

# Rules for Playing the Game of Radio Flash

Start count from PORT MARKED 1.

One, two or any number up to six inclusive may play.

Each player selects his ship.

Player spinning the highest number on RADIO FLASH DIAL starts on the FIRST voyage, the next highest SECOND and so on.

Players when starting voyage have the privilege of selecting Western or Eastern route to reach the NORTH POLE.

On your turn RECOGNIZE ONLY first RADIO MESSAGE picked up.

If ship advancing or going back meets another ship on same Port or Space (EXCEPT A SHELTER PORT) player who moved last caused a collision and must pay the penalty of losing 1 spin.

If player has one or more extra spins same must be taken immediately. Each spin should be counted separately and player advances or goes back according to RADIO MESSAGE picked up.

To win player must spin exact number of spaces remaining to reach NORTH POLE. SHELTER PORT represents SAFETY ZONE.

## RADIO FLASH MESSAGES

International Morse Code	
A ● ■■	Calm sea. Proceed. Ⓞ
B ■■ ●●●	Load provisions. Advance 2 spaces.
C ■■ ● ■■ ●	Engine trouble. Go back 1 space.
D ■■ ●●	On next spin route via African Coast.
E ●	Off course. Go back 2 spaces.
F ●● ■■ ●	Smooth sea. Advance 3 spaces.

International Morse Code	
{ A ● ■■ E ●	Heavy storm. Go back 2 spaces to San Diego.
{ D ■■ ●● D ■■ ●●	On next spin route East via Cape Town then South via Crozet Island.

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**G** Radio contruons good, no interference. Take 1 extra spin.

**H** Load provisions. Advance 1 space.

**I** All well on ship. Take 1 extra spin.

**J** Advance to San Diego. Pick up Government Officers.

**K** Severe blizzard. Go back 2 spaces.

**L** All well. Advance 4 spaces.

**M** Weather favorable. Full speed ahead. Advance 2 spaces.

**N** On next spin change course South via Denmark Str. to New Foundland then North via Davis Str.

**O** Stand by. Medical examination of passengers and crew.

**P** Patrol flash warning Ice Berg. Go back to nearest Shelter Port.

**Q** Shallow water. Return to New Foundland.

**R** Ship wreck. Return to nearest Shelter Port.

**S** Smooth sea. Increase speed. Take 1 extra spin.

**T** Ice floes. Proceed slowly.

**U** On next spin route South West via New Zealand then East to So. Shetland Island.

**V** On next spin route South via So. Shetland Island then west to New Zealand.

**W** Locks closed. Lose 1 spin.

**X** Ship held for Government inspection.

**Y** Favorable winds. Advance 1 space.

**Z** WINNER OF RADIO FLASH.

**H** Advance 1 space West and proceed via Cayenne.

**O**

**I** Favorable winds. Take 2 extra spins.

**I**

**J** On next spin take Western course via Cook Island and Fiji Island.

**Q**

**K** On next spin change course South via Hudson Bay to New Foundland then North through Denmark Str.

**I**

**P** On next spin route via Cook Island and Panama Canal.

**C**

**Q** Patrol flash warning Ice Berg Danger. Proceed slowly.

**D**

**R** Ice Fields. Go back 4 spaces.

**N**

**S** Distress signal. Take off passengers. Go back 3 spaces. (International meaning of S O S is SAVE OUR SHIP.)

**O**

**S**

**W** Return at once to Bermuda. On your next spin route via Panama Canal. Take Western route via Cook Island and Fiji Island.

**R**

**COLLISION** Lose 1 spin.

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