

# The New Game of Traffic

SKILLFUL . . . EDUCATIONAL . . . EXCITING

Test your ability as an auto driver and traffic dispatcher.

## PLAYING EQUIPMENT

\$7,600.00 in Play Money

16 Auto Markers

10 Traffic Light Signals

## OBJECT OF THE GAME

To get all of your cars across town (across the board) in the shortest time with the least expenditure of play money.

For 2 players—Each Player drives 8 cars

For 3 players—Each Player drives 4 cars

For 4 players—Each Player drives 4 cars

The play money is divided among the players. An equal number of each denomination to each player.

## BEGIN THE PLAY

Each player chooses his cars.

Place the colored cars in the home garages (in spaces marked "home") at the ends of the board.

Place the colored disks at the street crossings marked TRAFFIC LIGHT.

These disks represent the traffic lights and are colored green on one side and red on the other.

At the start of the game all lights are green.

Attention: All roads and every road must be used by each player on leaving home.

## TRAFFIC LAWS

The play proceeds with the cars moving as "men" are moved in the game of checkers. At the option of the players, one player moves first, second, etc.

One move: A move may consist of:

1—Moving one car two squares.

2—Two cars one square each.

3—One car one square, and the privilege of changing one traffic light from red to green or vice versa.

4—Two traffic light changes.

(over)

When a player lands his car (intentionally or unintentionally) upon a square marked with a fine or penalty, etc., he must pay in play money the amount shown on that particular square. This money is put aside in a FUND which goes to the winner at the end of the game.

### **DIRECTION OF MOVEMENT**

A player may move his car in any direction desired (not back) except on ONE WAY streets. In moving a car one square or more, street crossings or squares marked TRAFFIC LIGHT are not counted; he may turn right or left, or go straight ahead not counting the light square.

No turns right or left on a RED LIGHT.

When a player gets on the speedway with a car, he can make no stops but must move that car at least one square every time it is his move until he arrives at the home garage.

THERE IS A \$50.00 FINE FOR PASSING A RED LIGHT. NO EXCUSES.

### **JUMPING**

As in the game of checkers, if an opponent's car (regardless of the direction in which it is headed) is parked on a square in front of another car, the parked car may be jumped and taken from the board. The owner of the removed car may reenter it at the starting point by payment of \$50.00 to the FUND.

### **HOW TO PLAY**

Safety first is the best rule. Avoid accidents. Avoid passing LIGHTS. Watch out for children at the SCHOOL and PLAYFIELD. If you observe all the traffic laws that you would in actually driving a car, you will keep your cars and not have to pay fines, hospital bills, go to jail, etc.

The race is not always to the swift and careless. Sometimes you get in tight places where you have to park wrong or pay a fine. You have to use your skill and judgment to arrive at your destination quickly with the least possible expense.

The shifting of the traffic lights from green to red can be used to your advantage and to the discomfort of your opponent.

### **TO WIN**

The player arriving first with ALL his cars at the home garages on the opposite side of the board (across town)—WINS—and takes all the money in the fund paid in fines, repairs, penalties, etc.

**MANUFACTURED IN U. S. A. BY**  
**E. E. FAIRCHILD CORPORATION**  
**ROCHESTER, N. Y.**