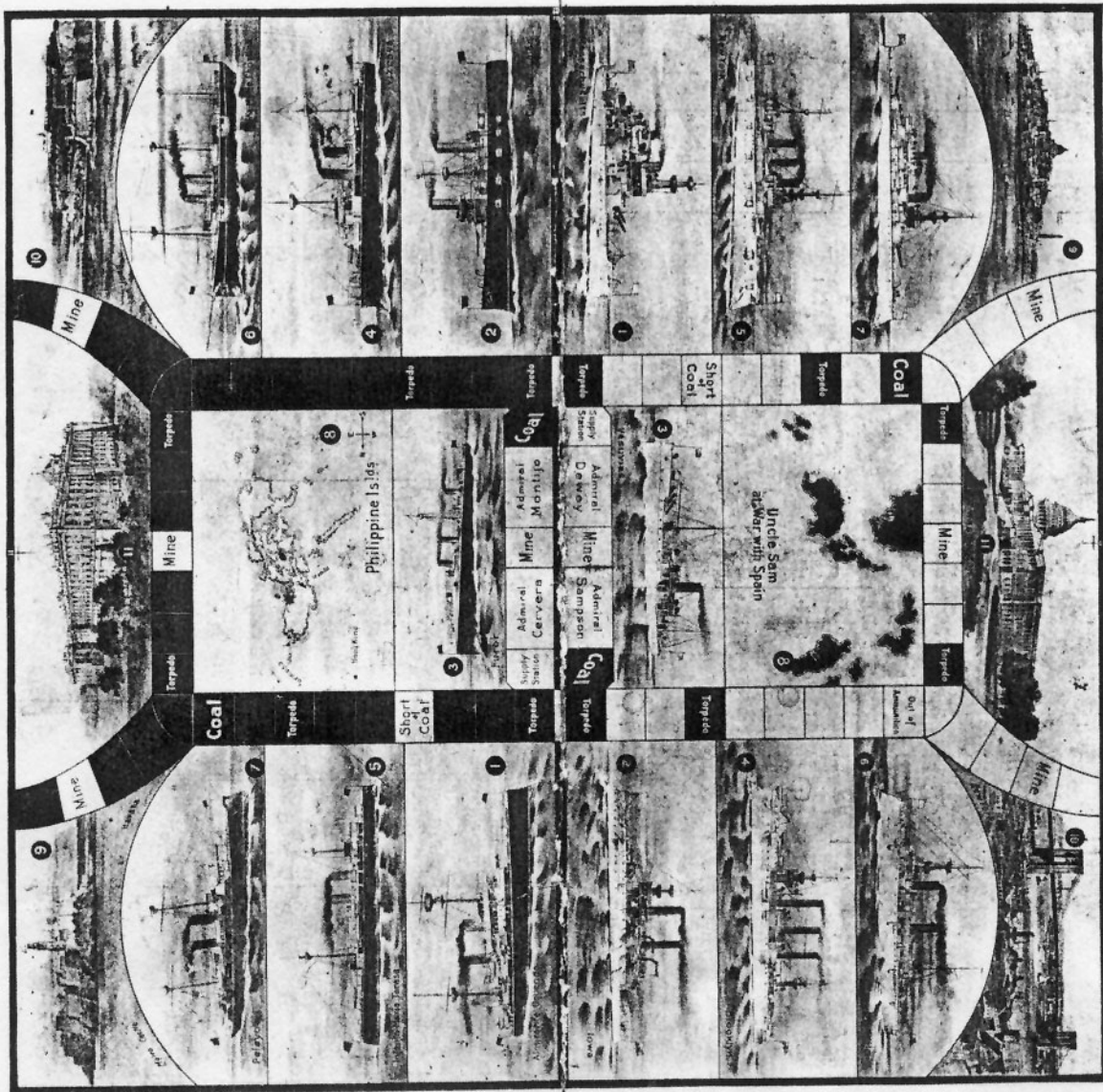


IT WILL INTEREST YOUR FAMILY AND FRIENDS.

THE GREAT GAME.

UNCLE SAM AT WAR WITH SPAIN.



PLAY IT ONCE YOU WILL PLAY IT AGAIN.

RHODE ISLAND GAME CO., Providence, R. I.

Copyrighted by Robert L. Birtwistle, 1898.

Let the Americans show what they would have done had they been on the Spanish War Vessels.

