

No MILE cards can be played by a side "delayed" until they have "fixed up the delay" and got started again by playing the GO card. The Delays are fixed up in the following manner:

After an opponent has played the Delay card, COLLISION, the side delayed must next play, or draw for the HAULED IN card. After this card has been secured and played, the GO card must next be secured and played before the player can score miles.

After an opponent has played the Delay card, OUT OF GASOLINE, the side delayed must next play, or draw for, the GASOLINE card. After this card has been secured and played, the GO card must next be secured and played before the player can score miles.

After an opponent has played the Delay card, PUNCTURE, the side delayed must next play, or draw for, the GO card only.

All delay cards are served on an opponent by laying them upon his GO pile. All cards that are not Mile cards are played upon the GO piles, except City Limits and Country.

PROGRESSIVE TOURING.

As a progressive game Touring may be played different ways. For illustration, we will have four tables (of course, you may have as many tables as desired) and follow the regular Touring rules. You can decide to play for one or two hours or as long as you wish, but a time limit must be set and then each table must start playing at a given signal and play for, say, 10 minutes or so and then when time is up signal should be given to stop playing and each player's score should be recorded; that is, the number of miles each player has before him, and then players should progress to next table and play until signal is given to stop and each player's score is recorded again and players progress to next table. Players keep progressing this way until time limit is up and the one having high score or covered the most miles wins first prize. Of course you can have second and third prizes if desired. When four or six play at a table they should play partners and when playing partners said partners should progress together and play together throughout the race.

In progressing, only the players having high score or most number of miles progress, and the players having least number of miles remain at table to play against players progressing.

If you do not wish to play partners then only two should play at a table or three, preferably two. When three wish to play at a table be sure and take one of each of the "Delay" cards out of pack and limit race to thirty miles (see regular rules).

The time limit at each table can be set according to players' ideas. Each table can play for five, ten or fifteen minutes or you can play one or two games at each table before progressing. However, where a time limit is set it saves time, as every table must stop playing at once.

A Touring Deck is composed of 100 cards, as follows:

- | | | |
|---------------|-------------------|------------|
| 15—Go | 8—Hauled In | 20—1 Mile |
| 4—City Limits | 3—Out of Gasoline | 10—3 Mile |
| 5—Country | 8—Gasoline | 10—5 Mile |
| 3—Collision | 2—Puncture | 12—10 Mile |

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**RULES FOR PLAYING THE
GREAT AUTOMOBILE CARD GAME
"TOURING"**

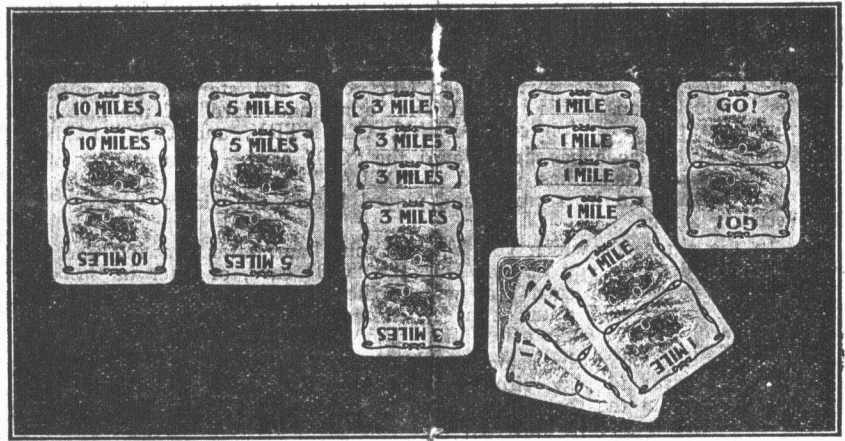
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A RACE OF 50 MILES

GENERAL OUTLINE.

The design of the game is to have the contestants run an automobile race of an even fifty miles. Of course, it is understood that the "Mile" cards have been provided for the purpose of indicating by the figure thereon, the number of miles run in the race by the player at the particular time when he plays that card.

The even fifty miles of the race are accomplished by starting a different pile for each denomination of "Mile Card," and having the cards rightly proportioned in these piles so that when the piles are completed according to following illustration and rules, the sum of all the piles will be even fifty miles. For the number of cards necessary to complete piles of different mile denominations, study the following illustration closely, and note the manner of laying the cards to help keep track of the score easily:



EIGHT "1 Mile" cards are necessary to complete the "1 Mile" pile. The fifth card upon this pile is turned upside down to assist in better keeping track of the number of cards in this pile. (Note illustration.)

FOUR "3 Mile" cards are necessary to complete the "3 Miles" pile. As soon as either the "1 Mile" or the "3 Miles" pile has been completed, turn it upside down, as a symbol that it is finished. These two piles are not attacked by "Delay" cards, as explained later.

TWO "5 Mile" cards are necessary to complete the "5 Miles" pile—but this pile is subject to "Delays" all through the game, as explained under the heading, "DELAY CARDS," and is NOT turned upside down as a symbol of completion, as before mentioned piles.

TWO "10 Miles" cards are necessary to complete the "10 Miles" pile—but this pile is also subject to "Delays" all through the game as explained under the heading, "DELAY CARDS," and is not turned upside down as a symbol of completion.

The side to first complete all the mile piles in accordance with foregoing instructions, thereby making a total of fifty miles, wins the race, or in other words, the game.

STARTING THE GAME.

