

Guillow

Rules for the New Lindy Flying Game

NEW YORK TO PARIS

SIXTH EDITION

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Published by Nucraft Toys, Wakefield, Mass.

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The new Lindy flying game, "New York to Paris," may be played by two, three, or four persons, or if two packs are used, as many as eight persons may participate. The purpose of the game, as the title indicates, is to accomplish a flight from New York to Paris, a distance of 3300 miles. The winner of the game is the player who first—despite delays due to storms, fog, motor trouble, and forced landings—accumulates mileage cards aggregating the required 3300 miles.

Procedure. To begin with, five cards are dealt to each player and the remainder are placed face downward in the middle of the table for a drawing pile. The person to the left of the dealer starts the game by drawing one card and then playing or discarding a card. Throughout the game each player in turn draws a card and thereupon plays or discards a card. Thus each player has always five cards in his hand. A player may draw at any time from the discard pile, the cards of which are placed face up, instead of from the drawing pile.

The Five Piles. Unless there are four persons playing partners, each player will gradually accumulate in front of him five piles composed, respectively, of weather, flight, 500-mile, 300-mile, and 100-mile cards. In the event that four persons play partners, each pair of players will have in common one set of five piles.

The Weather Pile. The first pile is the weather pile and the first card to be played is a "Favorable Weather" card. It will be each player's object to keep a "Favorable Weather" card on top of his first pile, and his opponents will attempt to hinder him by placing "Storm" and "Heavy Fog" cards on that pile.

The Flight Pile. The second pile is the flight pile. If a player has a "Favorable Weather" card uppermost on his first pile, he may play a "Take-Off" card. Throughout the game it is never permissible to take off unless the weather is favorable. Each player will endeavor to keep a "Take-Off" card uppermost on his second pile. His opponents, however, will impede his progress, as they have opportunity, by playing "Motor Trouble" and "Forced Landing" cards on the flight pile. When there is a "Forced Landing" card uppermost, the player can make no progress until he is able to play a "Take-Off" card. If there is a "Motor Trouble" card on top of the second pile, the situation is even worse, for the player must make a forced landing and subsequently take off again before he can proceed on his journey. It is to be remembered that no "Take-Off" card can be played unless the weather conditions are favorable.

The Mileage Piles. The other three piles in front of the player are mileage piles of 500-mile, 300-mile, and 100-mile cards, respectively. To win the game a player must get two 500-mile cards, five 300-mile cards, and eight 100-mile cards. With a "Favorable Weather" card uppermost on the first pile and a "Take-Off" card on the second, a person may play whatever mileage cards he chooses. If there is a "Storm" or "Heavy Fog" card uppermost on the first pile and a "Take-Off" card on the second, one may fly only short distances, and the player is restricted to 100-mile cards until the weather again becomes favorable. If there is a "Motor Trouble" or "Forced Landing" card uppermost on the second pile, no flying at all may be done regardless of weather conditions.

A New Deal. When the drawing pile is exhausted, as may happen several times in the course of a game, a new deal is required. The cards which the players have in their hands at the moment, together with all the cards in the discard pile and all the cards on each player's weather and flight piles, except the topmost one in each case, must be thoroughly shuffled. Then the cards are dealt and the drawing pile formed as before. It is to be observed that the mileage piles of all players are left untouched at the time of a new deal.

The "Lucky Lindy" Card. The game may be played as explained above without the use of the "Lucky Lindy" card. If the players choose to vary the game by keeping this card in the pack, its possession entitles the holder to play uninterrupted as long as he can. This means that after laying the "Lucky Lindy" card on the table, he may play all the appropriate cards he happens to have in his hand and also any he may draw. Thus the lucky turn terminates only when the player has five cards in his hand, none of which can be played. A person is never at liberty to play cards favorable to his opponents, even for the sake of extending his lucky turn. On the occasion of this lucky turn the player may replenish his hand only from the drawing pile, and is not free to draw from the discard pile. A player need not avail himself of the lucky turn as soon as the "Lucky Lindy" card comes into his hand; he would do well, on the contrary, to wait until his hand contains only cards which he can play to advantage. In the event of a new deal, the "Lucky Lindy" card should be included among the cards shuffled.

With or without the "Lucky Lindy" card, the game moves along rapidly and is entertaining for both adults and children.