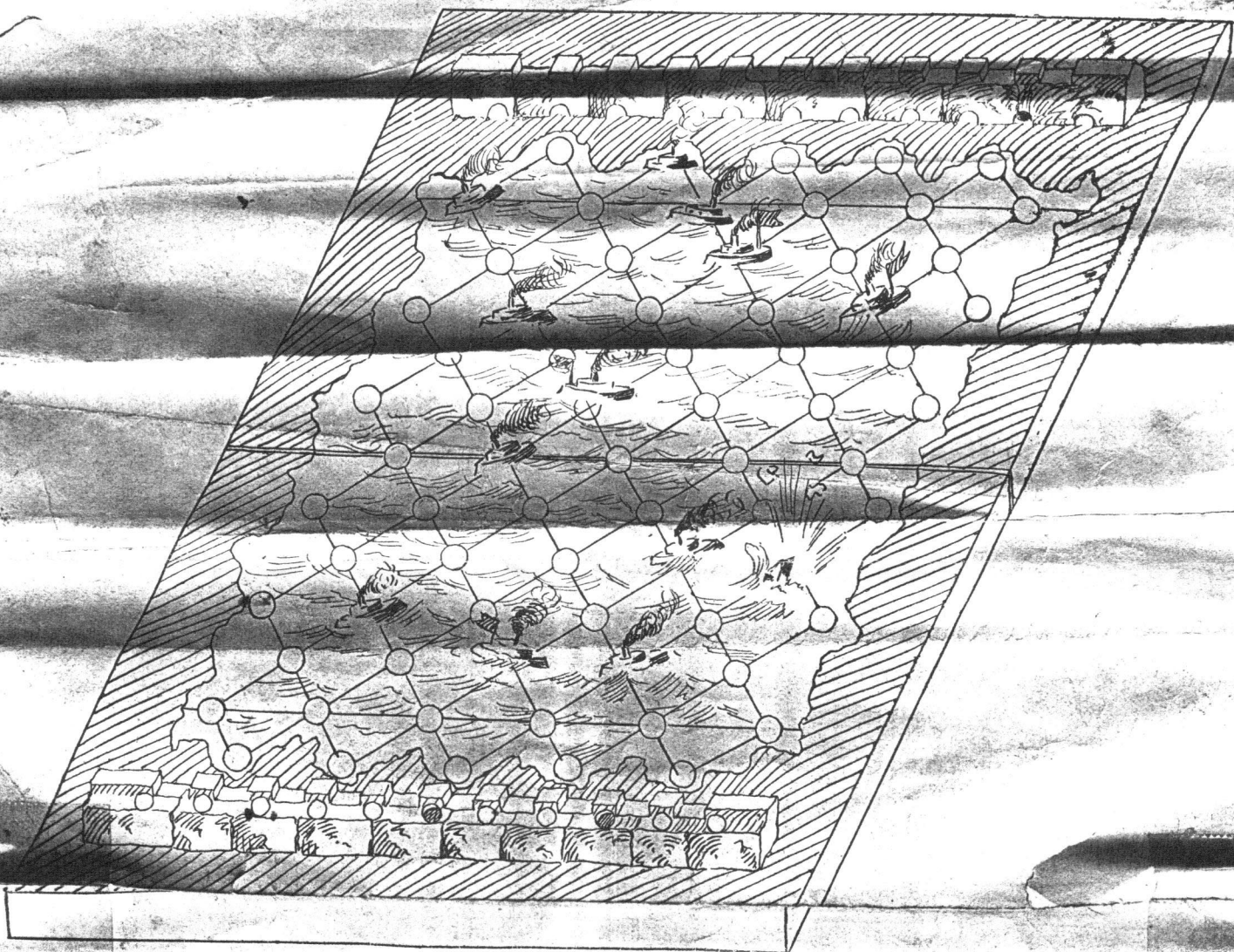


# “ADMIRAL.”




(PATENT APPLIED FOR.)

# The Most Interesting and Fascinating Parlor Game Ever Invented.

## Representing a Naval Battle Between Rival Nations on the High Seas.

The box is constructed of heavy cloth board with wood edges covered with leatherette and lithographed in bright colors; size of board open, 15x20 inches. Closed 10x15 inches.

