EXPLANATIONS.

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"Direct line" cards are those reading from one junction point to another on a d :ect route from New York to San Francisco, and are printed in black.

"Side trip" cards are tho reading in either direction between junction points and some prominent health or

pleasure resort, and are printed in red.

NOTES.

Dont fail to "side trip" your opponent when you can. This will delay him until he can return to direct line. Don't, however, side trip the same opponent a second time from the same junction point in any one deal.

A player who is unable to advance himself or side trip mo apponent cannot refuse to play if he holds a card annact with one trin even though it should advance an opponent or side trip the player himself.

When less than six play, select any of the forms desired, but use only as many forms as there are persons to play.

Each direct line card shows the name of the railroad running between the two cities represented on such card and where there is more than one road between such points the names of all of the important or "trunk lines" are given. This has nothing to do with the playing of the game but is shown for the information of players and can be relied upon as being correct, as is also the map shown on back of cards. These features make the game of "TRIPS" one that is at once instructive, not only to the younger folks, but to we older ones as well, besides furnishing entertainment for all.

The cut used on the cards is that of the "20th Century Limited." the great 20 hour train between New York and Chicago, THE GAME OF

"TRIPS"

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"TRIPS" is the greatest educational game ever produced, both from a geographical and railroad standpoint, familiarizing the player with all the important cities, the great railroad systems, and the prominent her tab and nleasure resorts of the United States, and is endorsed by teachers and professional people generally.

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50 cents sent to "Trips Card Co.," 540 Broadway, Albany, N. Y, will bring by return mail a pack of these cards if not to be had of your newsdealer.

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RULES

NUMBER The game of "Trips" can be played **TOPLAY** by from three to six persons. When the number is four, or six, partners can be played if desired.

OBJECT TO Each player endeavors to travel ATTAIN across the cortinent, beginning at New York, by building on the first card played by him one card each time around, which connects with the card previously played on his trip, until San Francisco is reached.

CARDS One complete trip consisting of eight TO USE "direct line" and ten "side trip" cards (eighteen in all) for each player. Each trip is designated by a number under the word "form" in left hand margin of upper coupon.

HOW TO After shuffling, deal the cards one at a DEAL time in regular order, until all cards in use are dealt out.

THE FIRST Each player, beginning with the first PLAY one at the left of the dealer, will place on the board in front of him to plain view of the other players, a "leading" card (one reading from New York.) If such a card is not held by a player, he must call one from some other player, who must have been dealt more than one "Leader" allowing the one from whom it is called to draw some other card from his hand in exchange.

SUBSEQUENT Each player, in turn, to play one PLAYS card which connects with the card previously played, either a "direct line" card on his own trip to advance himself, or a "side trip" card on any opponent's trip to retard such opponent. If it so happens that no connecting card to any trip is held, the turn passes to the next player.

COMMON When a player arrives at a junction
JUNCTION point by one trip which is common
POINTS to another trip, either card reading
out of such junction can be played on it regardless of the
form number thereon.

SIDE The object of the "side trip" cards is to PRIPS ploy them on "se direct route car" of opponents as they arrive at the various junction points from which the "side trip" cards read, thus retarding their progress toward San Francisco.

HOW TO When one of the players reaches San SCORE Francisco the play ceases, and all players will score according to the distance travelled, which is shown on direct route cards in large figures, and which is the approximate mileage from New York to the destination of such card. "Side trips" do not count in the score.

AFTER Shuffle and deal the cards and pro-SCORING ceed to play as before, until one of the players has scored 6,000 or 10,000 miles as may be determined by the players before the game is begun.