

GAME OF WAR.

COMPOSITION OF THE GAME, AND RULES FOR PLAYING.

1. Remove from the pack all arbitration cards, eight in number: that is, Uncle Sam, The Hague, and six flag cards marked "arbitrator." Lay them aside. They are not needed till later in the game.

2. Note: These rules apply directly to the playing of the game by two persons but four or more may play. The number must be even. A little care on the part of players will readily adapt these rules to the playing of more than two. Divide and play as partners. Any rule herein which applies to one person will then apply to one side. Where more than four play, an extra pack is essential. The game will be briefer where more than two play. Therefore we would suggest playing the Arbitration pack through twice instead of once, counting points each time.

Take the four forts, that is, four cards with a white diamond in the center, and lay them on the center of the table, side by side, face up, with St. Petersburg and Tokio as the two center cards, and Mukden and Port Arthur as the out-side cards.

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represents the Russ. war flag. This style of card is played only to the center forts. The other style of Russ. card represents the Russ. commercial flag. This is played only to out-side forts.

Players, with hands of cards up before them, now know which cards may be played to inner, and which to outer forts.

II. THE BATTLE.

The contest for possession of the forts is now conducted as follows: The player who, in the previous "draw for attack," won the privilege of playing the first card against a fort, or requiring his opponent to do so, now either plays a card against a fort, or orders his opponent to play.

A card is played against a fort as follows: Player takes card from his hand and places it on table, face up, and end to end against the fort he desires to strengthen or to attack, always observing to play war flags to center forts and commercial to out-side ones. But note that, if in the progress of the game, both out-side forts are captured, and only inside ones remain, then either style card may be played to inside forts. In like manner, either style is played to out-side forts if both inside ones are gone. A player may play a Jap. card against a Jap. fort, or a Russ. card against a Russ. fort, for in doing so he is strengthening his fort. If player representing Japan wins a Jap. fort, or player representing Russia wins a Russ. fort, he is regarded

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Of the cards that remain, after removing all arbitration cards and the four forts, every card with blue on it, is a Russian, and every card with only red, is a Japanese. Separate them, placing all the Russian cards in one pack, and all the Japanese cards in another.

I. THE SKIRMISH.

3. Determine who is to represent Japan in the game, and who Russia, as follows: Let both players draw a card from the packs, one from the Japanese, and one from the Russian pack. Compare values. The one holding the higher value card may represent whichever he chooses. With regard to the value of cards, note the following table: Gen. 30; Col. 25; Capt. 20; Lieut. 15. The value of the numbered cards ("Privates") is known by the figure in the corner.

Note: If both cards drawn are of the same value, replace them in the packs, draw, and compare value again.

When players have "drawn cards for sides," as above described, the one holding the higher card takes both the cards, thus drawn, and places them on the edge of the table in front of him, side by side, faces down, Jap. on right and Russ. on left. The same player now designates which he will represent. If he chooses to represent Russia, he now takes up the Russ. cards and his opponent the Jap. cards; or vice-versa, if he chooses to represent Japan.

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as saving the fort from the enemy. It counts him points, as hereafter stated.

When player No. 1 plays as above described, his opponent, player No. 2, then plays in like manner. If the second player's card is of higher value than the card played by his opponent, and is played against the same fort, then second player takes his opponent's card as his captive, and places it on table in front of him, as described above, in "draw for attack." Then he, that is, player No. 2, plays again. He may play on top of the same card he played before, or may play against another fort, as he chooses. In playing one card upon another, against a fort, each card must be placed upon the other, so as to leave just enough of the end of the under card showing (the end next to the fort), so as to be able to read its value. Thus, the value of all cards down against forts are to be read without moving any cards. The player keeps on playing as long as he keeps on winning. When player No. 2 plays a card which wins nothing, then player No. 1 plays again; and so on, they keep alternating, according to the following rule: whenever a player plays a higher card against the fort than the top card which his opponent has against the same fort, he takes his opponent's top card as his captive, and plays again. We say, "top card," because as the game progresses, there will be many cards, one upon another, against the same

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Now, determine who is to have the first play against the forts, as follows: Each player draws a card from his pack. Compare them. This is designated as "drawing cards for attack." The one holding the higher card will have the privilege, when he gets his hand, of playing first against the forts, or of having his opponent play first, as he chooses. The same player holding the higher card also takes both cards drawn and lays them on the edge of the table in front of him, as above described, in "drawing for sides." If he be the same player who won in "the draw for sides" he places these cards on top of those won before, Jap. on Jap., Russ. on Russ.