THE GREAT GAME.....

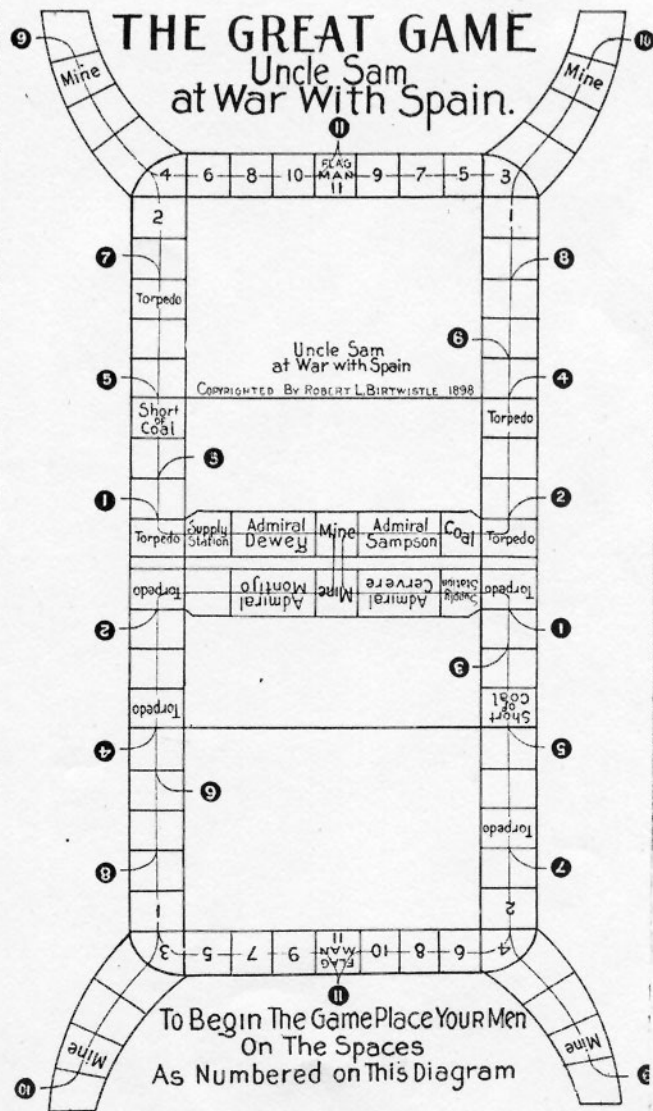
Uncle Sam at War With Spain,

IS PUT UP IN TWO DIFFERENT WAYS,
WITH 2 DICE CUPS AND 4 DICE.

ALSO,

WITH 2 SQUARE CARDS WITH NUMBERS ON THEM, AND CANNONS TO TURN TO STOP AT THE DIFFERENT NUMBERS.

Published by
RHODE ISLAND GAME CO.,
28 Gardner Street, . . . Providence, R. I.
P. O. Box 1257.
Copyrighted by Robert L. Birtwistle, 1898.



RULES FOR PLAYING

The Great Game

Uncle Sam at War With Spain.

THE OBJECT OF THE GAME is to capture with the small discs or men, the ships and territory of the opposing player, by moving your men on his ships and territory marked by corresponding numbers. The player doing so first, wins the game.

TO BEGIN THE GAME,

Place the men on the spaces in front of the Capitols, as indicated on diagram, the odd numbers on the left, and the even numbers on the right. Spin the cannon or shake the dice, and move either your No. 1 or No. 2 man, as many spaces as are indicated by the cannon on the card, or as the number obtained on the dice, towards the space marked Mine, in the centre of the board. At this point the man crosses to the enemy's territory, odd numbers moving to the left and even numbers to the

right. If the player obtains a larger number than he has spaces to move to capture the ship or territory marked by the same number as the man in play, he must start a new man, either odd or even number, and this is continued until all the men have been moved from the starting point.

A new man cannot be moved from the starting point until the last man moved has either captured his ship or territory, or the player gets a larger number on the indicator than he has spaces to move. On reaching the space on the Enemy's side, in front of a number to correspond with the number on the man. Moving from the space to the ship or territory is counted as one move, and captures the same.

When the ten men have been placed on the Enemy's ships and territory, numbering from No. 1 to No. 10, the **Flag Man** which is No. 11 is started. In crossing over to the Enemy's side the **Flag Man** may turn either to the right or left, as both lead to No. 11.

