

EXAMPLE OF QUICKEST PASSAGE AROUND
THE WORLD.

Spin 1, which moves to 8.

" 5 to 13.

" 5 to 18.

" 4 to 22.

" 4 to 26, which moves to 27.

" 5 to 32, which moves to 33, and adds 2 days.

" 5 to 38, which moves to 40, and adds 4 days.

Spin 1 to 41, which moves to 46.

" 5 to 51, and add 2 days.

" 5 to 56.

Spin 5 to 61, which moves to 64 and adds 2 days.

Spin 2 to 66, which moves to 71.

" 5 to 76.

" 5 to 81.

" 5 to 86.

" 5 to 91, which moves to 93, and adds 4 days.

THE QUICKEST PASSAGE RECORDED ON THE
TABLET.

	DAYS.	
New York to Equator,	16	
" " Rio De Janeiro,	24	
" " Cape Horn,	40	
" " Equator,	62	
" " San Francisco,	76	76
San Francisco to Sandwich Islands,	8	
" " Hong Kong,	32	32
Hong Kong to Anjer,	12	12
Anjer to Mauritius,	10	
" " Cape Good Hope,	20	
" " St. Helena,	28	
" " Equator,	38	
" " New York,	54	54
Around the world,		174

DIRECTIONS FOR THE GAME

—OF—

ROUND THE WORLD.

THE arrangement of this game is the result of much study and calculation in the leisure moments of a Ship Master, and is so ingeniously done that each game accurately represents an actual voyage, with all the ports in their proportionate places, as on the globe. Also the great belts of winds and calms are represented, with the disasters, and detentions usually experienced while in them, so that the players may, without leaving the parlor, make many different voyages round the world, or to intermediate ports, meeting fair, or head winds, calms or gales, and all the incidents of a real voyage. The small vignettes, forming the stations on the board, indicate as accurately, as is possible in the limited space, the general appearance of the several ports, and of the ships, according to the state of the winds and weather indicated.

The game is played by moving counters from the dock in New York—as represented in the corner of the board near oval station No. 1—over the spiral track of ovals, towards New York in the center of the board, according to the spin of a teetotum and the rules of the game.

Any convenient number may play, but counters and scoring dials are provided for four. Each player is called a captain, and his counter a ship. Each captain has one ship, and one of the "Captain's Dials," and the color of each captain's ship or counter must correspond with the color named on his *Captain's Dial*.

Three methods of play are provided, Nos. 1 and 2 for youth and adults, and the last, as indicated, for small children.

GAME NO. 1.

At the commencement of the first game, one of the Captains must be chosen Commodore, by lot or agreement.

The Commodore holds, in addition to his *Captain's Dial*, the dial marked "Commodore." The Commodore has the first spin of the teetotum and thereafter the spin goes in turn to the left.

At each spin of the teetotum the playing captain moves his ship forward as many ovals or stations as are indicated by the number on the side of the teetotum coming up-
permost; but if the station to which a spin carries a ship, bears any directions for moving forward or back, such directions must be obeyed at once, and as a part of the move.

If the station bears directions for the adding of days, the playing captain must score the required number of points on his *Captain's Dial*.

NOTE.—The Captain's dial has two pointers, one scoring units, from 0 to 50, and the other fifties, from 50 to 500. Having scored fifty on the units dial, set the corner pointer at fifty and continue scoring on the "units," setting the corner pointer forward fifty for each complete rotation of the units pointer. The game is so arranged that every spin represents ten days in the voyage of the player, and should naturally count ten points on his Captain's dial, but, to avoid mistakes and disputes, the Commodore's dial is provided for scoring the spins.

As soon as the Commodore spins he must score one point on the *Commodore's Dial*, and after moving his ship, score the added days—if any—on his *Captain's Dial*.

NOTE.—Each point scored on the Commodore's dial counts ten days in the voyage of each Captain.

Each Captain must lose one spin for every 10 that he scores on his *Captain's Dial*. Hence, after the pointer passes a multiple of ten he must lose his next spin, and if at one movement, the pointer passes more than one such multiple point, then as many spins must be lost as there are such points passed.

EXAMPLE.—If the score on a dial stood at 23 and the Captain was required to add 40 days, the pointer would score 63, and be moved around, past the 50 point to 13, and would pass 30—40—50 and 10, thus requiring the scoring Captain to lose his next four spins.

If when at 23 it had been required to add four days, the pointer would have passed only the 30 point, and thus would have required the loss of one spin.

If a ship has met with disaster and been sent to port for repairs, and the next spin carries her again to disaster, the move may be waived and the spinning continued till another number is obtained.

