

DIRECTIONS FOR PLAYING

THE BOY SCOUTS' PROGRESS GAME

"WATCH them WIN their WAY to the TOP"
FOR TWO, THREE OR FOUR
PLAYERS



(Patented)



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The game is supplied with a Folding Playing Board, 80 Counters or Honors, 4 Playing Pieces—one each of four colors, Red, Yellow, Blue and Green, two Dice and a Dice Cup to determine moves about the board, and a Metal Bust of Abraham Lincoln representing "A GOOD AND NOBLE CITIZEN."

THE IDEA OF THE GAME is amusement and education to the Craft, as well as interesting and instructive to boys not already members of the Boy Scouts Organization.

Counters or Honor Checks: These are divided into 64 Lesser Honors and 16 Greater Honors. The 64 Lesser Honors are subdivided into 16 each of 4 colors—Red, Yellow, Blue and Green. The 16 Greater Honors are White Checks subdivided into 5 Tenderfoot Scout, 4 Second Class Scout, 4 First Class Scout, 1 Star Scout, 1 Life Scout and 1 Eagle Scout.

All Honor Checks are illustrated on both sides in duplicate of the Honor Picture illustrations on the board.

In addition to these Honor Pictures there are other illustrations on the board which are described as follows—Outer Circle 12 subjects with the text in Red and with instruction how to proceed in play when landing on any of them by Exact Count. There are also 4 "Trail Marker" Spaces and whenever a player's piece rests on any one of them by exact count that player must follow the adjoining Trail on his next move, using each direction arrow as one space, and when completing the circuit of the trail comes in again onto the Outer Circle and proceeds around in the same manner as before taking the Trail.

On this Outer Circle there are also 4 sets of or 14 single Danger Spaces arranged between the entrance and exit arrows of the four

different Trails. These spaces are arranged to slow down the play of the player landing on them by exact count who, regardless of the count of the Dice and the procedure of the other players, is obliged to move over ONLY ONE of these Danger Spaces at a turn until his forward progress may clear him of them, for example:—If his move should land him onto the Second Danger space where there are 4 in a row, his next two moves would be only one space at a time, but on his third he would proceed as before in accordance with the total count of the Dice for that move.

Always remember that ALL Circles, ALL arrows and ALL rectangular divisions on the different Tracks are ALL regular moving spaces and each is always counted as one moving space.

The idea of the game is to obtain as many Honor Checks as possible which count as different values described later.

To Begin the Game: Each player selects one of the colored playing pieces and places it on the space of a duplicate color on the board marked Red, Yellow, Blue or Green "Start Here" and sits facing the board at that side. Each player then throws the two dice from the dice box, in turn, and the one obtaining the Highest Total Count as registered on the two upper faces becomes "SCOUT MASTER" for that game and throws the dice for every play throughout it. In case of a tie, where two or more players have the same total, those players throw again. The "Scout Master" for subsequent games IS HE who is the Winner of the previous game.

First: All players assist in distributing and placing all of the 80 Honor Checks on the spaces in duplicate design and color on the Board until all Red, Yellow, Blue, Green and White Checks are distributed. The figure of "A Good and Noble Citizen" is placed in the center of the compass.

After the checks are arranged, the Scout Master throws ONE die to determine the first move and all players move in accordance with this throw, entering the Outer Circle on the space marked Yellow, Red, Blue or Green "Enter Here" in accordance with the colored piece with which he may be playing, counting this entrance space as one and moving always toward the LEFT; for example:—

If the throw were 3, Yellow would rest on the space "Sickness in Camp" and be obliged to return to his starting point. Green would rest on "Rainbow" and "Go Ahead 4" additional spaces in accordance with printed instruction against these spaces. Red and Blue would rest on regular playing spaces and proceed from there on the next throw of the Dice. Yellow would start again from the beginning and Green proceeds from the space to which he has advanced.

There is but ONE chance for any of the four players to be sent back to start on the first throw, as each player after passing this space does not go over it again, although other players landing on them in their progress about the Outer Circle proceed or go back in accordance with the instruction printed there as well as following the printed instructions specified against any of the other 12 spaces not covered by an Honor Check.