When a man stops on a space marked "Mine," "Torpedo," or "Out of Ammunition," in the Enemy's territory, the man must return to the space on his own side marked Supply Station. If this space is occupied by the Enemy, the man must return to his starting point.

When a man stops on a space marked "Short of Coal," in the Enemy's territory, he must return to his own nearest unoccupied Coal Station.

When a man stops on a space marked "Coal

or Supply Station," in the Enemy's territory, the player has an extra turn.

When a man stops on a space on either side occupied by one of the Enemy's men, the player has an extra turn. If the space is occupied by two men, he moves twice the number of spaces he gets on his turn, and the Enemy's man or men must return to their starting point.

When a player stops on a space marked "Admiral," on the Enemy's side, he is rewarded by the man being carried forward to the ship or territory to correspond with his number.

RULES FOR THE FLAG MAN.

Should the Flag Man stop on the space marked "Admiral," the player has only an extra turn. All other rules the same as with the other men.

Player's men will be safe on spaces marked "Mine," "Torpedo," "Out of Ammunition," and "Short of Coal," in their own territory.

Players will not be allowed to have more than two of their men on the same space at one time.

A player's man may pass any of his own or of the Enemy's men when moving.

WHEN FOUR PERSONS PLAY.

One on each side plays with the Odd numbers, and one on each side plays with the Even numbers. Shake the Dice or turn the Cannon, the two players obtaining the larger

numbers play with the Odd numbers. As No. 3 is nearer to get to than No. 6, there is a slight advantage in Odd numbers.

Play as follows: Supposing A and B were playing on the American side, and if A places his 5 numbered men on their numbers on the Enemy's side before B, he takes charge of the men B has, and B is out of the game; and the same on the Spanish side, if D places his men before C, D takes charge of C's men, and C is out of the game, leaving A and D to finish. If A and B place their men before either of C or D, they (C and D) may play until one of them places his five men.

PLAYING PARTNERS.

Play as when 4 persons play separately, only when one player has placed his 5 men on numbers to correspond to them in the Enemy's territory, or if he should obtain a larger number than he has spaces to move, and has no man to start, he may use his partner's man. The side covering all of the numbers in the Enemy's territory first, wins the game.

WHEN PLAYERS USE TWO DICE EACH.

Doublets or Pairs entitle the player to an extra turn as often as he shakes them, unless he comes on a danger space in the Enemy's territory.

Should the player have a man that required the number shook on one of the Dice, to place his man on his number on the enemy's side he may move him on the number, and move

another man the number of spaces obtained on the other Dice.

If the number on one of the Dice would place the Flag Man on No. 11 in the Enemy's territory, the Player may move him, capture the Capital which finishes the Game, leaving the number on the other Dice unused.

PRICE LIST.

20 Brass bound counters, 10 Red, 10 Orange, for	20c.
2 Dice Cups, 1 Red, 1 Orange, with 4 Dice,	20c.
The Game Complete,	\$1.00

The above sent by Mail on receipt of the above amounts to any part of the United States.



RECORD OF THE WAR BY DAYS.

FEBRUARY.

- 15—Maine blown up.
- 17—Court of inquiry appointed.
- 21—Inquiry begun.

MARCH.

- 7—Fifty-million-dollar bill for national defence introduced in the house.
- 8—Bill passed by house.
- 9—Bill passed by senate.
- 19—Oregon leaves San Francisco for Cuba.
- 28—Maine inquiry report sent to Congress.

APRIL.

- 5—Consul-General Lee recalled.
- 10—Consul-General Lee leaves Cuba.
- 11—President McKinley asks authority to intervene in Cuba.
- 19—Congress passes intervention resolutions.
- 20—Ultimatum sent to Spain.
- 21—Spain sends passports to Minister Woodford.
- 22—Proclamation of Cuban blockade.
First prize captured by the Nashville.
- 23—The President calls for 125,000 volunteers.
- 25—State of war declared to have existed since the 21st.
- 26—Great Britain and Italy proclaim neutrality.
- 27—Admiral Sampson bombards Matanzas.
- 28—Commodore Dewey's fleet sails from Hong Kong to Manila.

MAY.

