

Yankeecraft

Trade Mark

East Boxford, Mass.

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# Flagship

## A Game of Naval Action DRAMA ON THE HIGH SEAS.

Played on a checkerboard with two Fleets of 20 pieces each, designated as follows:

1 - FLAGSHIP.....	No. 10
1 - BATTLE-CRUISER.....	No. 8
2 - BATTLESHIPS.....	No. 6
2 - CRUISERS.....	No. 5
3 - DESTROYERS.....	No. 4
3 - TORPEDO-BOATS.....	No. 3
4 - SUB-CHASERS.....	No. 2
4 - SUBMARINES.....	No. 1

There is no set arrangement. Each player sets up his pieces as desired on the three rows nearest his edge of the board. This leaves four squares vacant of the available twenty-four. The name side of the pieces must face the player, thereby hiding their identity from the opponent.

The numbers on each piece indicate the rank or power with respect to the others. Pieces of higher rank, when attacking, take those of lower rank with the exception that the SUBMARINE, when attacking, TAKES ALL PIECES BUT THE SUB-CHASER. The SUB-CHASER ALWAYS TAKES THE SUBMARINE.

Having agreed on colors and first move, the game continues, players taking their regular turn in moving their pieces.

Any piece may be moved only one square at a time in any direction. To attack an opposing piece, move one of your pieces onto a vacant square directly in front of your opponents piece, at the same time declaring the name or rank of your piece. Your opponent then declares the rank of his piece and the piece of lower rank is removed from the board. If both pieces are of the same rank, both are removed from the board. A player may move onto a vacant square or may move in front or in back of any piece on the board without being obliged to name his piece, thereby trying to block his opponent.

The player whose Submarine first attacks the opponents Flagship wins the game. If, however, both Flagships are removed from the board, (by one attacking the other), play continues until all pieces of one Fleet have been removed from the board, or the game may end in a draw.