

Directions for Playing CHASING VILLA

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THE IDEAL GAME FOR TWO PERSONS

The players have their choice of either being the Cavalry or Villa. The player choosing to be the Cavalry takes four Cavalry and places them at each end of the bridge on the American side, while the opponent places the white horse, Villa, at the extreme lower end of the board. The object of the game is for the Cavalry to drive Villa out of Mexico.

The game is started by either the Cavalry moving one horse over the river, or Villa moving up the road to the next stop. The players then move in turn. The cavalry can move only in one direction, that is forward, while Villa can move any direction in order to try to break through. The game is won by Villa if he breaks through into United States, or by the Cavalry if he is hemmed in so that he cannot move. If played correctly, Villa should be cornered every time.

For smaller children, five cavalry are used instead of four, the additional one being placed over the border. As soon as they are more proficient, then the game should be played with four cavalry.

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