

Some NOTES and REMINDERS

At the beginning of the game, the flyers start where HEAD WIND is encountered; hence, the card "HEAD WIND" governs the Game WITHOUT PLAYING THAT CARD, until one plays the card "FAVORABLE WIND."

The principal use, therefore, for HEAD WIND cards is to restrict your Opponent's progress by playing on his "FAVORABLE WIND" card.

If a player (or his side) cannot play Mileage cards because he has no undelayed HOP OFF card displayed on the table, his play (according as his Hand and judgment allows) will be one of the following cards, namely:

A HOP OFF card (or if first needed a GASOLINE card or NEW PLANE card) or FAVORABLE WIND card to his own playing space, or a HEAD WIND card to his Opponents' space, or a DELAY CARD on Opponents' HOP OFF card. Otherwise he plays his least needed card to DISCARD pile.

Each player, when his turn comes to play, draws one card from the top of the Drawing Pile, so that he has in his hand SIX cards from which to select the one he wishes to play. This card must always be drawn BEFORE the play is made, not afterwards.

The drawing and playing of ONE card, whether to Mileage or Discard Piles, or elsewhere, constitutes a play. You may play the card you draw or any one from your Hand.

A player may be delayed by an Opponent as soon as he has played a HOP OFF card, thereby delaying his start.

The game consists of 99 cards, as follows:—

15-Hop Off	3-Descends in Parachute	2-Delivers Mail	10-200 Miles
4-Head Wind	8-New Plane	8-Gasoline	10-300 Miles
5-Favorable Wind	3-Lands for Gasoline	19-100 Miles	12-500 Miles

PARKER BROTHERS, Inc.

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RULES FOR PLAYING

LINDY

TRADE-MARK

THE AIR MAIL GAME

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NOTE.—As LINDY, THE AIR MAIL GAME is original in play and amusement, differing radically from all other games, it is suggested that beginners obtain a thorough understanding of the general rules by careful reading before starting their first game. The pleasure of the game correctly played will reward them amply.

THE IDEA OF THE GAME is a race between the contending players who represent aviators in the Air Mail Service.

THE OBJECT OF THE GAME is to score 3200 miles by completing a set of Mileage cards as shown in illustration below. To accomplish this, one not only builds up Mileage as quickly as he may, but also adds to the excitement by obstructing his opponents by the play of DELAY cards upon their HOP OFF cards.



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THE CARDS

HOP OFF CARDS are very important. An undelayed HOP OFF card must be displayed beside your playing-space, otherwise your side cannot play any MILEAGE card, except to the DISCARD PILE (though you may, regardless of this, play a HOP OFF, of course, or play a DELAY card upon your Opponent's HOP OFF, in any turn, or a HEAD WIND or FAVORABLE WIND card, etc).

MILEAGE CARDS. 100 Miles, 200 Miles, 300 Miles, may be played when one has a Head Wind or a Favorable Wind card displayed. 500 Miles is playable only when one's FAVORABLE WIND card is displayed.

DELAY CARDS. DELIVERS MAIL, LANDS FOR GASOLINE, DESCENDS IN PARACHUTE may be played upon an Opponent's HOP OFF card to delay Opponent's progress, as Opponents must, before making any further Mileage, play upon DELIVERS MAIL card a HOP OFF card;— upon LANDS FOR GASOLINE card first a GASOLINE card and then a HOP OFF card;— upon DESCENDS IN PARACHUTE card first a NEW PLANE card and then a HOP OFF card.

FAVORABLE WIND. The high Mileage cards "500 Miles" cannot be played unless that player or side has played a FAVORABLE WIND card at the side of his HOP OFF card. (The privilege of playing a 500 Miles card is cancelled when an Opponent's HOP OFF card is displayed.)

PLAYING

SEE THAT THE CARDS ARE THOROUGHLY SHUFFLED before being dealt. This is VERY NECESSARY.

To start the LINDY, the Air Mail Game, the player chosen as Dealer shuffles the entire pack thoroughly, deals out FIVE cards to each player and places the rest of the pack face downward, in the Center of the table. This is the Drawing Pile.

Each player holds his five cards, called his "Hand." The player at the left of the Dealer then draws the top card of the "Drawing Pile" to his Hand. If he holds or has drawn a HOP OFF card, he immediately plays the HOP OFF card to the table in front of him, thereby creating the "Airport" or playing space for himself and partner.

If he has no HOP OFF card, he discards FACE-UP to the center of the table alongside the DRAWING PILE, any one of the six cards in his hand, thus keeping only five cards in his hand. The new pile thus started face-up is called the DISCARD PILE and all discarded cards are played on this pile.

The next player then draws top card of "Drawing Pile," plays a HOP OFF card if he has it, and if not discards one card to "DISCARD PILE." Each player, in his turn, first draws a card and plays or discards as the case may be. Thus, he always has six cards from which to select his play, and only five left in his hand after playing.

The turn passes to the left, each player first drawing one card and then playing or discarding one, as his turn, his object being to add to his (or his side's) mileage, or delay his opponents.

The "HOP OFF" card is really the admittance card of the game. After a HOP OFF card has been played, it is effective for that player and his partner until an Opponent plays a DELAY card upon it.

In any stage of the game, after an Opponent has played a DELAY card upon your HOP OFF card, another HOP OFF card must again be secured and played before you can continue scoring. (See DELAY CARDS, page 2).

A FAVORABLE WIND card must have been played and exposed at the side of the HOP OFF card before a "500 Miles" card may be played. The other Mileage cards are playable at all times if a HOP OFF card is displayed. A HEAD WIND card played upon a FAVORABLE WIND card destroys the right to play the "high speed" 500 Miles cards.

WHEN THE DRAWING PILE IS EXHAUSTED, ALL CARDS in the DISCARD PILE and ALL CARDS in the HOP OFF Piles except the top card of each pile, and also ALL CARDS in the piles containing FAVORABLE WIND and HEAD WIND cards, with the exception of the top card of each pile are picked up by the Dealer, very thoroughly reshuffled, and placed in the center of the table face-down to constitute the new DRAWING PILE

Good judgment in the use of DELAY and FAVORABLE WIND cards and in Discarding will do much toward winning.

The game proceeds until WON by the side or player first scoring 3200 Miles.