

Directions for Playing  
**Battle of Bunker Hill**

*(Lion Coffee game premium by Woolson Spice Company)*

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Prepare this game for playing by cutting off this card at point shown by dotted lines on other side. Then carefully trim around the counters.

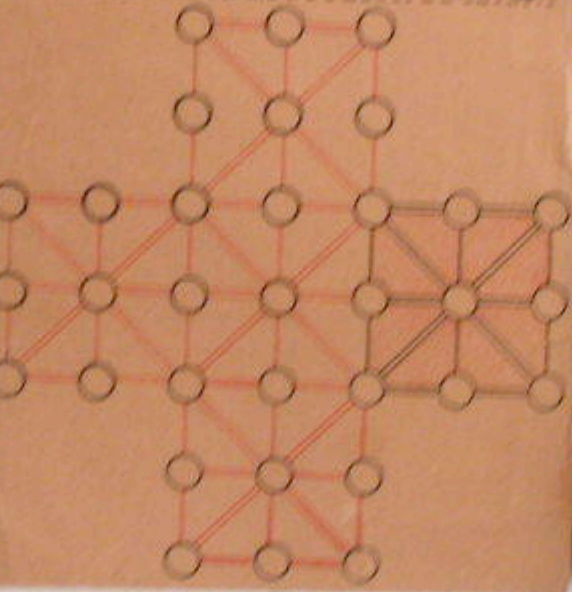
This game is played by two persons, the nine center circles represent the Fortress. The Fortress is attacked by 24 Soldiers and defended by two Officers. The Soldiers are placed on the 24 points without the Fortress, and the Officers within the Fortress, on any two points, at the option of the player. The Soldiers, who make the first move, can only advance toward the Fortress along the colored lines, and but only one step at a time, without the possibility of retreating. The Soldiers are not allowed to take the Officers. The Officers can move in any direction along both colored and black lines, and can take the Soldiers according to the rules for playing at Draughts or Checkers, by passing over to a vacant point. They may even take two or three, by leaping forward and backward, provided a spot is left unoccupied between each of them. Thus the Officers endeavor to take as many of the Soldiers as possible, not losing sight of their retreat to the Fortress in which they should take shelter whenever they find it convenient.

An Officer need to take the Soldiers unless he chooses to do so, but if he refuses to take when opportunity is presented, he shall be taken off the board. The chief aims of the Soldiers must be to drive the Officers out of the Fortress. In order to take possession of the nine points within the Fortress, for until the nine points of the Fortress are occupied by them, they cannot win the game. If it should not be within their power to effect this, which will be the case as long as the Fortress is defended by one of the Officers, and he cannot be removed from it, the Officers are the winners. But should it so happen that the Officers driven out of the Fortress cannot return to it, and their adversary by some false moves is incapable of occupying all the nine points of the Fortress, the game is at an end, though not decided.

# THE BATTLE OF BUNKER HILL



MINIATURE BOARD GAME



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Directions For Playing

## BATTLE OF BUNKER HILL

Spread this board for playing, by cutting off this end a piece three by three from an other side. Then numbers 1-10 are placed on the squares.

The game is played by two persons, who may prefer to represent the Patriots. The British is played by a player who defends the squares. The squares are placed on the 10 points around the square and the British player the squares on the 10 points of the square. The British player moves the British player and the Patriots player the Patriots player. The British player may move the British player in any direction along the board, and the Patriots player may move the British player in any direction along the board. The British player may move the British player in any direction along the board. The British player may move the British player in any direction along the board. The British player may move the British player in any direction along the board.

An officer must not take the British player in a square to go to, but if he wishes to take the British player in a square, he must be taken on the board. The British player of the British player must be taken the British player of the British player in order to take possession of the British player with the British player. It should not be within their power to take the British player with the British player. It should not be within their power to take the British player with the British player. It should not be within their power to take the British player with the British player. It should not be within their power to take the British player with the British player.

**AT ONE-HALF THE PRICE LION COFFEE Has Better Strength and Flavor Than Many So-Called "Fancy" Coffees That Cost More. . . .**