



### LAND and SEA WAR GAME No. 2

Each player selects a marker and puts it on the START of same color. If there are 4 players, the 2 players starting in the same corner build a team. If only 2 play, each player takes care of 2 markers. Players spin in turn and move their markers according to either the number spun on the inner circle or the number spun on the outer circle of the spinner. The player can only move to the next space when one of the connecting arrows has a number corresponding to one of the numbers spun. If a player lands on a space occupied by an opponent, the opponent is sent back to START. If a player lands on a space occupied by his partner, the partner is sent back to START. The team which brings his marker first to the opponent's headquarters wins the game.

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**INSTRUCTIONS**  
EACH PLAYER TRIES TO  
HIT THE BOATS. A PLAYER  
HAS 4 SHOTS EACH TURN.  
A HIT COUNTS 5 POINTS. IF A  
BOAT IS HIT TWICE BY SAME  
PLAYER THE SECOND HIT COUNTS  
20 POINTS. BECAUSE THE BOAT IS  
COUNTED AS SUNK IT CANNOT  
BE HIT AGAIN DURING A  
GAME. A GAME CONSISTS  
OF 6 TURNS. PLAYER WITH  
HIGHEST SCORE WINS  
THE GAME.  
Litho in U. S. A.  
SAMUEL LOWE COMPANY  
Kenosha, Wisconsin