

in turn, playing whatever card (except an Ammunition card) they desire and the player who takes this second trick LEADS.

Should the leader not have an Ammunition card in his hand, he plays any card he sees fit to the center of the table, the next player to his left using his Ammunition card should he have one to spin.

Continue until all cards are played. Then each player counts the total value of his cards as indicated by the number in the upper left-hand corner, including the Ammunition cards. The player having the highest number of Points wins the round. The player first making three Rounds wins the game.

DIRECTIONS FOR PLAYING
YOUNG AMERICA
BATTLE GAME
AND
TACTICS



PARKER BROTHERS, Inc.
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THIS game is for four players, each player for himself. Remove the President Card and the Engineering Corps Cards. The pack then consists of 44 cards, 11 cards representing Cavalry, 11 representing Artillery, 11 representing Infantry, and 11 Ammunition. The number 11 card is the highest, and the number 1 is the lowest.

Throw the cards face down on the table, each player selecting one card. The player selecting the highest numbered card dealing. In case of a tie, players cut a second time. Deal the cards one at a time until all the cards are distributed. Players should then arrange their cards according to the value and kind.

The player to the left of the dealer looks over his hand, and should he find an Ammunition Card, he throws it face up on the table

with a spinning motion. He then decides in which direction this card points,—that is, the four upright standing shells should point in the direction of the player who takes this FIRST trick. No other player can criticise his decision, and if he cannot decide he spins the card again. When this card is played, the others play one card to the center of the table (not an Ammunition card) and preferably the lowest in value, providing the shells on the Ammunition Card do not point in THEIR direction. In this event this player should play his highest value card, as this helps his score at the end of the game. The player taking this trick (the player toward whom the Ammunition Card pointed) now leads, selecting an Ammunition card and spinning this card as before, so that it will point in the direction of one of the players, the other players following

PARKER



COMMANDER-IN-CHIEF

1



PRIVATE



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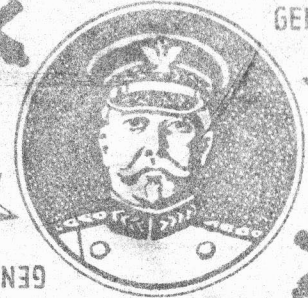
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11

ARTILLERY



GENERAL



GENERAL



ARTILLERY

11



1

ENGINEERING CORPS



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PRIVATE



ENGINEERING CORPS

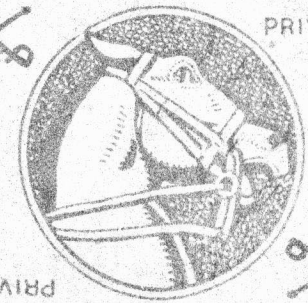
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2

CAVALRY



PRIVATE



PRIVATE



CAVALRY

2