Directions for Playing Cup Defender

Copyrighted 1903 (Lion Coffee game premium by Woolson Spice Company)

This game may be played by from two to seven players. The object of the game is to get your yacht past the finishing flags first. Prepare game by cutting out the boats and spinner on dotted line. Bend boats on double lines so they will stand up. Each player starts his yacht in turn, at any one of the flags he may choose at the western end of course. To start, whirl the spinner, and advance the boat the number of points shown on the side resting on the table.

If the count of the psinner stops a boat on an angle of the course, at the next turn, the player's boat must "tack", i.e. change its direction to the line leading from the straight course it was sailing the turn before. Yachts can only said towards the finish flags. In order to opass the finish flags, plaer must spin a count that will land him exactly on the east point of the line he is sailing, otherwise he loses his move and turn passes to next player. The yacht which lands on the east point first, wins the race.

How To Make Indicator

Cut out the indicator on other side Make a spinning top of it by cutting small piece of wood (see picture at side) and inserting in center of indicator.



game board front

game board back