



RULES FOR THE GAME OF

PLAY SAFE

TRADE-MARK. PATENT APPLIED FOR

A NEW THRILL in Smart Games for Players of All Ages

PLAY SAFE teaches caution to children. It appeals to grown-ups because its action represents precisely the trials and hazards of auto driving or walking in city traffic. . . . It embodies the element of chance through throws of the cubes, and allows the exercise of individual judgment in choice of moves and routes.

Implements are provided for two to six players, but additional players may join in by using chips or other tokens for playing pieces. When two to six play, each player uses an automobile and miniature "man" of same color as the auto, representing his Pedestrian.

NOTE THE CUBES: Numerals preceded by the letter "A" govern the moves of the "Auto." The letter "P" before numerals governs the moves of the "Pedestrian."

The solid red circular dot, with letter in center, on one side of each cube, denotes **RED TRAFFIC SIGNAL**. If the cube shows red dot with letter "A", the Auto does not move. If cube shows red dot with letter "P", the Pedestrian does not move.

Playing the Game

I—Appoint a scorekeeper.

II—The scorekeeper issues One Thousand Dollars (\$1,000.00) in script money to each player. He also gives "Police Tickets" for traffic violations, collects fines, issues premiums to first and second players to reach home, and declares the winner at the end of game.

Players roll the cubes for first play, high throw playing first. In rolling for position, add the numerals on the two cubes, ignoring the letters.

III—The object of the game is to start from the "Play Safe" circle and reach Home at the lower left corner of the board — with the minimum number of traffic violations.

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IV—Premiums for First and Second Place. The first player to reach "Home" with both his "Pedestrian" and "Auto," receives a premium of \$50 from the scorekeeper. The second player to get both his "Pedestrian" and "Auto" into the "Home" space is given a premium of \$25 by the scorekeeper. The first player Home, however, is not always the winner of the game.

A player must enter "Home" space by an exact throw of the cubes — i. e., if his Auto is one space from "Home," he must throw a "1" to enter.

The game is won by the player who at the end of the game has the greatest amount of money left from the thousand dollars given him at start of the game. "The end of the game" is reached when all players but one have reached "Home" with their "Pedestrians" and "Autos."

V—The Choice of Routes from "Start" to "Home" is left to the player's judgment, providing traffic rules are obeyed. Arrows show directions in which autos are permitted to travel on various streets; Pedestrians walk on the sidewalk in any direction wherever sidewalks are shown. Where there are no sidewalks, Pedestrians walk in the road. However, once started down a chosen road, reversing is not allowed, and turns can be made only at street intersections.

EXAMPLE: It is possible, where there is a penalty space ahead, to avoid the penalty by taking another road at an intersection. But once on a particular road, a penalty cannot be avoided by reversing and going back, even though two-way traffic is permitted.

VI—Each space between lines indicates one move. The "Automobiles" must stay in the road, and "Pedestrians" on the sidewalk. Where there is no sidewalk, the Pedestrian must stay on the left side of the road.

VII—Each time a player's Auto or Pedestrian lands on a penalty space, the Scorekeeper gives the player a "ticket" for that penalty. Each penalty ticket is numbered and a detailed explanation of its penalty is listed below, in these Rules, in a paragraph numbered same as the ticket.

Accident—If either an Automobile or Pedestrian moves onto a space that indicates an *accident*, player is given a "ticket" or hospital bill, corresponding to the accident indicated on the board . . . The Automobile goes to Jail and Pedestrian goes to the Hospital, from which point they start again on their next moves.

If because of a No Parking space or because of a traffic signal, a player is compelled to back up into a space with an "Accident," the accident does not count against the player, but he must back off the accident space to the next clear space.

Penalty Tickets—There are 80 red tickets for Automobile penalties and 80 yellow tickets for Pedestrian penalties. When an "Auto" or "Pedestrian" lands on a penalty space, the player is given a ticket bearing a legend similar to that on the penalty space, and does as the ticket directs; i. e., pays fine, goes to Hospital, etc.

EXAMPLE: B's "Pedestrian" lands on space reading: "Jay Walking." The scorekeeper gives "B" a yellow ticket, numbered "1", and the player pays a \$5.00 fine.

All fines are collected by the scorekeeper.

1. PARKING ON the cubes place low space, the for parking (I back, behind th
2. TRAVELLING Automobile land is a traffic sig a ticket for T (Fine, \$5.00) space behind t place the Auton yond the signal passing the sig
3. SPEEDING. TI the cubes. On t the cubes, the p ing" ticket. Thr of \$25.00. On t the player recei (Fine, \$25.00).
4. STANDING ON If the automobi track, player dr ing on Railroad and moves back
5. HITTING RAIL place Auto on s gates, player ge and moves back
6. BLOWOUT. If showing a blo ticket and goes

1. JAY WALKING showing the jay player must tak
2. CROSSING STI NAL. If the Pe a street falls on a traffic signal, o dle of the street, (Fine, \$5.00) ar back to the prec
3. WALKING ON ' ROAD. If the F space, the playe \$5.00).
4. STANDING ON TRACKS. If the trian on the Rail receives a ticket Pedestrian goes space.
5. HITCHING ON I takes a ticket (F
6. WALKING FRO

