

Upon reaching his destination by exact throw, he must start on his next turn for his original starting point and must land **THERE** by **EXACT THROW** as heretofore explained. He then starts on his second flight, using another of his route cards and with the same Plane follows the above rules.

When a player lands on a space occupied by an opponent's Plane, this opponent's Plane must **return to its original starting point** and start again. This does not, of course, affect any previous completed flights.

When a player's Plane is on a City it cannot be taken, and if an opposing player's throw would land him on this city space, he must lose his turn or move elsewhere.

The first player making four round trip flights to Europe and landing at his starting point by exact throw **WINS THE GAME.**

## DIRECTIONS FOR PLAYING

the game of

# LINDY HOP OFF

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Salem, Massachusetts, New York and London

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For Two to Four Players

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Each player takes one piece representing an Airplane, also one set of four "route" cards, all the same color.

Players use one die with dice cup.

### RULES

The various sets of route cards are put in **four piles** on the table, according to colors, **face down.**

Each player takes a set of cards, and then examines his cards to see who plays first. The player drawing New York plays first, Philadelphia second, Boston third, Washington fourth. (It will simplify matters if players sit around the table in this order.)

All players then place their Airplane and route cards in front of them.

**Players throw in succession**, New York first, until a 6 is thrown. The player throwing a 6 enters his Plane on his starting point and is ready to start his flight on his next turn. The entrance of a Plane can only be made by throwing a 6.

After having a Plane entered, a player on his next turn examines his route cards and selects one of them as his first flight across the Atlantic, throws the die and moves forward, as many spaces as thrown, towards his destination. If he throws a **2**, he moves his Plane forward **two spaces**; a **5** he moves his Plane for-

ward **five spaces**. In counting, the dots are counted and not the spaces between them, but the dot on which a Plane rests is not counted.

It is always wise, of course, to take the most direct route and a player must land at his destination by **exact throw**; that is, if he has three spaces to go he must either throw a 3, which takes him to his destination, or a 1 or 2, which moves him one or two spaces. Should he throw a 4, 5, or 6, he could not move and therefore loses his turn.

**On the outward flight only**, if a player's Plane lands on the large black circle south of Nova Scotia, it must be returned to the starting point and on this player's next turn started again. As this particular Plane is already entered, it is not necessary to throw a 6 again.

When a player lands on any of the spaces marked "GREAT SPEED," "FOG," "ENGINE TROUBLE," etc. he must follow out instructions as indicated.