- 1—Commodore Dewey sinks the Spanish fleet at Manila. [Cardenas.]
- 11—First American blood shed at Cienfuegos and Dewey made a rear-admiral.
General Merritt selected to lead expedition to Philippines.
- 12—Admiral Sampson bombards San Juan.
Spanish fleet reaches Martinique.
- 19—Cervera's squadron reaches Santiago.
- 22—Charleston sails for Manila.
- 24—Oregon reported near Key West.
- 25—Second call for volunteers.
First Manila expedition starts.
- 31—Forts at the entrance of Santiago harbor bombarded.

JUNE.

- 3—Merrimac sunk at Santiago.
- 7—Caimanera bombarded.
- 10—Marines land near Guantanamo.
- 11—Four Americans killed near Guantanamo in first land fight of the war.
- 14—General Shafter's army sails from Tampa.
- 15—Camara's fleet sails from Cadiz.
- 20—Shafter's army arrives off Santiago.
- 22—Shafter's army lands at Baiquiri.
- 24—Fight of the Rough Riders at La Quasina.
- 27—Decision to send fleet to Spain announced.
- 30—First expedition reaches Manila.
War Revenue law goes into effect.

JULY.

- 1 and 2—Battles of El Caney and San Juan Hill.
- 3—Cervera's fleet destroyed.
- 5—Camara enters Suez Canal.
- 6—Hobson and his associates exchanged.
- 8—Camara starts back.
- 14—Santiago surrenders.
- 15—Spanish individual rights suspended.
- 16—Prisoners landed from the Harvard.
- 17—Occupation of Santiago.
- 19—Fourteen thousand troops embark for Porto Rico. Yellow Fever at Santiago.
- 21—Gen. Miles leaves Guantanamo for Porto Rico.
- 22—Nipe captured.
- 23—Camara's fleet at Cartagena. [Guanica.
- 26—Spain asks for peace terms. Miles lands at
- 29—Ponce surrenders.
- 30—Spain's request answered. General Merritt reaches Manila.

AUGUST.

- 3—Spain replies to the President.
- 4—General Brooks arrives at Arroyo.
Troops at Santiago ordered to Montauk.
- 7—Rough Riders start for Montauk.
- 8—Troops advance toward San Juan.
- 9—Spanish attack at Malate repulsed.
- 11—Spain accepts peace terms.
- 12—Peace protocol signed and cessation of hostilities ordered.

List of War Vessels...

That are on the Game Board of
... **UNCLE SAM**, at
WAR WITH SPAIN.

Which is by far the Finest Lithographed, Most
Instructive, and Most Interesting Game
Ever Placed on the Market.

AMERICAN SIDE.

	Displ. Tons	Knots	Guns	Torp. Tubes	Men	Total Cost
Vesuvius { dynamite } { cruiser }	929	21 1-2	6	—	70	\$350,000
Olympia, cruiser . . .	5,870	21 1-2	38	6	313	1,796,000
New York " . . .	8,200	21	34	3	596	2,985,000
Brooklyn " . . .	9,271	20	40	5	561	2,986,000
Massachusetts { battle } { ship }	10,288	15 1-2	46	6	473	3,020,000
Oregon " . . .	10,288	15	46	6	473	3,180,000
Iowa " . . .	11,410	16	46	6	486	3,000,000

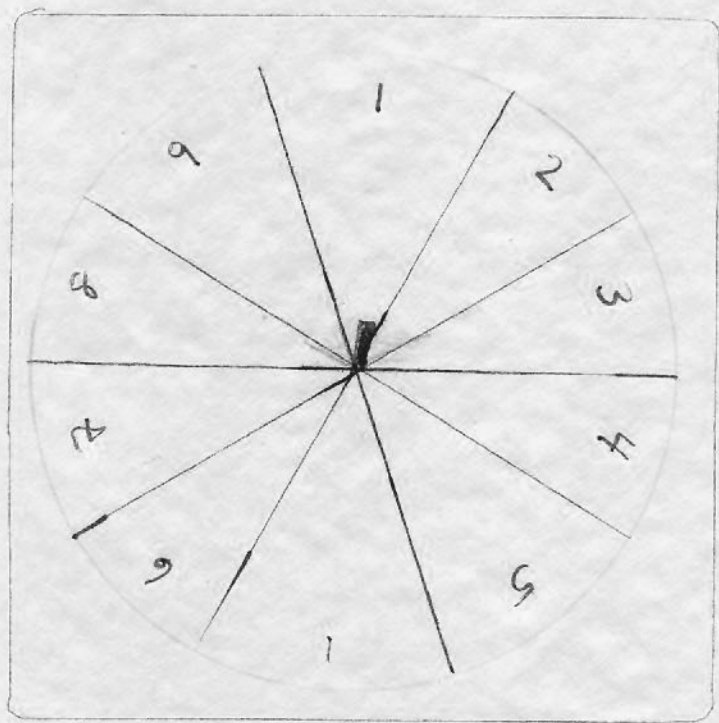
SPANISH SIDE.

