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DIRECTIONS  
FOR  
CLIPPER  
RACE

❖

A NEW GAME

*Fascinating*

*Instructive*

*Entertaining*

Published by  
SAML. GABRIEL SONS & COMPANY  
NEW YORK

*Directions for playing*

CLIPPER RACE

*This game can be played by two to four players.*

Each person spins and the highest number is the first player, the second highest the next player, and so on. Each player then chooses his color ship in the order named and proceeds in turn. Each player may elect which port he wishes to sail from, either Boston, New York, Philadelphia or New Orleans.

The object of the game is to sail from the home port chosen to Shanghai, China, and return in the shortest time. The player can return to any one of the four ports in the United States. Therefore he does not have to come back via the same route by which he sails out to Shanghai unless he so desires.

The moves are determined by the spinner, each player spinning in turn. Each spot on the game board is counted as one day. Observe the delays and set-backs on each route. Some routes are shorter than others but the shorter routes have greater hazards than the longer routes. At certain points two routes use the same spots. If a ship overtakes and stops at a spot occupied by another, the ship overtaken must go back ten spots. Once a course is entered upon the ship cannot change to another route unless the player starts all over again.

No player can land in Shanghai or his home port unless he spins the exact number needed to bring him into port.

Observe the four routes as follows:

- Boston to Shanghai via the Mediterranean and Suez Canal.
- New York via Cape of Good Hope.
- Philadelphia via Cape Horn.
- New Orleans via Panama Canal.