

RULES.

Two or more Players provide themselves with Wooden Pins. The object in view is to run between the lines of the blockading squadron and to reach Wilmington, N. C.

Retracing is not allowed.

Sitting around the Table they draw who shall begin the Race, starting from either Hemisphere to the right or left. The players meanwhile put their stakes according to their fancy 1, 2, 3 or 5 tokens on the different ships.





The Blockade Runner stops short in the encounter with a ship, and has to pay as much as the stakes on the same amount to. If he meets with an accident as for instance: the Shark, Torpedo, Reefs &c., he has to pay a Fine into the Pool (the Harbor of Wilmington), and waits for his next turn. Running into a blind channel, as retracing is not allowed, he has to cease playing. Another of the party next starts from the Main entrance on the perilous trip, the others following in turn. If luck or prudence enables one to reach Wilmington, the Stakes on all the ships fall to his share and the game is ended.