	Displ. Tons	Knots	Guns	Torp. Tubes	Men
Furor, torp. boat destroyer . .	380	28	—	8	67
Reina Marie Christina, cruiser	3,520	17 1-2	21	8	370
Almirante Oquendo " . . .	7,000	20	30	8	590
Infanta Maria Teresa " . . .	7,000	20 1-2	36	8	500
Vizecaya " . . .	7,000	20	36	8	500
Christobal Colon " . . .	7,000	20	44	8	450
Pelayo, battle ship	9,900	16	35	7	600

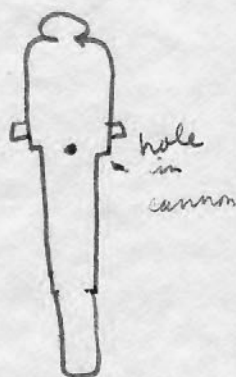
Dear Bill,

I was so excited about this game, I had to write right away! I found it in Delaware when we visited Jamie's grandparents.

The Rhode Island Game Co's Uncle Sam At War With Spain. The board is a beauty, but the utensils are really wonderful. Instead of dice, the numbers 1-9 are on a spinner. The spinner is a wooden cannon! The cannon comes off the cardboard for storage. I think that's why both spinners survived.



← part

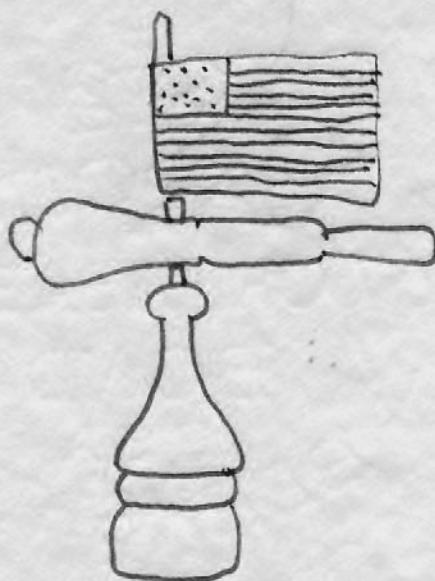
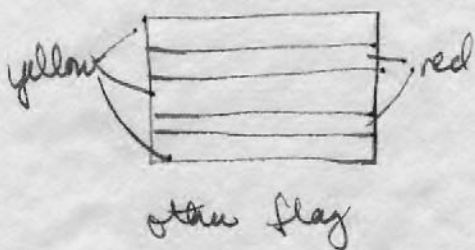


Real size

The "men" are numbered 1-10 and are brass edged pieces like Polyanna or old Pachessi pieces. But the "flag men"...



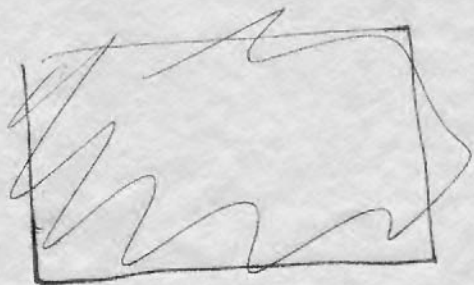
Actual size (more or less)
↓



← paper flag

← cannon

← pawn with hole



These cannon pieces have a long metal rod through them to place in the wooden pawn, and to hang the paper flag.

The implements are in a box with RW+B stripes.

On our way back from Del, we stopped in at Lancaster, and found Mildred at her booth in the antique emporium. So, I'm on the ethics committee too. She really liked U.S., although it was still all wrapped in Saran Wrap. I wasn't even sure if the instructions were there!

It's such a beautifully done game! It's encouraging to know that not all beauties have been snatched by big collectors or dealers! funds