

Hendrik  
Van Loon's

## WIDE WORLD GAME

By HENDRIK WILLEM VAN LOON

Author of History of Mankind, Van Loon's Geography, Rembrandt, etc.

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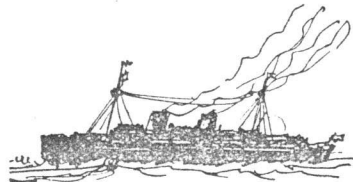
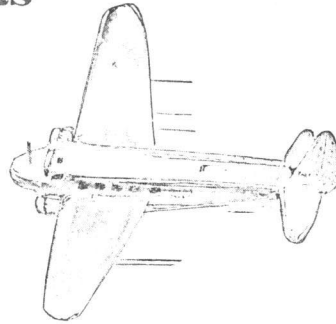
**PARKER BROTHERS, INC.**

SALEM, MASS., NEW YORK and LONDON



**For TWO, THREE or FOUR  
PLAYERS**

THE OBJECT of this game is to travel by Airplane or Steamship from San Francisco the great western seaport of America, to MANILA in the Philippine Islands (our far east possession).



*Across the Continents  
And over the Seas,  
We make our way!*

Wide World Game (Hendrick Van Loon's) Parker Bros Inc. 1933

(W6173)

Board + pieces separate box

Box - Mountain + Pagoda + HVE Signature

Metal ships + planes

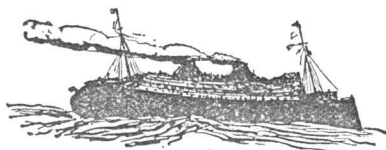
Race game

Dice - Routes predetermined

AGCA  
ARCHIVES

Always move forward the full play shown on your PLANE (pink) or STEAMER (green) card UNLESS it will take you past the Port or City desired, in which case the excess is not used.

When a player reaches the end of any one of the Plane or Steamer journeys on his TICKET, he removes his Plane or Steamer from the board and substitutes a Plane or Steamer, whichever his TICKET indicates as needed for his next play. Thus, for example, having arrived at New York by Plane, the player removes his Plane and makes ready for his ocean trip by placing his Steamer of the same color with the Prow resting at New York.



When moving by Steamer, move the Prow (forward end) of the vessel as many dots forward as the Green card indicates, so that the Prow of the vessel points to the proper dot.

Any excess of dots on the last move reaching Port (as in a Plane trip) is disregarded, the object being simply to reach the proper Port.

After a player has moved, he returns his pink or green Card to Dealer face-up. The Dealer places this card face-up on a discard pile and when either the pack of pink or green cards are all gone, he re-shuffles these used cards, turning them face-down and they are drawn from as previously.

The first player reaching Manila WINS THE GAME.



## RULES

1. Each player takes a metal Airplane and Steamship of the same color. One player is selected as DEALER and turns the yellow TICKETS face-down and shuffles them, closing his eyes while so doing. He then lays the tickets upon the table and passes the top Ticket to the player at his left—the next to the next player (or to himself if only two are playing), dealing out ONE TICKET to each player.

2. Dealer then shuffles the Green cards which control the movement of Steamers and the Pink cards which control the movement of airplanes, placing each pack **face-down**, in separate piles.

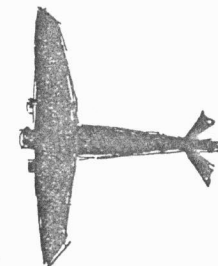
3. The Player at the left of the Dealer plays first, being governed by his yellow TICKET (which will take him all the way from SAN FRANCISCO to MANILA) and according as his Ticket may read, places his Plane or Steamer at the star SAN FRANCISCO.

If the first Journey on a player's TICKET reads "By PLANE," he calls "PLANE" and the Dealer hands him the card at the top of the Pink pack. If the move is to be by Steamer, he calls "STEAMER," and the Dealer hands him a card from the top of the Green pack. The Player then moves his piece in the order named on his TICKET through as many dots (or cities) as the green or pink card drawn indicates.

The Pink and Green cards simply tell how far a player may move in that turn.

A Plane is placed directly upon the dot representing the City to which it is moved. A Steamer is placed with only the Prow (forward end) at the Dot to which it is moved.

When Flying, a player moves his Plane over the cities in the order named on his TICKET moving as many dots (cities) as the Pink card indicates, calling aloud the cities he touches en route.



## EXAMPLE

IF a Player's TICKET reads "SAN FRANCISCO by PLANE to LOS ANGELES, PHOENIX, NEW ORLEANS, ATLANTA, WASHINGTON and NEW YORK," and the pink card handed him reads "FLY TO 3d CITY AHEAD," he moves his Plane from San Francisco to New Orleans, merely touching and calling aloud in passing "Los Angeles" and "Phoenix." His Plane now rests in NEW ORLEANS, which he also names aloud.

If on his next turn, he draws a Pink card reading "FLY TO 2d CITY AHEAD," he moves to Washington, touching and calling Atlanta en route, as it so reads on his TICKET.

IF HOWEVER, he has drawn a pink card reading "FLY TO 5th CITY AHEAD," he would touch his piece at Atlanta, Washington and New York, stopping at NEW YORK, as that is the terminal for this Flight, though this took him only three cities ahead instead of five.