Rule 1.—Any number can play the game—preferably two, four or six. When four or six play, they should play partners, starting but one set of piles for each side, i. e., all the partners playing upon the same piles. When but three wish to play the game, take one of each of the "DELAY" cards out of the pack, and limit the race to thirty miles, by building up the piles as follows: Four "1 Mile" cards in the "1 Mile" pile; two "3 Miles" cards in the "3 Miles" pile; two "5 Miles" cards in the "5 Miles" pile, and one "10 Miles" cards in the "10 Miles" pile.

RULE 2. SEE THAT THE CARDS ARE THOROUGHLY MIXED, OR SHUFFLED, TO PREVENT TWO OR MORE CARDS OF THE SAME KIND BEING DRAWN OR DEALT TOGETHER. THOROUGHLY MIXING THE CARDS ADDS MUCH TO THE EXCITEMENT OF THE GAME.

Rule 3. (a) Five cards are dealt to each player, and not more than five cards can be retained at any time by any player, after making a play. Each player at his time of playing, draws one card from the top of the deck, so that he has in his hands **six** cards from which to select the one he wishes to play. This card must always be drawn **before** the play is made, not afterward.

(b) Before a player can start building up his "MILE" piles, by playing mile cards, he must first **secure** the "GO" card and start a pile with the same, as in illustration. This is really the "admittance card" of the game, and no cards, with the exception of "DELAY, COUNTRY, and CITY LIMITS" are effective until player has first played the "GO" card. In any stage of the game, after an opponent has played a "DELAY" card upon your piles, this "GO" card must again be secured and played before the player "delayed" can go on scoring again.

(c) In the six cards which you hold in your hand after drawing one from the top of the deck, if you do not have the "GO" card, or later in the game, if you do not possess a card that will further your completion of the piles, or retard the progress of your opponent, **discard** one. This card is discarded, face downward, upon a pile called the "DEADWOOD." All players discard cards of no utility upon the same "DEADWOOD" pile. If you have nothing among the six cards to play, either discard upon the "DEADWOOD" pile the card you drew from the top of the deck, or exchange this one for another in your hand, and then discard that one.

RULE 4. Each one of the players plays turn about, in the order of from left to right, and play but **once** in their turn, no matter how much they may have helped their cause. As soon as the deck cards have been used up in this manner, the "DEADWOOD" and the "GO" piles of each side are taken up and thoroughly shuffled together and the same becomes the deck. This is done over and over again, until the game is completed. It might be well when taking up the cards in this manner, to leave the top card of each "GO" pile remain on the table, to indicate the condition of the game was in before the shuffle whether a side was "going" in need of "Gasoline," "Hauled In," etc. Completed Mile piles are not to be included in a second or third shuffling.

The following is a brief description of the other cards beside "Mile" cards, which are used in the game:

CITY LIMITS and COUNTRY.

(a) These cards are practically for the purpose of determining **how fast** the racers shall travel. After one side has played the card, "CITY LIMITS," the racers (both sides) are not allowed to go over five miles per hour, i. e., play any mile card that will exceed five miles. Thus it can be easily seen that when the race is in "CITY LIMITS" no "10 Miles" card can be played until someone has played the card "COUNTRY." The speed limit in the "country" is ten miles per hour, hence, after any side has played the "COUNTRY" card **both** sides can play any mile card they choose, as it will not exceed the speed limit, until some player retards rapid progress by again playing a "WITHIN CITY LIMITS," etc., etc.

(b) At the beginning of a game, the racers are supposed to start from a point within city limits; hence, the card "CITY LIMITS" governs the beginning of the game, without first playing that card, until someone plays the card COUNTRY.

(c) If any player "exceed the speed limit" by playing a "10 Miles" card while CITY LIMITS governs the game, he is said to have exceeded the speed limit, and as a fine for so doing forfeits **all** the mileage cards he may have previously laid down in his piles, and must begin the game anew, first securing the GO card, etc., etc.

The above named cards are based upon the well known fact that an automobile is allowed to run faster out in the country, than upon the crowded city thoroughfares. These cards can be played **at any time** in the game, regardless of whether the player be DELAYED, in need of GO, etc. Do not forget that a City Limits, or a Country card played, effects both sides the same.

DELAY CARDS.

The DELAY cards are eight in number, and are provided for the purpose of setting back the score of the opposing side. This is accomplished in the following manner:

Upon each DELAY card is printed the number of hours delay occasioned the racer. If you are racing in CITY LIMITS and you play a DELAY 1 HOUR, you are entitled to take a 5 MILES card from off your opponent's 5 MILES pile, and throw this card in the DEADWOOD, or rather Discard pile. If the DELAY is 2 hours, you are entitled to two 5 MILES cards—one for each hour's delay; or in preference to two 5 Miles cards, you may take **one** 10 Miles card at your option, as you are thus entitled to ten miles of his score.

If the race is progressing in COUNTRY and you serve a Delay card upon your opponent, you are entitled to rob his 10 Miles pile of one card for each hour's delay,—or you may take **two** 5 Miles cards in preference to one 10 Miles.

Remember that only the 5 MILES and the 10 MILES piles can be attacked by DELAY cards. If your opponent has not in these two piles or either of them the number of miles you are entitled to, you take what he has, but he does not go "in the hole" for the remainder.

Do not forget to reach over to your opponent's piles and take the card or cards you are entitled to after serving a DELAY upon him, and throw same face downward upon the DISCARD pile. If you are in CITY LIMITS you delay at the rate of five miles per hour; if in COUNTRY, at the rate of ten miles per hour.

DELAY cards can be served at any time in the game, provided it be the player's regular turn to play, and the opposing side be not already delayed. In this last case, the one playing the card must wait until the opponent is again started by playing the GO card, before he can again delay him.

A side does not even have to be started by playing the GO card to delay the other side.