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AUTOMOBILE PENALTIES

1. **PARKING ON YELLOW SPACE.** If the cubes place the Automobile on a Yellow space, the player receives a ticket for parking (Fine, \$5.00) and moves back, behind the yellow space.
2. **TRAVELLING AGAINST LIGHT.** If Automobile lands on a space where there is a traffic signal, the player receives a ticket for Travelling Against Light (Fine, \$5.00) and moves back to the space behind the signal. If the cubes place the Automobile on some space beyond the signal there is no penalty for passing the signal.
3. **SPEEDING.** The speed limit is "10" on the cubes. On the throw of a "9-A" on the cubes, the player receives a "Warning" ticket. Three warnings make a fine of \$25.00. On the throw of an "11-A" the player receives a ticket for speeding (Fine, \$25.00).
4. **STANDING ON RAILROAD TRACK.** If the automobile lands on the railroad track, player draws a ticket for "Standing on Railroad Track" (Fine, \$25.00) and moves back to clear space.
5. **HITTING RAILROAD GATES.** If cubes place Auto on space containing railroad gates, player gets a ticket (Fine, \$5.00) and moves back to next clear space.
6. **BLOWOUT.** If Auto falls on space showing a blowout, player draws a ticket and goes back to the repair shop.
7. **DEFECTIVE BRAKES.** If Auto lands on space showing defective brakes, player takes a ticket, and Auto goes back to repair shop.
8. **DRIVING ON WRONG SIDE OF ROAD.** Falling on this space, player receives a ticket (Fine, \$50.00).
9. **SKIDDING.** If Auto stops on space showing skid, player gets a ticket (Fine, \$5.00) and goes back to repair shop.
10. **COLLISION WITH STANDING OBJECT.** Player gets a ticket (Fine, \$50.00) and Automobile must go back to Jail.
11. **PASSING ON HILL.** For stopping on this space, the player gets a ticket (Fine, \$50.00).
12. **PARKING IN FRONT OF FIREHOUSE.** Automobile is given a ticket (Fine, \$25.00) and moves back to next clear space.
13. **ACCIDENT—HITTING PEDESTRIAN IN STREET.** If Automobile lands on space showing this accident, player receives a ticket (Fine, \$100) and Auto goes back to Jail.
14. **HIT AND RUN DRIVER.** Same as Hitting Pedestrian.
15. **ACCIDENT—HIT BY TRAIN.** Player draws a ticket (Fine, \$500) and the Auto must go to Jail.
16. **HEAD-ON COLLISION.** Go to Hospital. Pay \$200.00.

PEDESTRIAN PENALTIES

1. **JAY WALKING.** Landing on a space showing the jay walking footprints, the player must take a ticket (Fine, \$5.00).
2. **CROSSING STREET AGAINST SIGNAL.** If the Pedestrian, when crossing a street falls on a space where there is a traffic signal, or if he stops in the middle of the street, the player gets a ticket (Fine, \$5.00) and the Pedestrian goes back to the preceding space.
3. **WALKING ON THE WRONG SIDE OF ROAD.** If the Pedestrian stops on this space, the player gets a ticket (Fine, \$5.00).
4. **STANDING ON THE RAILROAD TRACKS.** If the cubes place the Pedestrian on the Railroad Tracks, the player receives a ticket (Fine, \$5.00) and the Pedestrian goes back to the next clear space.
5. **HITCHING ON BACK OF CAR.** Player takes a ticket (Fine, \$25.00).
6. **WALKING FROM BEHIND A PARKED CAR.** If Pedestrian lands on this space, he gets a ticket (Fine, \$35.00).
7. **ACCIDENT—PLAYING IN THE STREET.** This is serious. If Pedestrian stops on this space, player gets a ticket (Hospital Bill, \$100) and the Pedestrian goes to the Hospital.
8. **ACCIDENT—JAY WALKING.** Pedestrian, if he lands on a space showing this accident, receives a ticket (Hospital Bill, \$100) and also must return to the Hospital.
9. **ACCIDENT—WALKING FROM BEHIND PARKED CAR.** Landing on this space Pedestrian must draw a ticket (Hospital Bill, \$100) and also must go back to the Hospital.
10. **ACCIDENT—HIT BY TRAIN.** This means a long stay in the Hospital. Pedestrian receives a ticket (Hospital Bill, \$500) and must also go back to Hospital.
11. **ACCIDENT—HIT BY AUTO.** Player draws a ticket (Hospital Bill, \$100) and Pedestrian goes to Hospital.

NOTE — The railroad crossing where train is standing, the section marked detour, and the section where a fire is taking place are blocked roads closed to all traffic, both Automobile and Pedestrian. All PENALTY SPACES on the Board are numbered with numerals conforming to the numbered cards defining the penalties, and the numbered paragraphs above giving details of each penalty.

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