The Greatest Game Ever!

Smash

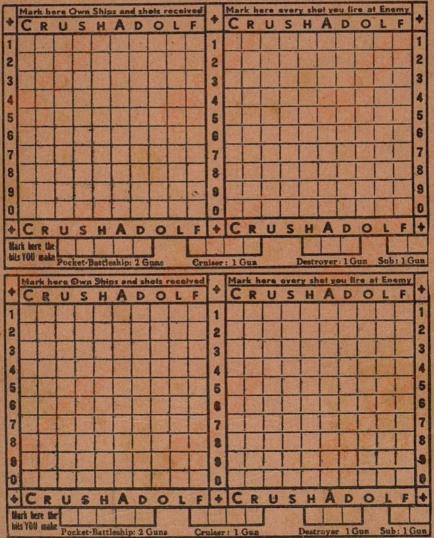
the

Mazi Havy

PLAYED WITH
PENCIL AND PAPER

CRUSH ADOLF (Trade Mark)

During play, hold cover up to block opponent's view.



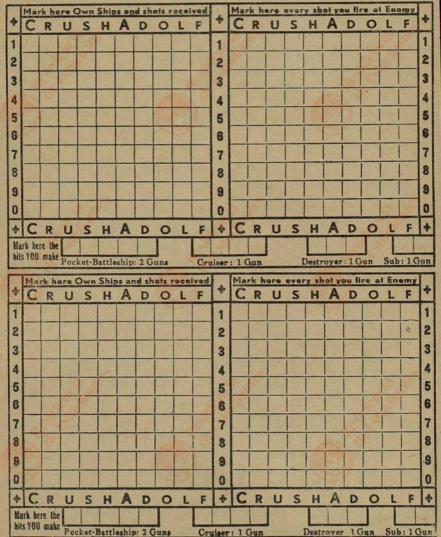
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Cruiser: 1 Gun

