

YACHTING. RULES OF THE GAME.

Each player is provided with a "Yacht," and spins the Indicator in turn. He must enter the course at the point marked "Start," and advance, in the direction the arrows point, as many spaces as the Indicator marks. If a player stops on a spot marked with instructions he must act accordingly. The one reaching the "Finish" first, wins the game.

COPYRIGHTED AND PUBLISHED BY

J. H. SINGER

NEW YORK, U. S. A.

