

# GRAND NATIONAL VICTORY.

A New Historical, Moral and Instructive Parlor Game.

The march from Washington to Richmond illustrates **HISTORICAL FACTS OF THE LATE CIVIL WAR** from 1861 to 1865. The players represent the rank and file of the Union Army, and meet with similar reverses in the struggle to capture Richmond, the Rebel Capital; it presents to the mind of every Veteran as to the author of this game, a retrospective panorama of his struggles to save the Union, and reminds many of **LIBBY PRISON** and **ANDERSONVILLE**, and the different battles, victories and defeats.

☞ This is left for you to play with to-night. The soldier or his agent will call in the morning for 10 cents, as it is earnestly hoped you will patronize

Yours,

A BOY IN BLUE.

Then there's to our land, again firmly united!  
Here's to the boys of the Gray and the Blue!  
Let this be our motto! One Flag and one Country!  
Remember! We saved this great Union for You!

## DIRECTIONS.

Any number can play. This game is played with a Top and Soldiers. Each player is represented by a Soldier, and in the march from Washington to Richmond has one turn apiece in spinning the Top, which has eight numbers, until 100 is reached or RICHMOND taken. For example: after spinning the Top, if No. 3 is down No. 7 is the one to be counted and indicated the corresponding position to be taken on the board, which is **URBANA**. Spin the Top in turn again: the number shown up is added to the number already taken, which sends forward or backward. For example: if you get on 10 go back to 2; or on 20 go back to Washington. Any player that gets on 81 is in prison, and has to stay until another player gets on 85. The same with 74, until 78 is reached by a player. You will be governed all through the game by the same rule. On nearing Richmond a number must be had to reach 100 exact. More than 100 don't count.

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Manufactured and for sale by **H. B. PALMER**, 103 West 29th Street,  
New York. Can be had in single dozens, 100 or 1,000 lots.

McBRIDE & TURNER, PRINTERS, 97 & 99 CLIFF STREET, COR. FRANKFORT, NEW YORK.

*a wood cylinder with flat gamepieces, plus an octagonal spinning teetotum, put together from two separate parts. Board shown at 81% actual size.*

# GRAND NATIONAL VICTORY

A NEW GAME.



A collection of 100 numbered circular tokens for a board game. Each token contains a number, a name, or a historical reference, often with a small illustration or specific instructions. The tokens are arranged in a roughly circular pattern.

- 1 GEN. GRANT GO TO 16
- 2 FORT MONROE
- 3 PLAYED OUT
- 4 19<sup>th</sup> CORPS
- 5 BALTIMORE GO TO 9
- 6 COL. ELLSWORTH GO TO 13
- 7 URBANA
- 8 24<sup>th</sup> CORPS
- 9 RELAY HOUSE
- 10 BIG BETHEL GO TO 2
- 11 NEWPORT NEWS
- 12 BLACKBURNS FORD
- 13 ALEXANDRIA
- 14 17<sup>th</sup> CORPS
- 15 CENTRE VILLE GO TO 16
- 16 VICTORY
- 17 ARLINGTON
- 18 CORPORAL
- 19 POINT LOOKOUT
- 20 BULL RUN GO TO WASHINGTON
- 21 BELLA PLAINS
- 22 DEPARTMENT OF THE WEST
- 23 GENL. E. PORTER GO TO 3
- 24 6<sup>th</sup> CORPS
- 25 YORKTOWN GO TO 28
- 26 GENL. FREMONT GO TO 3
- 27 MECHANICSVILLE
- 28 WILLIAMS-BURG
- 29 GENL. McCLELLAN GO TO 3
- 30 FAIR OAKS LOSE ONE TURN
- 31 ANDERSONVILLE PRISON REMAIN TILL EXCHANGED THEN GO TO 38
- 32 BRISTOW
- 33 GEN. POPE GO TO 22
- 34 22<sup>nd</sup> CORPS
- 35 EXCHANGE PRISONERS OF ANDERSON PRISON GO TO 39
- 36 GENERAL RENO
- 37 ANNAPOLIS
- 38 12<sup>th</sup> AND 20<sup>th</sup> CORPS
- 39 2<sup>nd</sup> LIEUTENANT
- 40 GAINES MILL GO TO 39
- 41 GENERAL WILCOX
- 42 7<sup>th</sup> CORPS
- 43 CHICAHOMING
- 44 1<sup>st</sup> LIEUTENANT
- 45 WHITE OAK SWAMPS GO TO 44
- 46 15<sup>th</sup> CORPS
- 47 GENERAL HANCOCK GO TO 54
- 48 RAPIDAN
- 49 11<sup>th</sup> CORPS
- 50 BULL RUN GO TO 23
- 51 GENERAL HOOKER GO TO 39
- 52 UNITED STATES FORT
- 53 WARRENTON
- 54 2<sup>nd</sup> CORPS
- 55 ANTIETAM GO TO 62
- 56 GENERAL SIEGEL
- 57 BRANDY STATION
- 58 1<sup>st</sup> CORPS
- 59 LOOKOUT MOUNTAIN
- 60 CHANCELLORS VILLE GO TO 51
- 61 GENERAL BUFORD
- 62 CAPTAIN
- 63 GENERAL SICKLES
- 64 GENERAL SEDGWICK GO TO 72
- 65 GETTYSBURG GO TO 78
- 66 GENERAL HALLECK
- 67 DUTCH GAP
- 68 10<sup>th</sup> CORPS
- 69 GENERAL STONEMAN
- 70 WILDERNESS GO TO 74
- 71 GENERAL WARREN GO TO 81
- 72 6<sup>th</sup> CORPS
- 73 GENERAL BURNSIDE GO TO 83
- 74 GO TO LIBBEY PRISON AND WAIT FOR EXCHANGE
- 75 SPOTTSYLVANIA GO TO 79
- 76 HARRISON'S LANDING
- 77 14<sup>th</sup> CORPS
- 78 MAJOR EXCHANGE LIBBEY PRISONER TO 77 THEN GO TO 81
- 79 BRIGADIER GENERAL
- 80 PETERBURG GO TO 84
- 81 5<sup>th</sup> CORPS
- 82 GENERAL LOWELL
- 83 9<sup>th</sup> CORPS
- 84 MAJOR GENERAL
- 85 FAIR FORKS GO TO 91
- 86 GENERAL HOWARD
- 87 LYNCHBURG
- 88 GENERAL MEADE
- 89 HARPER'S FERRY
- 90 MALVERN MILL GO TO 76
- 91 GENERAL SHERIDAN GO TO 94
- 92 3<sup>rd</sup> CORPS
- 93 GENERAL WADSWORTH
- 94 WINCHESTER
- 95 FREDERICKSBURG
- 96 4<sup>th</sup> CORPS
- 97 GENERAL BUTLER GO TO 67
- 98 18<sup>th</sup> CORPS
- 99 BALLS BLUFF
- 100 RICHMOND
- LIBBEY PRISON STARVATION

Grand National Victory, sold door-to-door by Civil War veterans for 10 cents, was printed on card stock, with rules on the back. It was accompanied by a small implements box containing