

★ *Rules for Playing* ★

**RANGER
COMMANDOS**

REG. U. S. PATENT OFFICE

COPYRIGHT 1942, 1944 BY

PARKER BROTHERS, INC.

NEW YORK

SALEM, MASS.

CHICAGO



Rangers are United States Commandos especially trained for damaging raids on enemy bases and installations. These raids have as their objective the destruction of important docks, munitions plants, power stations, shipping, etc. Usually their mission is accomplished during the night and at dawn the Commandos return to their own bases. This game follows very closely the usual method of these raids.

IDEA OF THE GAME

Each player in this game is provided with a Barge and a Piece, representing Commandos, which can be placed on the Barge and transported across open water to enemy shores. The Commando piece is then moved from the Barge to raid enemy installations and when the raid is over returns to the Barge and is transported back to the home base. Counters captured during the raid indicate the damage done and score points at the end of the game.

EQUIPMENT

In this game there are four Barges and four Commando Pieces in four different matching colors. There is a board illustrative of home bases and enemy installations with a space of water between. There is an indicator which serves both as direction finder for the Barges and for the movement of the Commandos after they have disembarked. This indicator is divided into two sections — the dark section being used to cross the water at night time to the enemy shores and the light side being used to return in the daylight after the raids are over. The numbers on the indicator are only used to move the Commando pieces on land. There are also small round counters (some numbered and some not) which are placed on the enemy docks, etc. before the game starts. These are the counters which are captured by the Commandos during the raid.

PREPARATION

Each player selects a Commando piece and sets the piece on a Commando Barge of the same color by inserting it in the little hole in the Barge provided for this purpose. Each player then places his barge in the home dock of the color indicated. All the counters, both plain and numbered, should then be placed face down and mixed up so that no player knows which is which. They should then be placed on the enemy side of the board on the various enemy plants, factories, docks, etc. On each enemy installation will be found a number which indicates the quantity of the small round counters which are to be placed on this particular place. You are now ready to start the game.

THE PLAY

Each player now spins the indicator and the high man has first choice of color and position. Other players follow in the order in which they are seated. Red has first turn — Black next — then Green — then Orange. Red spins the pointer on the direction finder and moves his barge out from the dock, one space only, in the direction indicated by the space on the dark side of the direction finder on which the indicator stops. These directions will be North, Northeast, East, Southeast or South. Cross arrows in the center of the indicator show these directions.

MOVING COUNTERS ON THE INDICATOR WHEN
The indicator is spun. Always move just one space from wave to wave in the direction indicated by the direction finder, and place the center of the counter on the wave which it is supposed to rest, keeping the barge pointing toward the enemy shore.

In moving across the water, players take turns in the order described above. A player loses his turn if a move in the direction indicated would take his piece off the board, or if he is blocked in the direction indicated by the barge of another player. No two barges can occupy the same space

and no barge can pass over that of another player. As soon as a player's barge comes to rest on a space that will permit the front of the barge to touch **any** of the docks on the enemy shore marked "Landing" that player is ready to disembark his Commando piece on his next turn. A player heading for a landing that is already occupied by another Barge **must lose** his turn and spin again on his next regular turn until new directions finally bring him in to an unoccupied landing.

LANDING AND CAPTURING

As soon as a player's barge reaches a Landing that player should look over the board and observe the various enemy munitions factories, air fields and other war plants that he thinks would be easiest for him to reach and destroy. On his next turn, he spins the indicator, and, (using the numbers now and not the direction on the indicator), takes the Commando piece from his barge and moves it in **any direction** along the dotted lines between spaces to any point he can reach **excepting the one from which he started**. He must never let his piece come to rest on his original starting space. His purpose now is to bring his piece to rest on one of the little orange circles which has an arrow pointing into an enemy objective such as a factory, dock, airfield, etc. If he does this he may take one of the little round counters previously placed on this enemy objective for his own. He should not examine it however, until the end of the game and **must keep it face down** on the table in front of him. On his next turn he must move toward, or to, another enemy objective as he cannot return on the same move to the same space on which his piece rested at the beginning of his turn. He can come back to this place later on any succeeding turn. A player may move in a ZIG-ZAG course toward an objective, but he must follow the dotted lines connecting each space.

THE ALARM! — WHISTLE!

Players will notice on the board that while some circles are orange in color and contain an arrow or the word "safety," the light blue spaces contain a silhouette of a sentry on duty. A player may move his piece *over* these sentry spaces without danger. However, should his piece come to rest on one of these sentry spaces **at the end of a move**, the raid is over. An alarm should be given by that player sounding a sharp whistle warning all other Commandos that the raid is discovered, the enemy is coming up in force and all Commandos should get back to their Barges as quickly as possible. Now the next player should spin the indicator **three separate times**. If he can reach his barge by moving the **total of these three spins** he may do so, but if he cannot reach it with this total he is considered to have been captured and is out of the game. Should he spin a greater number than he requires to reach his barge, the **extra** moves are forfeited.

THE RETURN

Each player in turn takes his three spins to reach his barge. The player who gave the alarm spins and moves last. The move from the shore to the Barge counts one but as long as a player spins a total large enough to reach his barge he does not have to reach it by exact spin. All those who have reached their barges now reverse them and start, on their next regular turn, across the water to their home docks in the same way they came over for the attack, only this time they use the light or sunny side of the dial instead of the dark side. The play going home will be North, Northwest, West, Southwest or South. It is not necessary for a player returning to reach his own home base. As soon as he reaches the space directly in front of a dock, he advances his barge into that dock. He then removes his barge from the board allowing any other player to use that space if he should arrive at it by the spin of the direction finder.

Players are not blocked at their home bases by other players' barges as they were earlier in the game at the enemy landing dock but if a player's barge comes against a point of land he is not yet home and must, on some regular following turn, spin some direction other than West which will enable him to move his barge into a dock.

SCORING

The first player to arrive at any one of the starting DOCKS scores 100 points; the second player 75 points; the third player 50 points and the last player 25 points. When all players have reached home the captured counters are turned face up and each player adds the numbers shown on these counters to his score. The STAR is the General and counts 100 points. All other counters are worth the points printed on them. One barge still on the water after all the others have reached home, can be called in and will be scored last.

Note: In the event the whistle sounds before a player has landed his Commando piece, that player immediately points his barge toward home and moves on his next turn (he does not have to spin three times for numbers) toward home. The player who has a start over the other players to collect the last counter on the first spin still win.

THE WINNER of the game is the player scoring the greatest number of points — made by adding together, the value of his captured counters and the number of points on the starting base.

Questions regarding RANGER COMMANDOS will be answered gladly if a three-cent stamp is enclosed. Address

PARKER BROTHERS, INC.
SALEM, MASSACHUSETTS