

in the meantime, the player having that station sweeps the board, providing he is not "behind the red light."

7. It is permissible for more than one man to stop on the same space, or pass another at any time.
8. Players may exchange a red counter for 5 white counters, or borrow from one another if necessary, but borrowed counters must always be returned.

Winning the Game: When the counters have been swept from the board the agreed upon number of times, the players total their counters to determine their gain or loss, remembering that one red counter equals five white ones. The player with the highest number of counters is the winner.

MILTON BRADLEY COMPANY
Springfield, Massachusetts
"Makers of the World's Best Games"

4029

Lightning Express

For Two to Four Players

Implements: The implements are four wooden pieces or men, one each of red, blue, yellow and green; four pieces representing "red lights"; two dice and white and red counters (one red counter is equivalent to five white counters).

Object of the Game: It is the object of the game to win the most counters in a previously agreed upon number of times the counters are swept from the "railroad stations" in the center of the board.

To determine who is to play first, the players throw the dice. The one throwing the highest number plays first, the next highest throw plays second, and so on.

Method of Play: Before beginning the game, the counters are divided equally among the players, remembering that one red counter equals five white ones.

Each player is assigned one of the colored railroad stations in the center of the board, and each player selects one of the playing pieces, or men, of corresponding color to represent him. That is, if your playing piece is red, the red station in the center of board is your space.

The four "red light" pieces are placed in the center of the board.

Players take position, one on each side of the board, placing their men on the first yellow space on their left. Either track may be used.

Players throw the dice in turn and move their men to the right as many spaces as indicated by the throw.

On each turn of a player, he must put a white counter on the railroad station in the center of the board on the corresponding color to that on which his man stops. For instance, if a player stops on a blue space, he must place a white counter on the blue railroad station, unless blue is his color, in which case he is not obliged to contribute a counter.

Players continue to throw the dice in turn, moving their men around the board, and putting white counters on railroad stations until the counters are removed by one of the players.

RULES TO BE OBSERVED

1. A player need not put a counter on a station of his own color.
2. On a throw of 2, 3, or 12, a player is considered to be "behind the red light," and immediately places one of the "red light" pieces on the space in front of him, and can make no further moves until the "red light" is removed.
3. The "red light" may be removed from in front of a player on a throw of 7, 11 or any double, and the player is then free to move the number of the throw.
4. Whenever there are 10 counters on a railroad station, the player to whom this station is assigned sweeps the board of all counters on all of the stations. (Bear in mind that this means the equivalent of 10 white counters; there may be one red and five white counters.)
5. If a player is "behind the red light" and in his turn fails to obtain a throw of the dice which will permit the removal of the "red light," he is not obliged to put a counter on a station.
6. If a player is "behind the red light" when his railroad station has 10 counters, he cannot sweep the board until the "red light" is removed. Should any other railroad station get 10 counters