

GAME OF THE RIVAL DOCTORS.

INTRODUCTION.—Old Mr. Holmes, of Homeville, a very rich old man, living about twenty miles from the village of Spruceville, having been taken suddenly ill, sends his colored boy Tom to the village to summon a Doctor. Tom, not finding any of the Doctors in, left word for several of them to come immediately. Several Doctors start for Homeville, and the game is based on the incidents of their journey.

DIRECTIONS.

FROM TWO TO FOUR CAN PLAY.

IMPLEMENTS: Four Differently Colored Pieces and an Indicator with One Arrow.

Each player takes one piece, and represents one of the Doctors of Spruceville.

Each spins the indicator in turn, and moves his piece forward toward Homeville the number of spaces shown by the arrow. All start from the "Office."

The object is to arrive at Homeville first, moving there exactly for a spin. On the road the players are liable to the following setbacks, which are also printed in the picture circles on the board:

If any Doctor stops on the circular space, "Doctor meets Mr. Smith, who has hurt himself," he must return with Mr. Smith to the "Office."

If any Doctor stops on the circular space, "Doctor's carriage breaks down," he must go back to the "Blacksmith's Shop" for repairs.

If any Doctor stops on the circular space, "Doctor's horse runs away," he must return to "Mr. Jones' residence" for help.

If any Doctor stops on the circular space, "Doctor finds he has lost his box of medicine," he must return to the "Eight Mile House" to look for it.

If a Doctor is sent back to a picture circle once, and is called upon to go back to the same circle a second or a third time, instead of doing so he loses his turn.

If a spin takes a Doctor to a space occupied by another Doctor, he goes ahead to the first vacant space, subject to any rule on the space to which he goes.

If a Doctor gets a spin which takes him beyond the Home space, he loses his turn.

The Doctor first arriving at the Home space by the exact move for the spin wins the game.

THE RIVAL DOCTORS

A
COMIC
GAME