Players now exchange packs. Let each player now shuffle and deal his opponent's cards, dealing six for a hand.

Each player now holds his hand up before him, and the forts are down in the center of the table to be won or lost.

Each player will observe that he has two styles of cards in his hand. The Jap. card with red rays running out from the center toward the edge of the card, represents the Jap. war flag; this style of card is to be played only to the two center forts; that is, to Tokio and St. Petersburg. The other style of Jap. card represents the Jap. Commercial flag. This style card is to be played only to the two out-side forts; that is, Mukden and Port Arthur. The Russ. card marked by a blue X running from corner to corner

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fort; and a player can only play to win a top card at a single play.

Note that, for a higher card to take a lower, it must be played last. So, a lower card placed against a higher is not lost.

Dealing: As often as a player plays up his hand of six cards, his opponent deals him six more. Each keeps dealing his opponent's cards, till all cards are used up.

As players proceed to play card upon card against the four forts, they are capturing cards from each other continually. These are placed on their captive piles, and will, at close of game, count as so many points, according to rule hereafter stated.

But in addition to winning cards from each other, players are to endeavor to win forts, by forming the following combinations against them. 1. Two Generals (which is rare), against a single fort, with all points of opponent equalled or exceeded, wins the fort. That is, to illustrate: suppose player No. 1 has two generals against Tokio. The fort is his, provided his opponent has nothing against that fort. But suppose his opponent has cards against the fort the total value of which, when added, amounts to twenty points. Now, in order to win, player No. 1 must have two Generals against that fort and not less than twenty points besides. Then he wins Tokio. And so with any fort. In thus comparing the points

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against any fort, count each card according to values previously stated. And note that, in this count, private soldier cards count for the value marked in corners, whereas, at close of game, they count as one point each, according to rule hereafter stated.

2. A Col., Capt. and Lieut. against a fort, with all points of opponent equaled or exceeded, wins the fort.

3. Four privates in succession, as 2, 3, 4, 5, or 3, 4, 5, 6, or 4, 5, 6, 7, etc., with all points of opponent equaled or exceeded, wins the fort.

The cards forming any of these combinations are not required to lie one directly upon another; other cards may be between them. It is only required that the combination be among the cards against one single fort.

Note that, to win a fort, a player must have his opponent's points equaled or exceeded without counting points on the cards in the combination with which he is attempting to win. That is, he must have his opponent's points equaled with other cards, and have some one of the above combinations over and above; then he wins.

When a player wins a fort, he takes, as captives, all the cards that his opponent has against the fort, and he takes, as reserves, all the cards he, himself, has against the fort, and lays them beside his captive pile. This constitutes his reserve pile. A captured fort is always

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bine them with the 16 officer cards, making 24 in all. This constitutes the Arbitration pack.

III. ARBITRATION.

Shuffle the pack thoroughly. The player who had the higher number of points in captive-pile count (this number is written down, by provision above), now deals the cards, dealing six for a hand to each.

The cards are mixed now; neither player has all Russ. or all Jap.

The dealer begins by playing a card on the table, face up. If he plays a Jap. his opponent then follows by playing a Russ. upon it, face up. The rule in this part is that players must play opposites; noting that among the officer cards, every card with blue on it is a Russ. and every one with only red is a Jap. And among the arbitration cards, every one marked by a blue bar across the center is a Russ. and every one with a red bar is a Jap.; and Uncle Sam and the Hague are neutral and may be played on either Russ. or Jap. card.

