

moves his man. If the man stops on either a green or yellow star, he wins the set. If his man stops on a red star, the caller wins the set. The player who held the History card does not take a President card in such a case. If none of the players have the History card, the President card must be returned to the board and placed on the bottom of the pack. Whichever player wins the set, removes both cards from the board and places them to one side.

MEMORY GAME

The method of play is the same as for the simple game for children, except that Rule 3 is omitted and Rule 4 is changed to read as follows:-

Rule 4. When a player's man stops on either a green or yellow star, if he has a President card, the player may call for the History card. If another player has the History card, such player will throw the dice and request the caller to repeat the item of information on the History card corresponding to the number received on the throw.

Example: If the throw is three, the player will request the caller to repeat item three. If the caller is able to give the correct answer, he wins the set. If he fails, the holder of the History card wins the set.

If no player holds the History card when called for, the President card must be returned to the board and placed on the bottom of the pack.

Whichever player wins the set, removes both cards from the board and places them to one side.

MILTON BRADLEY COMPANY

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MEN OF DESTINY

A GAME OF OUR PRESIDENTS

A Simple Game for Children

FOR TWO, THREE OR FOUR PLAYERS

IMPLEMENTS

31 President cards (The President's name appears in the center of the card.)

31 History cards (The President's name is at the top of the card and listed under the name are six items of interest about the life of the President named or important historical events during his term in office.)

4 Wooden pieces or men (One of each of four colors.)

4 Dice (One for each player.)

OBJECT

A President card and its History card form a set. It is the object of the game to score the most points by obtaining the largest number of cards in sets.

METHOD OF PLAY

Players take position around the board.

The two sets of cards should be thoroughly shuffled, separately, and placed face down in the center of the board, the President cards in one pack and the History cards in another separate pack.

Each player selects a wooden piece or man and takes one of the dice.

Players throw the dice to determine who shall start the game. The one having the highest number plays first, the one with the next highest number plays second, etc.

Each player places his man on any one of the yellow stars on the board.

Now players each draw four History cards, one at a time in turn and place them face up on the board in front of them.

The first player throws the dice and moves his man to the right number of stars indicated by the throw. If his man stops on a yellow or green star his turn is ended. If his man stops on a red star he takes the top card from the President pack and places it on the board in front of him.

The other players then follow in turn in the same manner. The play continues in this manner, observing the following rules, until the game is ended.

RULES

1. When a player's man stops on a red star he draws a card from the President pack.
2. Players may not hold more than 3 President cards at one time. If a man stops on a red star when a player already has 3 President cards, the turn passes to the next player.
3. When a player's man stops on a yellow star, if the player has a History card that matches up to one of his President cards, he may form a set and remove both cards from the board and place them to one side. If he has no President card, the turn passes to the next player.
4. If a player's man stops on a green star and the player has a President card, he may call for the History card for such President. If another player has the

History card, he must give it to the caller, who forms a set and removes both cards to one side. If none of the players have the History card, the caller must return the President card to the board, placing it on the bottom of the President pack.

5. If a player is without a President card when his man stops on a green star, the turn passes on to the next player.

6. As often as a player gives up a History card he draws another, so that he will always have four such cards until the pack of History cards is all used up.

7. The game is ended when any one of the players forms a set with his last and the only remaining President card.

SCORING

Five points is scored for each set of cards completed by a player.

WINNER

The player with the most points when play is discontinued, is the winner of the game.

Optional Ways to Play This Game

EDUCATIONAL GAME

The method of play is the same as for the simple game for children, except that Rule 4 is changed to to read as follows:-

Rule 4. When a player's man stops on a green star, if he has a President card, he may call for the History card. If a player has a History card, he must read the information on same, out loud, for the benefit of all players. This player then throws the dice and