### Each Game Contains....

- 
- 2 Forts,
  - 6 Torpedo Mines,
  - 2 Mine Discharging Sticks,
  - 8 Flags,
  - 24 Flag Ships and Gun Boats.

Printed rules accompany each game which are so plain that anyone can readily understand it. The game is played somewhat like chess and checkers, but has many novel features making it far more interesting. One of the features being the Torpedo Mines, which are so placed that the opponent is not aware of their location and which are used in destroying the war ships.

The box is beautifully finished and makes a handsome ornament for the parlor.

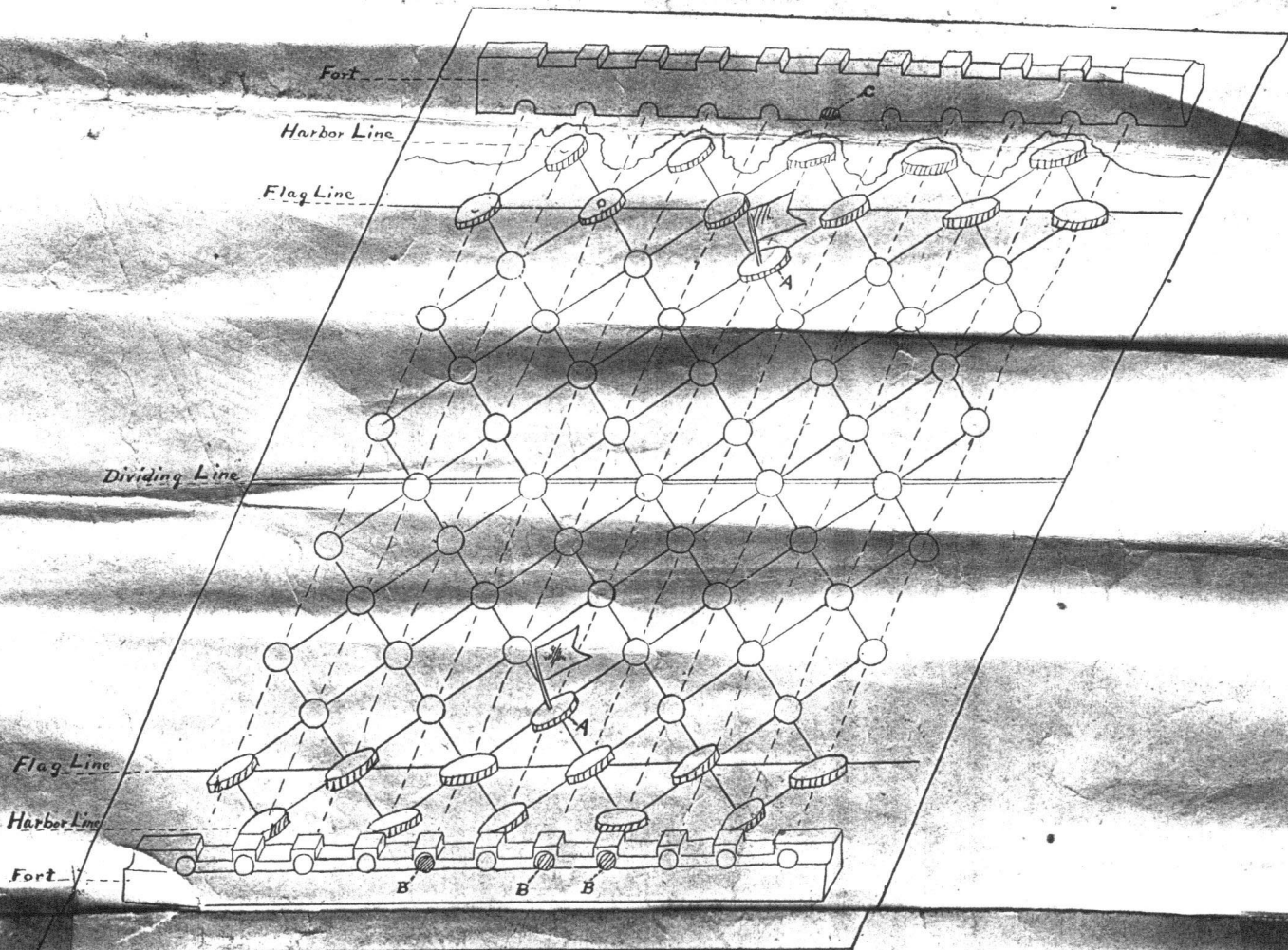
For Sale by all Drug, Stationary and Toy Dealers, or on Receipt of 75 cents.