Two or more ships may be on the same station at one time.

When any Captain succeeds in bringing his ship into New York, at the center of the board, he wins the game and must call for the score on the Commodore's dial.

This score, multiplied by ten and the product added to the score on the dial of the winning Captain, gives the number of days in the voyage.

After the first game, the Captain having made the *quickest voyage during that sitting* is Commodore. Of course, the Captain who wins in the first game will be Commodore in the second, but thereafter it is not certain that the winning Captain in one game will be Commodore in the succeeding game, for he will not secure that honor unless his time is quicker than any already made, *during that sitting*, by the Commodore then in office. If desirable, the championship, or Commodore's office, may be continued from one sitting to another for any length of time, the score of the *quickest voyage* being preserved.

NOTE.—In the above rules, a *sitting* is a series of games played by the same players without any material break, as for instance, the games of one evening.

GAME NO. 2.

In addition to the mere matter of winning the game or the championship, there are many other points of interest to a sailor. There are in the voyage round the world four principal passages. The first, from New York to San Francisco. The second, from San Francisco to Hong Kong. The third, from Hong Kong to Anjer. The fourth, from Anjer to New York.

It is interesting to note who makes the best time in the greatest number of these passages, remembering that the *quickest* passage that is made in the game, is no quicker than could be made in reality, if a vessel had the chances during the whole passage that others have had in different parts of it.

As these several passages are taken into account in game No. 2, it has more variety and consequently more elements of interest than No. 1.

The method of play is the same in both games, the only difference being in the scoring.

In addition to the dial on the face side, there is on the back of each Captain's dial card, a scoring tablet for recording the passages to intermediate places.

The four principal ports, San Francisco, Hong Kong, Anjer and New York, are the only places that enter into the scoring of the game, the intermediate places being used as hereafter described.

NOTE.—It must be observed that in these rules a *voyage* is the entire distance from New York round the world, back to New York again, and that a *passage* is from New York to San Francisco, from San Francisco to Hong Kong, Hong Kong to Anjer, &c.

A captain having arrived at either of the above four principal ports, and having scored his play, must call on the Commodore for the score of spins on the Commodore's dial, which multiplied by ten gives the score of days for spins to that place. The days for spins, thus obtained, added to the score of added days on the Captain's dial, gives the time to that port, which must be entered in the tablet opposite the name of the place.

When a ship arrives at either of the ports of San Francisco, Hong Kong or Anjer, she must wait until the others arrive; then, the Commodore must move back his dial, for spins to Zero, and begin to count on his dial for spins to the next port, and so continue from port to port until New York is reached.

Rules for Counting Game No. 2.

The office of Commodore is secured as in Game No. 1, i. e. by making the *quickest voyage* round the world, but the winning of each game is decided as follows:

The Captain making two or more of the passages quicker than any other player, wins the game, even though his entire voyage may be longer than that of another.

If each of two Captains make two of the passages quicker than any other players, then, of the two, the one making the *quickest voyage* round the world wins.

If two players are a *tie* on passages and time of voyage, then the one who makes the *quickest passage to San Francisco*, the most important passage in the voyage.

Game No. 2, may be made still more interesting to sailors, by noting the time made to all the places and scoring each, as is done in the following score of the *quickest voyage*. To find the number of days to any place not the terminus of a passage after having just passed the place and scored the move, count back the number of ovals from the ship to the place, and deduct from the score two days for each oval so counted.

Thus, we will suppose that a Captain has moved to station 19 and wishes to score the time to Rio De Janeiro. After scoring the 4 added days, he must call on the Commodore for his score of days for spins—ten days to each point—which, added to the score on the Captain's dial, gives the time in days to No. 19. From this, deduct two days for each oval, counting back to Rio (8 days), and the remainder will be the time required.

GAME FOR SMALL CHILDREN.

This game consists simply in a strife to get round the world first.

Moves are made according to the spin of the teetotum as in the foregoing games, but no attention is paid to the directions on the stations. Each move is forward as many stations as the spin calls for, the only interruption being at the four disasters, 5, 21, 53 and 68.

If a ship rests on one of these stations, the Captain must lose one spin.

The Captain wins who first brings his ship into New York at the center of the board. The dials and scoring tablets are not used.

OUR MAP.

In order to give a definite idea of the course supposed to be followed by the ships in this game, a small map of the world, somewhat original in construction, is furnished.

The map is drawn by Mercator's projection, and the two edges being joined, substantially the same result is obtained as by the use of a globe, so that the course around the world from New York, going West, and returning to New York again from the East, is readily understood by the youngest children.