

**DIRECTIONS FOR PLAYING  
FLYING  
THE UNITED STATES  
AIR MAIL  
GAME**

*For Two, Three or Four Players*

---

**DESCRIPTION**

In this extremely **INTERESTING** and **INSTRUCTIVE** game the contesting players represent **Air Mail Flyers** who deliver letters over the different **Air Mail Routes**, as shown on the playing board, **and** on which the principal products of the different States of the Union are beautifully illustrated. The first flyer who successfully delivers the **SIX LETTERS** with which he is supplied **Wins the Game.**

COPYRIGHT 1929 BY

**PARKER BROTHERS, Inc.**  
SALEM, MASS. NEW YORK LONDON

# RULES

The Game is supplied with a **Folding Playing Board** on which is shown the different Air Mail Routes over the United States. There are also **Four Planes** in different colors, **Four Dice** and **Four Dice Cups**, together with a **Pack of 36 Letters**.

**To Begin the Game** each player takes a **Plane, One Die, and One Dice Cup**. The entire Pack of 36 Letters are then thoroughly shuffled by one of the players and **SIX LETTERS** dealt to each, which are placed **FACE UP** on the table in front of each Flyer. The remaining letters are then laid to one side **FACE DOWN** as a **Discard Pile** because they are not to be used further in the playing of that particular game.

**Each Flyer now throws his Die ONCE** from his Dice Cup and the one having the **highest number of spots uppermost** (Six is high) **Starts the Game**. The others follow in turn, always playing from left to right.

The Flyer who is to start now looks at the **Top Letter** of his Playing Pile of Six and **reads aloud its Heading, also to whom it is addressed, and the City** of its destination. He does **NOT NOW**, however, read the Letter itself. He then **places his Plane** on the **RED SPACE** of the City, as shown by the **Heading of the Letter**, which he is to deliver to the **City to which it is addressed**, by flying with it over one of the Routes and preferably of course taking the most direct connecting these two points.

For Example: If his First Letter should be that of the "**Southwestern Shoe Company**" of **Los Angeles, Cal.**, addressed to "**Last and Sole Company**" of **Boston, Mass.**, he places his Plane on the **RED SPACE** at **LOS ANGELES** and will observe that his most direct and shortest Route between Los Angeles and Boston is via Salt Lake City, Omaha, Chicago, Cleveland and New York, which will be the Route he will most naturally select for his **First Flight**.

The Flyer at the **LEFT** of the first player now reads the **Heading** and **Address** of the top letter of his playing pile and places his Plane on the **RED SPACE** of the City from which it has been written and his objective point is of course over the Shortest Route to the City to which it is addressed.

The other Flyers now read **in turn** the **Heading** and **Address** of their top letters and place their Planes likewise, after which the **Game is ready to begin**.

The **First Player** now casts his Die from his Dice Cup and advances forward over his **Route** and toward his destination as **many spaces** as the **number of spots uppermost** on the Die indicates. **The turn then passes to the player** at his left who casts his Die and advances, and the play so continues from left to right, each Flyer casting his Die and advancing his Plane in turn.

When all have made one move—**The First Flyer** has his **Second Turn** who again casts his Die and advances his Plane and the others continue in their turn as before.

The Game continues in this manner until **ONE Flyer** has reached his objective City by **EXACT COUNT** who immediately calls out the name of that City to which his First Letter has been delivered, and then **Reads the Letter Aloud**.

**This Letter is THEN REMOVED** from his playing pile and is placed **Face Down** with the others in the **Discard Pile**.

He now looks at the **Second Letter** of his **Playing Pile**, reads aloud its **Heading** and **Address** only, and places his Plane on the **RED SPOT** of the City from where it has been written. He now casts his Die **AGAIN** and moves as many spaces forward over the Route he has selected to fly to the destination of his Second Letter, and the **Turn Then Passes** to the Flyer at his left.

When any of the other Flyers have reached the destination of their **First Letter** by **EXACT COUNT** they shall, too, immediately call out the name of that City, then remove the Letter from their **Playing Pile**, read it aloud to the others, and discard it **Face Down** to the **Discard Pile**. They shall then look at their **Second Letter** on their **Playing Pile**, and proceed to play in the same way as described in the preceding paragraph for the **First Player**.

The game continues **IN TURN** in this manner until **ONE of the FLYERS** has successfully delivered **ALL SIX** of his Letters and has always reached his destination by **EXACT COUNT** who **WINS THE GAME**.

By **EXACT COUNT** it is meant, for example: If a flyer's Plane was **4 Spaces** removed from his destination City, let us say New York, he needs a throw of 4 to go out by **EXACT COUNT**. If however, the throw was 5 or 6, his Plane would be **carried over** and beyond New York, and consequently he **cannot move**, and thereby **LOSES that TURN**. Should his throw have been a **1, a 2 or a 3** he must advance, however.

**NO TWO Flyers' Planes** shall occupy the **SAME SPACE** at the **SAME**

**TIME**, and when any Flyer's Plane shall land by **EXACT COUNT** on **ANY** moving space already occupied by any other Plane, that Flyer **CANNOT LAND** and not only **LOSES THAT TURN** but must return his Plane **BACKWARD** over the Route he is flying to the **FIRST RED SPACE** City reached, when on his next turn he shall proceed as before from there.

After the game has been finished by the Flyer who has first succeeded in delivering **ALL SIX** of his Letters to their proper destination, the **ENTIRE PACK** of 36 Letters are again thoroughly reshuffled and a new game may be started as before.



### **Other PARKER GAMES You Will Enjoy.**

**PING-PONG** - Touring - Flying Four - Knight's Journey - Boy Scouts' Progress Game - Rook - Hokum - Five Wise Birds - Pegity - Beau Monde - Pollyanna - Across the Continent - Pit - Halma - Peg Base Ball - Lindy Hop Off - East is East - Wings - Wonderful Game of Oz - Pastime Picture Puzzles and Many others.

**Your DEALER will supply you.**

## Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>