

HOW TO PLAY SKIRMISH

The Army and Navy War Game

This game is attractive alike to grownups and children, its purpose being to direct attention to the nation's service men and teach accuracy in figuring. It is an educational game.

To play the combined game: four persons should play at one time, playing as partners. Two are the Army, and two the Navy. One player of each side should cut the cards to determine who shall lead. If both happen to draw the same card, then cut the cards again. The winner of the cut is the dealer. He shuffles the cards as in any card game, and deals to each player six cards, dealing from left to right. The remaining cards he leaves in a pack on the table until the first six cards are played, then deals again.

Each player uses the six cards dealt to him, whether they are Army or Navy cards.

The dealer leads and retains the lead until another player takes the trick with a higher card. In the case of even cards, the leader is the winner. If two players play cards of equal value—for example 30—and these are higher than the leader, the first player becomes leader should the last player play a lower card. After all players have played 12 cards, then the partners figure how many they have captured from their enemies. The cards saved from their own hands are not figured. Each card of the enemy is given its full face value in terms of soldiers or sailors—10 Army card is 10 soldiers—20 Navy card is 20 sailors, and so on.

SIDES

SIDES—This game may be played as sides—four persons playing at one time, and as partners. Retain all the Army cards in one pack and all the Navy cards in one pack. Then the dealer shuffles all the Navy cards, dealing to himself and partner 6 cards. Then he shuffles the Army cards and deals the other two players 6 cards. The remaining cards are placed on the table for the second deal. In playing sides the idea is for the Army side to capture as many of the Navy as is possible, also for the Navy to capture as many of the Army as possible. The cards count exactly the same as they do in playing the combined game. The side having the greatest number of points is the winner of the game.

COUNTING THE CARDS

The limit to the game is 10,000 points, each point being a prisoner—or 10,000 prisoners. This number can be reduced to 5,000—or increased to 20,000, if the players desire.

There are 48 cards—24 Army and 24 Navy, each distinguished by the letter A or N on the card, and the color. The Army is Brown and the Navy is Blue.

The Army cards include 1 General, 1 Colonel, 1 Sergeant, 20 Soldiers and Nurse.

The Navy cards include 1 Admiral, 1 Captain, 1 Lieutenant, 20 Sailors and 1 Nurse.

The value of these cards is as follows:

ARMY—General 300 points; Colonel 250 points; Sergeant 200 points; 10 soldiers—100, 90, 80, 70, 60, 50, 40, 30, 20, 10. The other ten soldiers, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0. The Nurse is 1000 points. The 100 soldier card is the Scout Spy, who has special value in playing.

NAVY—Admiral 300 points; Captain 250 points, Lieutenant 200 points, 10 Sailors, 100, 90, 80, 70, 60, 50, 40, 30, 20, 10. The other ten Sailors 9, 8, 7, 6, 5, 4, 3, 2, 1, 0. The Nurse is 1000 points. The 100 Sailor card is the Scout Spy, who has special value in playing.

The Nurse cards on each side are the most valuable. The player who has one or both in his hand should watch his chance to play on his partner's trick. The other side should try and capture the Nurse card with his highest card. If one side takes all tricks in the one deal,—and captures all enemies, their total points will be 2300 which will count as the whole game.

The highest cards are the Army General and the Navy Admiral—both of equal value. The Army Colonel and the Navy Captain are equal. The Army Sergeant and the Navy Lieutenant are equal. The 10 Soldiers and the 10 Sailors, from the highest 100 to 10 are equal, but the other 10 soldiers and 10 sailors from 9 to 0 do not count as points.

HOW PLAYERS ARE "SET"

A player may get "set", or go back 1000 or 2000 points in a single play. If he captures the Nurse, and the Scout Spy takes her away.

For example: the Nurse is captured by any of the three Navy officers, Admiral, Captain or Lieutenant. The other side plays 100 Army Scout Spy, and thus takes the Nurse away. "Setting" the opposite player 2,000 points in the hole. But, the Nurse cannot be taken from an ordinary sailor. The 50 point Army card can take her away from any sailor. That "sets" the opposite player 1000 points in the hole, but the 50 Army Scout Spy cannot take her from a Navy officer, Admiral, Captain or Lieutenant. The 100 Scout Spy card can take the 50 Scout Spy card of either side. Otherwise the Scout Spy cards are ordinary cards of the Army or Navy.

It's fun to "set" the other side. Watch all cards as they are played, just as you would in any card game.

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