

Dave Dawson

PACIFIC  
BATTLE  
GAME



AMERICAN TOY WORKS

41 WYCKOFF AVE.

BROOKLYN, N. Y.

#539

# INSTRUCTIONS

## DAVE DAWSON PACIFIC BATTLE GAME

The object of the game is to follow the adventures of Dave Dawson, intrepid American boy hero No. 1 of World War No. 2, and his young English friend, Freddie Farmer, in their fight for Pacific supremacy. Players move over the spaces allotted in order to reach the space marked "Pacific Supremacy."

There are four playing pieces provided; two black ones which are each entitled "Dave Dawson" and two white ones which are each called "Freddie Farmer."

The game is intended for one, two, three or four players, and the following rules should be observed in accordance with the number of players participating.

### R U L E S

DAVE DAWSON PACIFIC BATTLE GAME FOR FOUR PLAYERS — The game can be played by four players individually or as two teams.

In individual play, each player chooses first a Dave Dawson or Freddie Farmer playing piece and then chooses in which of the four armed forces he wishes to fight — Navy, Air Force, Army or Marines. When this decision has been made, each player sits at that side of the table indicated by the name of his particular force and identified by the headquarters for that fighting force. Each player then receives the order cards for his branch of the service.

In choosing the branch of the service in which each participant will operate, the choice is also made as to the battle

line over which the player may proceed in order to first have his playing piece reach the objective, Pacific Supremacy, and thus win the game.

All routes, or battle lines, offer the same opportunities for success.

When the players have been seated and the playing pieces chosen, the Dave Dawson Supremacy piece is placed on the insignia of the number board. By flipping the Supremacy piece with the thumb and forefinger it may be made to hit the backboard and bounce to one of the numbered spaces, 1, 2, 3, 4, 5 or 6. The space on which the piece goes to rest indicates the spaces which the player may move along his battle line starting from Headquarters.

There are provided with the game sixteen Dave Dawson Order Cards. Any player landing on a yellow space in his or her battle line must go back two spaces. Any player landing on a numbered space must consult his order card carrying the corresponding number.

**FOUR PLAYERS AS TEAMS**—If this method of playing is chosen, a team of two players operating the two Freddie Farmer pieces move over the battle lines designated as Navy and Air Force, and two players as Dave Dawson move over battle lines designated as Army and Marines. In this case, the score is to be kept as follows: The first player to secure Pacific Supremacy gets 5 points, the second player 4 points, the third player 3 points, and the last one to reach the Pacific Supremacy space receives 2 points as a score. The scores made by the two players on each team are added and whichever team scores the highest number of points wins the game.

DAVE DAWSON PACIFIC BATTLE GAME FOR THREE PLAYERS follows the rules for four players as individuals. Rules for team play do not apply here.

DAVE DAWSON PACIFIC BATTLE GAME FOR TWO PLAYERS may be played according to the rules for four players except that a greater choice of battle lines is made available for the participants. Two players may also operate team play in which each player moves alternately in turn on two battle lines in place of just one. Scoring in this game should be the same as indicated for team play for four players.

DAVE DAWSON SOLITAIRE PACIFIC BATTLE GAME —Innumerable variations for play may be determined from the above rules for a solitaire game. The simplest, of course, is for the player to pursue each route or battle line, timing by watch or clock the duration of the manoeuvres over each of the four battle lines. In this way the player may determine as to whether he or she has best operated in the Army, Air Force, Navy or Marines.

ROTATION OF PLAY. THIS IS DETERMINED IN THE CASE OF ALL MOVES OF PLAY BY MANIPULATING THE DAVE DAWSON SUPREMACY PIECE IN THE NUMBER BOARD AS SPECIFIED ABOVE. THE PLAYER RECEIVING THE HIGHEST NUMBER STARTS FIRST. THE PLAYER ON HIS OR HER LEFT FOLLOWS, AND THE ORDER OF PLAY THEREAFTER PROCEEDS CLOCKWISE.

TIE — IN THE DAVE DAWSON PACIFIC BATTLE GAME EACH PLAYER HAS AN OPPORTUNITY TO FINISH OUT HIS TURN SO THAT IN THE EVENT OF ANY TWO OR MORE PLAYERS REACHING THE SUPREMACY SPACE IN THE SAME TURN, A TIE WILL BE DECLARED. IN TEAM PLAY, PLAYERS REACHING SUPREMACY IN THE SAME TURN SHALL SCORE EQUALLY IN ACCORDANCE WITH THE SCORING RULES.