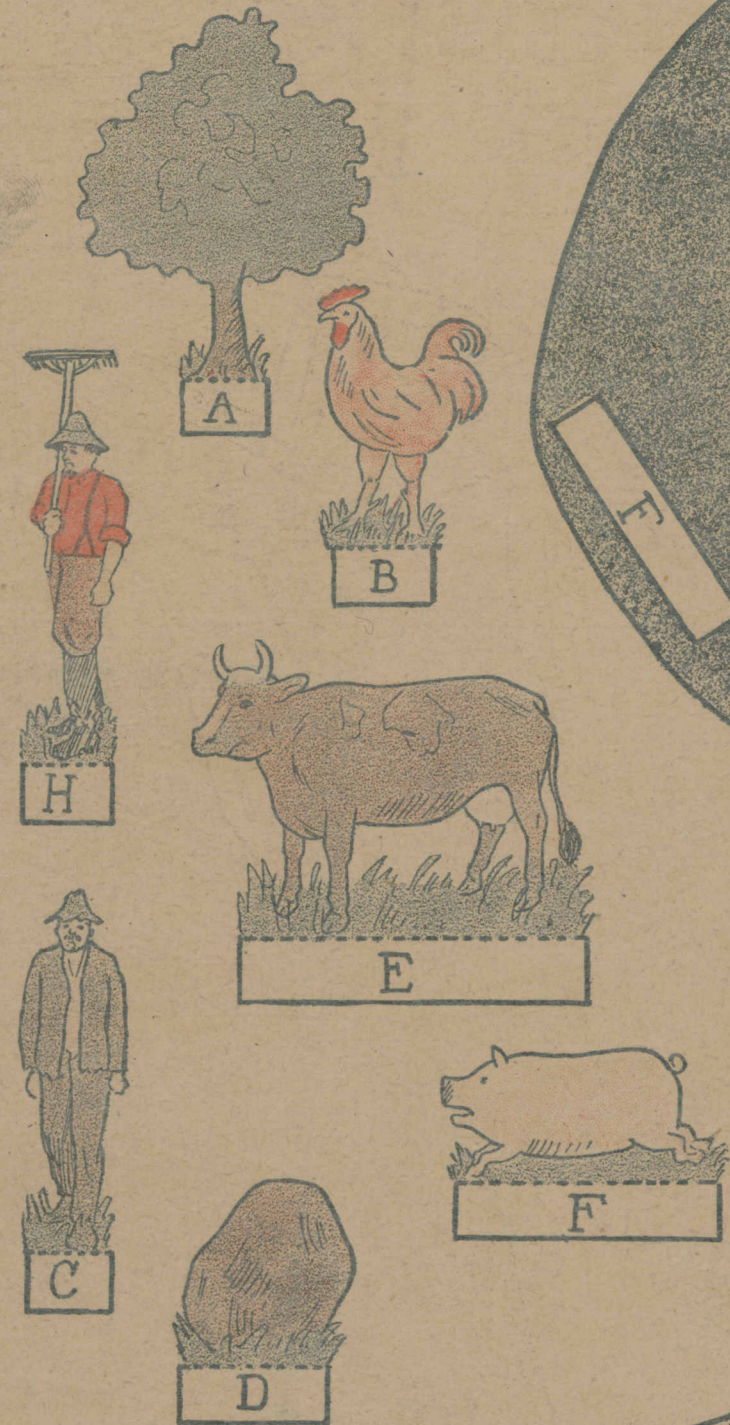


JULY 3, 1903

# Automobile RACE



## DIRECTIONS.

First cut out the road on outline, and mount on cardboard. Cut out the various figures and paste on the spaces on the road according to the letters on them. The tree on the space marked "A," the rooster on the space marked "B," and so on, until all are in place. Then cut out and paste the automobiles according to directions, and we are ready to play the game.

Each player puts an automobile on the space marked "start," the object of the game being to reach the space marked "finish." The first player reaching that space wins the game.

The player propels the automobile by snapping it with his fingers so that it will roll. The player must not push the automobile. If an automobile falls over or rolls off the road it must start over again. If one automobile runs into the other player's the player who is responsible for the collision loses one turn or "shot." The players take their turns in regular order, each player moving the automobile once for each "shot."

If a player runs into any of the objects along the road he must move back one space. For instance, if he runs into the cow he must move back to the rock.

START

FINISH



AUTOMOBILE

AUTOMOBILE

Cut out pieces marked 'automobile,' and bend and paste like cut 'A'