## KUBEC-PERRY MFG. CO.

298-300 WEST MADISON STREET, CHICAGO.

# RULES FOR PLAYING "ADMIRAL."

The object of the game is to destroy the opponent's Flag Ships and Gun Boats.  
The player first losing all his Flag Ships and Gun Boats being the loser.



(PATENT APPLIED FOR.)

14 Gun Boats and 1 Flag Ship Placed as Follows

(PATENT APPLIED FOR.)

Each Player Commences with 11 Gun Boats and 1 Flag Ship Placed as Follows :--

5 Gun Boats on Harbor Line, as Shown in Cut.  
6 " " " " Flag " " " " "  
1 Flag Ship " Point "A" " " " "

Each player also has 3 Torpedo Mines [Marbles] which are to be deposited before commencing game in any 3 of the Mine holes in the Fort the player chooses, as shown by letters B B B

Before depositing Mines remove Fort from the board and hold in lap or below top of table, so opponent will not know where Mines are deposited. Then place Fort in position as shown in cut.

The game is played by each player moving alternately - Only one move being allowed at a time  
Player can make any move he wishes, or discharge a Mine unless he is in position where he can destroy a Flag Ship or Gun Boat with one of his Flag Ships or Gun Boats; in that case he must make that move or discharge a Mine

Discharging a Mine is equivalent to one move - When it is desired to discharge a Mine push the stick which accompanies the game against the marble until it drops to the bottom, so opponent can see it, as shown by letter "C" in cut.

When Mine is discharged it destroys **all** Flag Ships and Gun Boats of **both** players on line of that Mine across **entire** board, except Gun Boats in **Harbor line**. Mine lines are shown in cut by dotted lines. Gun Boats in Harbor line cannot be destroyed in any manner.

When Harbor is once vacated it cannot be occupied again.  
Each Mine can only be discharged once during the game.

Flag Ships and Gun Boats are destroyed by opponent's Flag Ships and Gun Boats in following manner.  
Gun Boats can only be moved in one direction [as men in Checkers] and can destroy opponent's Gun Boats in any part of board except Harbor, but **cannot** destroy **Flag Ships**.

Flag Ships can be moved in any direction [as Kings in Checkers], and can destroy Gun Boats in any part of the board except Harbor, and can also destroy opponent's Flag Ships on **player's own side** of dividing line, but **cannot** destroy opponent's Flag Ships on **opponent's side** of dividing line.

Flag Ships and Gun Boats destroy opponent's Flag Ships and Gun Boats by running into them [not by jumping over as in checkers] - As soon as they are destroyed either by being run into or by mines, they are removed from board.

Only **one** Flag Ship or Gun Boat can be destroyed at a time **except when mine is discharged**.  
A Gun Boat becomes a Flag Ship as soon as it reaches opponent's flag line, and is made Flag Ship by sticking small flag in center of the boat.

If at any time **all** of a player's Flag Ships are destroyed, then player can make **one** Flag Ship out of **anyone** of his Gun Boats that has **reached** or **passed** the dividing line at that time. If no Gun Boat of his has reached that far, then the **first** Gun Boat reaching the dividing line is made Flag Ship.

When **all** of a player's Gun Boats remaining are made Flag Ships, then he can destroy opponent's Flag Ships on **any part** of board irrespective of dividing line.

Game is continued in this manner until one player loses all his Flag Ships and Gun Boats.

**KUBEG-PERRY MFG. CO.,**

298-300 W. MADISON STREET ..... CHICAGO, ILL.

Should any Misunderstanding occur about the Rules, further Particulars will be Given by communicating with the Manufacturers.