

A blue space, it goes back five spaces, to the rear of its last place.

Two Yachts of the same player can occupy together the same space; but not two of opponent players. If two opponent Yachts come together, the first comer goes back for his next spin.

The one first to cross the line at the end of the spaces with both of his Yachts wins the game.

### THE PROGRESSIVE GAME.

Yacht Race may be played progressively according to the rules usually adopted in other progressive games. When thus played, each table should have two players; although four may play, doing so as partners, each side having two Yachts, and moving them in turn.

There are usually five tables, each having a separate game, and the tables are numbered from 1 to 5. The last table is ordinarily called the Booby table. In this game the first one is called the Volunteer, and the last one the Thistle.

The players having taken their seats, and arranged all the preliminaries of the game, all begin to play at the same time, the signal to do so being given by the tap of a bell at the first table. Each game is played according to the rules previously given, and when the one at the first table is ended, the bell is tapped and the playing at all the tables ceases.

The different partners then change places with each other, on the following basis: The *losing* player or partners at the first, or Volunteer, go to the last or Thistle table, while the *winning* player or partners at each of the other tables go to the next higher one. Thus the winning partners at No. 2 go to table No. 1, those of No. 3 go to table No. 2, and so on. If the game at any table is not finished when the bell is tapped, the players whose Yachts are farthest advanced, are considered the winning players.

The second game of the series is then played in the same way, the losing players at the first table when its game is concluded, going to the Thistle table, and the winning partners at all the tables moving up one table.

The interest in a progressive game is oftentimes greatly enhanced by a system of score cards called favors. These are accompanied by little ornamental wafers, such as golden stars, silver moons, or other devices, which are given to the successful players at the first table, and by similar plain emblems for those who lose at the last table. As the wafers are won, they are attached to the favor cards, thus forming a record of the games played. At the conclusion of the playing, prizes are often given to those who have won the greatest number of games at the first and last tables.

In this game appropriate prizes would be "The American Cup" for the players winning the largest number of games at the Volunteer table, and the Booby prize, for those winning the most at the Thistle table.

The American Cup may be any kind of a one, according to the means and fancy of the hostess, and the Booby prize is usually some simple token, to create laughter.

# YACHT RACE.

A BEAUTIFUL AND HARMONIOUS GAME  
PLAYED WITH YACHTS,  
ON A COURSE MODELED AFTER THAT OF THE  
NEW YORK YACHT CLUB.

TWO, THREE OR FOUR PERSONS CAN PLAY.

IMPLEMENTS.—The Board, with its revolving Mariner's Compass, and Eight Yachts.

THE BOARD presents a view of New York Harbor, laid out with a view to giving the inside course of the New York Yacht Club. The course itself is divided into sections or spaces, numbered from 1 to 83 inclusive. The connection on the return or home-stretch being taken up at section 63. The outside course is to be used only in case of a tie, and the other details of the board are to be considered only as embellishments, except when mentioned in the directions.

THE COMPASS takes the place of the Indicator or dice. It consists of the disk and arrow-peg. The disk is fastened to the board by means of the peg, which is inserted in the hole at its center, and then in the hole in the board. In setting the compass the points North and South should be placed to correspond with those on the board. The center of the compass is divided into four sections bearing the numbers 1, 3, 4 and 6, and around these are arranged sixteen points of the compass also bearing numbers. When the arrow is spun, the number of the central space over which it stops, and the one on the triangular space to which it points, give the spin, which is, for the purposes of the game, equivalent to the throw of two dice. Example.—If the arrow rests upon the central space 6, and points to N, by N. W. or 5, the spin would be 11. If the arrow points due South it would rest on central space 1, and point to 1, giving a spin of 2.

THE COURSE.—The Yachts start at square 1, and proceed along the course to and around the Light-ship, following the spaces as they are

numbered, to and including space 83, passing thence to space 63, and back on the home-stretch over a part of the same course to space 11, between Buoy 15 and the Flag-ship boat, which is the finish.

