

GAME OF SAILOR BOY

J.H. (Singer
1889

RULES OF THE GAME

Each player is provided with a sailor-boy, and upon spinning an even number with the Indicator, places it on the space marked START; then upon spinning an odd number comes to ATTENTION, he then must spin 1, when he enters SERVICE, after which he continues to advance as many points as the Indicator marks in the direction the hands point, until he reaches HOME. If the sailor-boy stops on a space marked with INSTRUCTIONS he must act accordingly.