If, when one player plays a card, his opponent has no opposite, then he must play a like card, and lose it, regardless of value.

Note, too, that the value of officers is changed in this part of the game. Gen. 5, Col. 4, Capt. 3, Lieut. 2. The value of each arbitration card is known by the figure in the corner of the card.

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placed with the captive pile.

Usually, both players will run out of cards at the same time. But if one player's cards are all gone, and the other player still has cards to play, the player whose cards are all gone will draw from his reserve pile, one at a time, as his turn comes to play, till the other player's cards are all gone. When both players' cards are all used up, "the battle" is declared ended.

(If, in any game, the forts are all captured, and players still have a few cards left, unplayed, let each player count up the total value in points, of his remaining cards, and the one whose cards represent the higher total value takes all these remaining cards and arranges them on his reserve and captive piles. The battle is then declared ended.)

(If it should ever occur that a player's cards are all used up and he has no reserve pile to draw from, and his opponent still has cards to play from, the battle is declared ended, and the player who still has cards unplayed, keeps them, placing them on his reserve pile.)

The end of the battle may end the game or it may not. If the forts have all been captured in the battle, and there is none remaining on the table, uncaptured, the game is ended. In this case, players then proceed to count points and see who has won. Count points according to the following rule and table of values: Count

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Thus, a number 10 arbitration card will win any army officer.

When players number one and two have both played a card on the table as above described, this is designated as an engagement, and the one having played the higher value card takes both as his captives, laying them on the edge of the table in front of him, faces down, Jap. on right, Russ. on left. Then he—that is, the player who won in the engagement—plays again. The player playing the higher card in each engagement takes both cards played, and leads in the next engagement.

If both cards played in any engagement are of the same value, let them remain on the table, and let players play again right over them; play till one or the other breaks the tie by playing a higher card than his opponent. He then takes all cards down.

As often as players play up all cards in their hands, dealer deals six more to each, till all the twenty-four cards are used up.

Then let each player count points on the cards he has captured, as follows: Each player is to count only his opponent's colors—that is, to illustrate, the player representing Japan, counts only the Russian cards he has won, and the Russian player counts only the Japanese cards. Uncle Sam and the Hague, being neutral, are counted by either. Each arbitration card is counted by the num-

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only on captive piles. No points are counted on reserve piles. In counting points on captive piles, count each Gen. 30, Col. 25, Capt. 20, Lieut. 15. Count privates 1 each. Of the forts, count Tokio and St. Petersburg 30 each, and Mukden and Port Arthur 25 each. When players have thus counted, the player having the higher total number of points is declared winner.

But frequently, after both players have played all their cards, one or more forts will still remain in the center of the table, uncaptured, and with a large number of cards banked against each end. When this is the case, the contest is settled by arbitration. Proceed as follows:

First, without disturbing the uncaptured forts, or the cards lying against them, let each player count the points in his captive pile, according to table of values stated above. Let each player write down this number. Now take up all cards from the table, including every card in the pack, except the uncaptured forts. Push them slightly to one side. They are to be arbitrated for; that is, the player who wins the higher number of points in arbitration will take them.

Now take out of the pack all "privates," and lay them aside. Keep only the 16 officers. Now take up the eight arbitration cards, which were laid aside at the beginning of the game, and com-

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ber in the corner—that is, Uncle Sam counts 30, the Hague 25, England 20, etc. Then a Gen. counts 5, Col. 4, Capt. 3, Lieut. 2. Moreover, a Gen., Col., Capt. and Lieut. is called a "Court of Officers," and counts twenty-five points for the player having it among his captives in his opponent's colors at close of game.

When players have both counted points they have won in Arbitration, they write this number of points down, directly under points won in battle. Then the player who has won the higher number of points in Arbitration now takes the uncaptured fort or forts. He has won them. He now writes their value down under points won in battle and arbitration. These all added constitute his total number of points won in the game. The other player now adds his points won in battle, and points won in arbitration. This constitutes his total number of points in the game. Players now compare these totals, and the one having the higher number has won the game.