## RULES.

- 1.—Play with two, or more Yachts, but each has the same number.
- 2.—The Yachts are moved according to the spin, that is, over the number of spaces corresponding to the two numbers shown by the arrow. One Yacht may be moved for one number, and another for the other, or one may be moved for both numbers, but each number must be moved separately, moving first for the smallest number of the spin. In moving the Yachts over the course, they may be placed opposite the spaces just outside of them, thus affording more room, and giving a better appearance to the game.
- 3.—When a player moves to a space occupied by an opponent, he blankets him, and has another spin and play from that space, in the same turn.
- 4.—If a Yacht stops on square 43, opposite the wind cherub, it encounters a storm, and must go back to a safety space. Outward bound Yachts return to 36, and inward bound ones to 52.
- 5.—Should either an outward or inward bound Yacht stop on any of the spaces 16, 36, 52 and 73, which are places of safety, no other Yacht can pass it or occupy the same space, except in the following case.  
When two or more Yachts are compelled to return because encountering a storm at 43, they can occupy together spaces 36 or 52.
- 6.—After rounding the Light-ship on the home-stretch, each Yacht must stop on space 63. While this space is occupied no other player can pass it, and if a player be unable to move for this reason, he loses his turn.
- 7.—Either outward or inward bound Yachts stopping in spaces 26 or 59, opposite wind cherubs, are entitled to advance to the end of the dotted lines at the sides, in the direction they are going.
- 8.—Should a Yacht, either outward or inward bound, stop upon any of the spaces 9, 20, 56 and 75, it is becalmed and loses its next turn.
- 9.—If an *outward bound* Yacht stops on space 47 or 48, it runs on to a sand-bar, and must return to space 1 and start again.
- 10.—When the arrow is spun, it points to the direction from which the wind is supposed to be blowing. If it points to the North, the wind is from the North. If to the Southwest, the wind is from the Southwest, and so on. And when a player spins one of the points of the compass, viz: Northwest, Southwest, etc., and the particular point spun, indicates that the wind is blowing in the direction in which one of his Yachts is going, he can run that

Yacht as far as it can go, in a straight line, and afterwards move it for the number spun. Thus, if when on the outward course, the spins North while occupying any space on the angle from 1 to 15, he can move his Yacht to 15 and then in addition move for his spin.

On the second angle a spin of Northeast takes a Yacht to space 35.

On the third angle a spin of Northwest takes one to space 42.

On the fourth angle a spin of Southwest takes one to 51.

On the fifth angle a spin of Northwest takes one to 72.

On the sixth angle a spin of Northeast takes one to 77.

When the Light-ship is turned a spin of South takes a Yacht to 63.

In each case above named the player also moves afterwards for his spin.

On the homeward course from space 63, to the finish line, the Yachts would be sailing in the reverse of the directions above described, and reverse winds would carry them to the ends of the angles.

Thus a Yacht on the second angle, if outward bound, moves to 35 for a spin of Northeast, but when inward bound, would require a spin of Southwest to take it to 17, and the same rule will apply to all the angles.

The player whose Yachts first pass the line at space 11 between Buoy 15 and the Flag-ship Boat wins the game.

## THE OUTSIDE COURSE.

### TWO, THREE OR FOUR PERSONS MAY PLAY.

This is intended for a simple game, and the Yachts are to be run over it without returning on the home stretch.

The players start from the end of the course, nearest to the East point of the compass, using two Yachts and moving them according to the numbers spun. The red spaces indicate danger points, the white calms, the yellow favorable, and the blue unfavorable winds. The two spaces next to and adjoining the white ones are safety spaces.

When the arrow is spun and it stops within the section of the compass numbered 6, the spin is doubled.

The numbers obtained by the spin must be moved for in order, moving for the lowest one first.

When a Yacht stops on a red or danger space it must return and start again as at first. If it stops on a white space, it gets becalmed and loses one turn.

A yellow space, it gets a favorable wind and goes ahead ten spaces, and then has another spin and play.