

DIRECTIONS FOR PLAYING

"ALL ABOARD FOR CHICAGO."

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Each player selects one piece and places it upon the picture of one of the starting stations (St. Louis, Denver, Cincinnati and Buffalo.)

The object of each player is to be the first to reach Chicago.

Players spin the indicator in turn, and move piece as many spaces as they spin.

THE FIRST TRAIN REACHING THE JUNCTION AND GOING ON TO THE DOUBLE TRACK HAS THE RIGHT OF WAY and cannot be passed, save by means of the turn outs.

Each player is in hopes his train will first reach the Junction. It is not necessary to reach the Junction by exact spin, so that if a player's spin will carry him beyond the Junction he completes his move along the double track, but the round space marked "Junction" counts one space in playing.

THE LEADING TRAIN, must stop at the small way-stations by exact spin. That is to say, *the first train must reach by exact spin one of the two Yellow colored spots* below the pictures of the two small way-stations on the double track.

This gives the succeeding trains the possible chance however of getting ahead by taking the side tracks. If the leading train is passed by another, *that train must stop at the next way-station*, as it then leads.

ONE TRAIN CAN OF COURSE NOT PASS ANOTHER SAVE BY TAKING THE TURN-OUTS and, therefore, if a player's spin would take him up to the space occupied by another train or beyond it, *he cannot play but must lose his turn.*

Just before getting into Chicago the double track branches into three sets of tracks. *Players can take their choice of these.*

The first player reaching Chicago BY EXACT SPIN, WINS THE GAME.

Parker Brothers' Illustrated Catalogue mailed free on request.