

AIRPLANE SPEEDWAY

Each player places his marker on START. The players then take turns spinning and moving the markers according to the numbers indicated on the spinner. For example, if 1 is indicated in the inner circle and 4 in the outer circle, move the markers up one space on tracks 1 and 4. If, however, a 5 is indicated on the inner circle, all the markers move up 1 space. And should 6 be indicated on the inner circle, all the markers move back 1 space. In order to advance around the curve, you must first spin a double, corresponding to the number of the track where the marker waits to take the curve. For example, marker No. 2 can pass only after 2 is indicated on both inner and outer circles on the same spin. Marker crossing finish line first wins.

When using markers on right side of board cut them out on black lines and fold them down on center dotted line and up on both outside dotted lines so they will stand up.

NO. 581-11. MADE IN U. S. A. SAMUEL LOWE CO., KENOSHA, WIS.