

RULES FOR PLAYING EN-AR-CO AUTOMOBILE TOUR

From one to four players can play at one time.

Each player spins to see who starts first, highest number gets first start. Players then spin in rotation, each player taking one spin. Each circle represents 50 miles. For example if you spin and the hand on dial points to 4, you advance your auto to circle number 4 and if you spin 6 on your next spin you advance to circle number 10, etc.

If dial of spinner stops exactly on a line, player takes another spin.

If more than one auto stops in one circle, all stay, unless directions on circle say go back, or go ahead.

READ THE WORDING IN CIRCLES

Some circles give player one or more extra spins, while at some points you go back. If player lands at last circle No. 45 before entering final large circle, he must spin number one to win game. Spinner must make at least one revolution of dial, as player will not be allowed a half or quarter spin to make one in order to enter final circle.

The National Refining Company

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EN-AR-CO BRANDS

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