

Directions

for

Jack and Jane in an Aeroplane.

The players having agreed upon the order of starting, select their „Aeroplanes“ (lead, paper figures or counters) and place them on No. 1. Each player will commence the game by casting the die in his turn and bringing his aeroplane on the space indicated by the number of points obtained by the cast. The one who reaches or flies over the winning post (50) first, wins the game. When a player arrives at a number with a picture on it, the following rules must be observed:

- No. 1. Start.
- „ 3. Flying full speed; advances at once to No. 7.
 - „ 6. Takes the corner too sharp and staggers counts only half the number thrown until he has reached or passed No. 13.
 - „ 10. Flies too low over a tree and gets caught in the branches. Goes back to No. 1 and starts again.
 - „ 14. Caught in a fog and lost his way. Reduces his speed and misses one turn.
 - „ 17. A good wind; advances to No. 24.
 - „ 20. Motor out of order; Bound to land for repairs and misses one turn.
 - „ 23. Rain delays repairs; misses another turn.
 - „ 25. Stops at an inn to dry his clothes and get some refreshments, thus missing two turns.
 - „ 29. Gets a fresh supply of Petrol and misses one turn.
 - „ 31. Sights a storm and saves himself by flying at an extra high speed; advances to No. 35.
 - „ 34. Aeroplane catches fire; saves himself by means of a parachute. Out of the game.
 - „ 37. Clouds and headwind; next throw only counts half of the number thrown.
 - „ 40. Loses his way, but a motor car signals that he is in the right direction and making good progress; advances to No. 45.
 - „ 42. The town in sight; advances to No. 45.
 - „ 46. Petrol runs low; count only half of the number thrown till the end.
 - „ 50. Finish! Three Cheers for the winner!



SPEAR'S GAMES