On the second and ALL subsequent plays the "Scout Master" shall always throw TWO dice instead of one as in the first play.

Each player shall travel entirely around the Outer Circle ONCE and on completing it enter into the Second Circle at the space of his color from which he started and marked "Enter Here." Should a player FAIL to enter the Second Circle and rest his piece beyond it on the Outer Circle he cannot return but must proceed again wholly around the Outer Circle as before. Neither can he lift any of the

Honor Checks on this second course around it. This penalty is intended to teach "ATTENTION."

It is not necessary to reach his color "Enter Here" space by exact count; for example:—If he is playing Yellow and is on the space "Automobiling" and the throw is 8, his next resting space is on the Second Circle bearing the title "First Aid to Animals."

Remember, always play toward the left.

After entering the Second Circle players proceed in accordance with the throw of the Dice until their piece shall rest by exact count on any one of the spaces marked "4 MILES TO" from which on the next turn he must enter onto the Third Circle and move about that in the same manner until his piece rests by exact count on any one of the spaces marked "3 miles to" and so on through the fourth and fifth circles where the entrance spaces are marked "2 MILES TO" and "Short distance this way."

Unusual, and as a new feature in games, ALL players play at the same time and move the same number of spaces except on the Outer Circle when landing on any of the "DANGER" spaces previously described.

The game is arranged so that it is very seldom two players' pieces shall rest upon the same space at the same time, which they must not do, and in which case the player farthest away from "THE GOAL" shall make his move and the other player lose that turn. This rule is in no way detrimental to their chances of winning, as the total of Honor Points gathered is the object to win and not progress toward the goal, because the winner is he who has accumulated the highest count in Honor Checks and is not always he who has first reached the goal and thereby ended that game.

As the game progresses and the pieces are moved about the board, certain counts of the dice will land these pieces on the spaces occupied by the Honor Checks, which checks are taken from the board by the players landing there by exact count, and at the conclusion of the game count to their credit as follows:

Captured Honors of other than your own Color.....	1 Point
Captured Honors of your own Color.....	2 Points
Tenderfoot Badge Honor.....	3 Points
Second Class Badge Honor.....	5 Points
First Class Badge Honor.....	7 Points
Star Scout Badge Honor.....	10 Points
Life Scout Badge Honor.....	15 Points
Eagle Scout Badge Honor.....	20 Points
Eminent Citizen Trophy Honor.....	25 Points

On any of the Honor spaces where the Honor Check has been removed by any of the players landing there, that space ceases to be of value and thereafter is used as a regular moving space only.

When one player has reached The Goal of "A Good and Noble Citizen," the game ceases. The score of Honors is then taken and the player having accumulated the greatest number of points WINS THE GAME.

On the inner playing or Sixth Circle there are four blank moving spaces marked "Enter Here" with entrance arrows to the goal directly above them. Any player circling this inner circle should enter through these spaces in case the throw allows him to, although these four entrance spaces need not be reached by exact count; for example:—If his piece should rest on the space "Surveying" he should, by a throw of 3, enter through the next direction arrow at

his left. Should the throw be 8 he should enter through the second arrow at his left, but in any other combination he still remains on the Inner Circle because he cannot enter by exact count. In case this player should realize his Honor score is too low to win the game by entering he can at his option continue around the inner Circle in an endeavor to pick up more Honors to strengthen his score. However, should any of the other players observe his failure to enter and it was to that player's advantage to end the game to Win himself, he shall call out "THE GOAL" and so force the first player to end the game, in which case the player calling "The Goal" is entitled to the figure of "A Good and Noble Citizen," and its value is added to this player's score.

Always remember that to end the game, any player who may be moving about the inner circle must reach "THE GOAL" by EXACT COUNT. In ending the game ANY Entrance Arrow and The Goal are counted each as one unit space or move as a part of the total count on the dice for that play.

In every game there will be a certain number of the Honor Checks unlifted from the board which are out of play and do not count in any way toward any player's score.

To repeat the game replace the Checks and proceed as before.

