

GAME OF NAVAL WAR.

FOR TWO OR FOUR PLAYERS.

IMPLEMENTS: Two opposing fleets of five ships each, one fleet being colored red, and the other blue; and an indicator.

OBJECT of the game is to see which fleet can capture all the ships of the other.

TO PLACE THE FLEETS: Spin the indicator for position. The one getting the highest number has the choice of Stars (marked Tortugas and Cadiz) to place his fleet on. The players then set up their respective fleets on their Stars, and spin again for first play.

TO BEGIN: The player spinning highest begins by moving one of his ships for the number of spaces spun, *in any direction* over the gold roads or over the roads of his color. The second player does likewise, moving over the gold roads or over the roads of his color.

TO WIN: The player having any ships left, after all the ships of the enemy have been captured, wins the game.

RULES.

- 1.—The gold roads may be used by either player.
- 2.—No player of the red fleet may move over a blue road; and no player of the blue fleet may move over a red road.
- 3.—Any ship that arrives at an enemy's headquarters (Tortugas or Cadiz) captures all the ships there. If there are no ships there, he gets back one of his own captured ships; or the first one of his own captured afterward, and starts it from his own headquarters again.
- 4.—No two ships may occupy the same space, except in headquarters.
- 5.—To capture an enemy's ship, it must be reached by the exact spin, moving over the board according to rules.
- 6.—When a ship falls on a mine at the end of a turn, it is entirely removed from the game.