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DIRECTIONS FOR PLAYING

THE POPULAR GAME OF

Innocence Abroad.

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The Game of Innocence Abroad.

The general idea of the game represents a party of travelers on an excursion from their *houses in the upper left hand corner to the city at the lower right hand corner.*

Each player at the outset goes on a *shopping expedition*, which prepares him for the trip, and after having purchased several articles, reaches the *Depot* and is fairly started upon his journey.

The regular route to the City is the *blue line*, which runs through a variety of scenery, passing through Centerville, where the traveler stops for lunch, and continues on around the shore of the bay until it reaches the City.

From this *blue line* various *stage routes* and *branch roads* turn off; and *steamboat lines* at different points are open to the traveler, provided chance allows it.

The large mountain, up which runs a stage line, affords the possibility of a pleasure trip to its top, if the traveler pauses at the space marked at the bottom; but the purpose of the players being to arrive at the City as quickly as possible all such delays, even spent "amid such delightful scenery" are to be avoided if possible.

1. Each player takes (2) pieces, or men, of the same color.
2. *The player whose two pieces first reach the City* (either the city depot or steamboat wharf) wins the game,

UNLESS—

The player whose pieces are *second* in reaching the City reaches it at *less than half the expense of the presumed winner*; in which case the *second player*, getting both pieces into the City, is *winner of the game*, as he has arrived there at so much less expense.

The winning of the game, therefore, lies always between the two players who first have both of their pieces "in."

Each player first deposits his two pieces upon any one of the houses in the margin near the title "Innocence Abroad."

One player begins the game by spinning the *Indicator* and moving either of his pieces, beginning with the first square in the shopping district through which the black line runs, as many squares along the line as the number indicated by his spin.

Players spin and move in turn along the line. A player can enter his second piece whenever he desires and play either piece he chooses.

SHOPPING.

A record must be kept of the amount of each player's purchases or losses, and when a player's piece stops upon a square having a price marked on it, he must be charged that amount (as if he had purchased the articles.)

It is desirable to get through the game with the least possible expense; therefore if by moving one of his pieces a player would land upon a square that requires a *purchase*, and can, by playing the other piece escape expense, he of course plays the latter.

When a piece lands upon a square which directs a backward or forward movement, the instructions on the square are followed out in addition to the regular spin. For instance, if a piece lands on a square marked "Take Car to Bookstore," the piece is immediately moved along to the square marked "Bookstore," where the player spends \$2.00. Thus "Forgot something; go back to the house," take him back to starting point, etc.

The last square in the shopping district through which the line runs is marked "Cab to Depot." This square must be reached by an exact spin—that is, if a player is two squares distant he can only move when he spins a one or a two, and if he spins a higher number than two he cannot move that piece at all.

A piece landing on the square "Cab to Depot" is immediately placed upon the picture of the Depot, and is at liberty, at the next spin, to be moved down the blue track toward the City. Pieces are *not* picked off by opposing pieces when on the same square.

TRAVELING.

When a piece lands upon a space on the railroad track which has printed instructions upon it, those instructions must be followed. When on a space marked, "*Take Branch Road*," a player must, on his next spin, play out on the branch instead of continuing on the main track. If a piece lands in space "Go to Centreville," it is immediately advanced to Centreville Depot, etc., etc.

Travelers must reach the *Centreville Depot* (either of the red dots) by an exact spin, and on the next spin (unless playing the other piece) must go through the dining-room, being charged with the amount of all refreshments at which the piece stops. Leaving the dining-room, the traveler does not have to spin any particular number in order to depart, but continues on toward the City.

Landing on either of the two spaces at Port Washington, a traveler is obliged to leave the railroad and take the steamboat line on his next spin.

The City must be reached by exact spin. The first player whose two pieces reach the *City Depot*, or last space on Steamboat Line (occupied by steamboat) *wins the game* unless the second player getting both of his pieces into the City has incurred less than half the expense of the first. In that case the player getting his pieces in second *wins*.

Travelers can be picked off by opposing pieces who land on the same space of the R. R. track, stage or water route and made to start over again from depot at top of board. *If players desire, however, this rule can be omitted* (as it tends to make the game longer.)

A piece landing on the word *wreck* is thrown out of the game, thereby making it impossible for its owner to win.

The illustration on box label is an imaginary view of a scene at PORT WASHINGTON.