

LET 'EM HAVE IT

Before starting take a trial spin. Player with the highest number begins the game. Other players follow in accordance with the next highest number, in turn.

Each player secures one of the "rangers" represented by the wooden pins and starts the game and advances according to the numbers on spinner.

- No. 2—Expeditionary Corps starts out in the early morning. Advance 3 points.
- No. 4—The expedition is discovered by the enemy, returns to the boat. Start again.
- No. 9—Cruiser defeats the enemy while attacking but is damaged in the fight. Return 2 points.
- No. 11—Landed on enemy Coast. Troops disembark and are brought inland by truck. They attack enemy position. Advance 3 points.
- No. 17—A tank is trapped in a tank trap, it is blocked and cannot advance. Do not spin for the next two rounds.
- No. 27—The resistance of the enemy is broken, enemy retreats through village ahead. Advance 4 points.
- No. 31—Enemy counterattacks. Enemy airplanes set fire to ammunition Depot. Return 6 points.
- No. 35—Our Paratroops land behind the enemy successfully. Advance 2 points.
- No. 47—The Ranger Signal Corps inform the main body of the troops that the enemy has retreated, but exploding land mines handicaps following them up. Do not spin for one round.
- No. 60—Liberated population of the town greet the troops with great enthusiasm. Player receives decoration and 2 War Bonds.
- No. 62—Captured enemies have been brought in and Rangers return to the Beach. Advance 1 point.
- No. 64—You have been wounded in mine fields and cannot proceed, therefore you are out of the game.
- No. 69—Troops reach barges and return to the boats under cover of machine guns. Advance 2 points.
- No. 78—Returning steamer stops on high seas, has developed engine trouble. Do not spin for the next two rounds.
- No. 81—Submarine is rammed and destroyed by speed boat. Transport proceeds full speed ahead. Advance 4 points.
- No. 84—Pilots of a stranded airplane are taken aboard, from their inflated rubber boat, delay—therefore return 4 points.
- No. 87—Transport arrives in home port. Troops disembark and are sent to their barracks. Advance 2 points.
- No. 90—For bravery, you receive a medal and from your community 3 War Bonds. In order to reach point 90 you must spin the exact number from the last point occupied. If you spin a higher or a lower number, you must remain at the last point until you do spin the exact number.