he then throws one number or total of two to land him on his Assignment he moves to that space and draws a News Card. If he throws doubles of any number, which does not move him to his goal, he has another throw. If he then fails to reach his Assignment, he has failed, and must take the total of the throw to move his man on the white line toward the Editor's Office, via the shortest direction, either forward or backward. If during the progress of his return trip, he lands on a Subway, Elevated, Bus or Taxi stop, he may place his man on that line and ride back the remainder of his journey.

**Possible Points When Walking Back** If when "walking back" from an unsuccessful Assignment, a man lands on any other Assignment stop, he draws a News Card and scores 1 point (not a Service Token). If by chance, however, he draws an Assignment Card for the assignment on which he rests, he does score a Service Token. Three points, scored as above when "Walking back", award a man a Service Token, same as though he had fulfilled the assignment which he originally started to cover. For this reason, it may be advisable to continue "walking" on the White line rather than transferring to faster transportation even when a player has the opportunity.

**A Completed Assignment** When a player succeeds in covering his assignment he draws a News Card. If its heading bears the legend as his assignment space, his commission is ended, and he returns (by throws of the dice in turn) to the Editor's Office by whatever route he chooses. If the card drawn for his assignment has the word "Rewrite" across its face, the player gets no Service Token. If, however, the drawn card bears the words "Front Page", he receives an extra Token (two) upon his return to the Editor's Office.

If when a player reaches his Assignment, and draws, the drawn card does not apply to that assignment, he returns it to the bottom of the pile, has another throw and draws another card, not moving his man. If this card also is irrelevant to his assignment his turn is ended (unless he has thrown doubles, in which case he has a third throw and draw). If still unsuccessful in getting one of his own assignment cards, he awaits his next turn.

If four or five are playing it may happen that all three of the assignment cards for which a "man" is waiting may be drawn by other players. In that case the waiting man fails in his assignment, and starts back for the Editor's Office on his next throw.

Each time a "man" returns to the Editor's Office, he is given a new assignment, until one player fills his row with five Service Tokens and WINS THE GAME.

**NOTES — READ CAREFULLY**

If a player using the Subway lands on an Express Stop, he must throw an even number to take him to the next Express Stop. If he throws an odd number he must take the local and make all stops designated.

If a player who failed to cover his assignment draws a News Card of such assignment when "walking back" it does not score, and is returned to the bottom of the pile.

When an assignment is fulfilled, both the Assignment Card and the News Card are returned to the bottom of their packs.

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