Pocket-Bettleship: 2 Guns

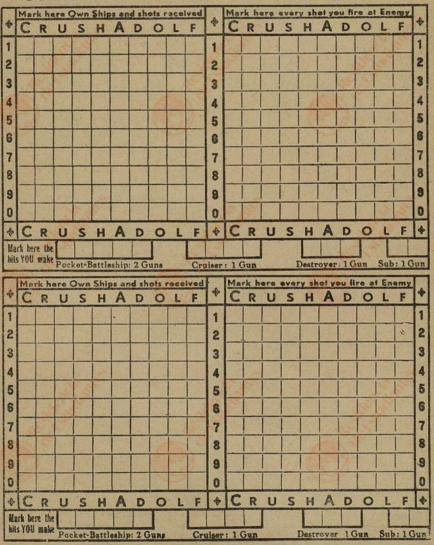
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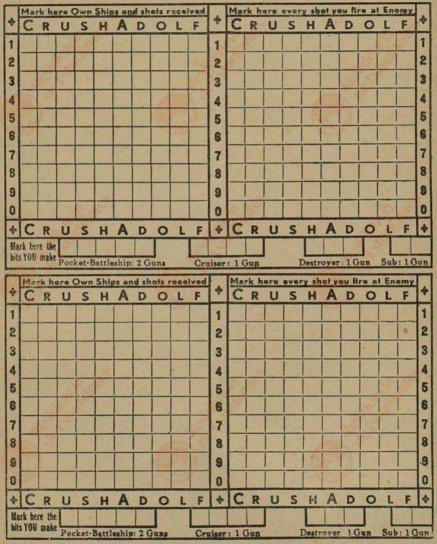
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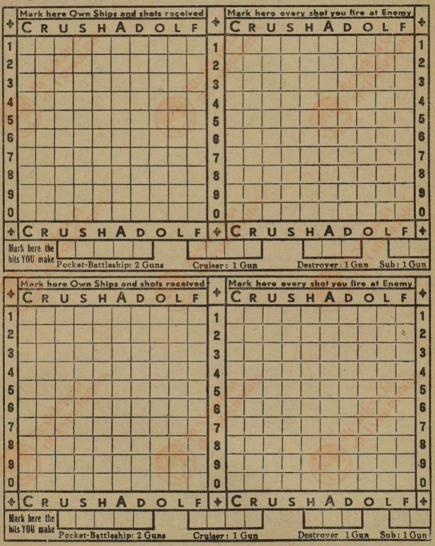
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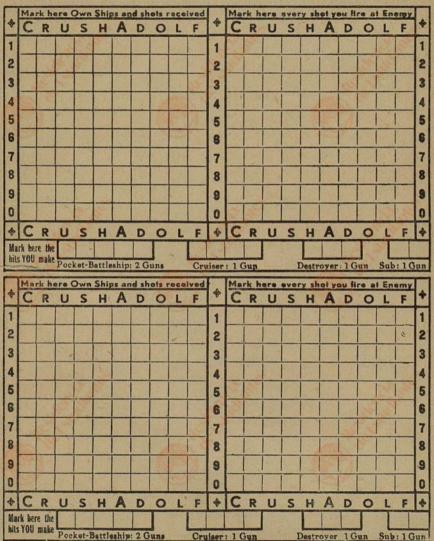
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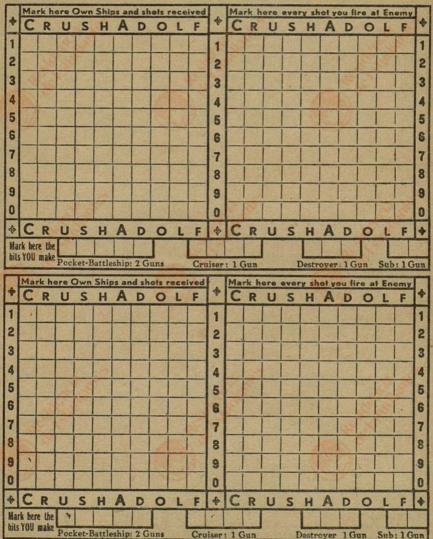
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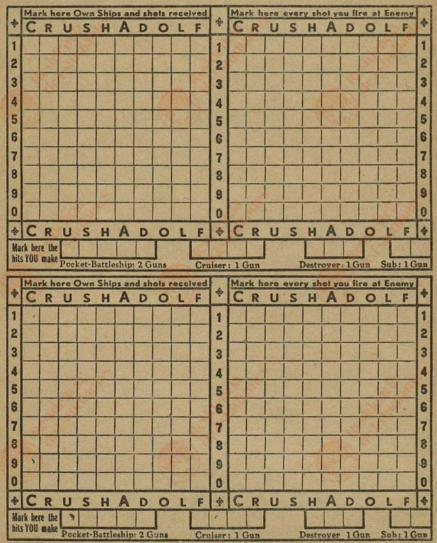
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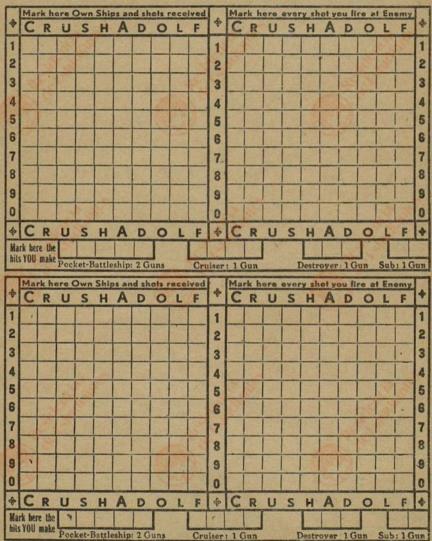
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Cruiser: 1 Gun

Destroyer 1 Gun

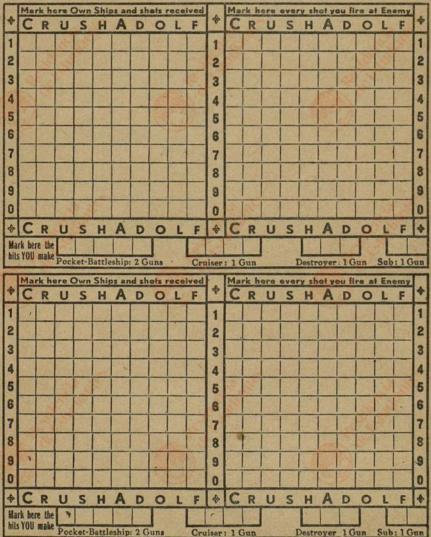
Sub: 1 Gun

Pocket-Battleship: 2 Guns



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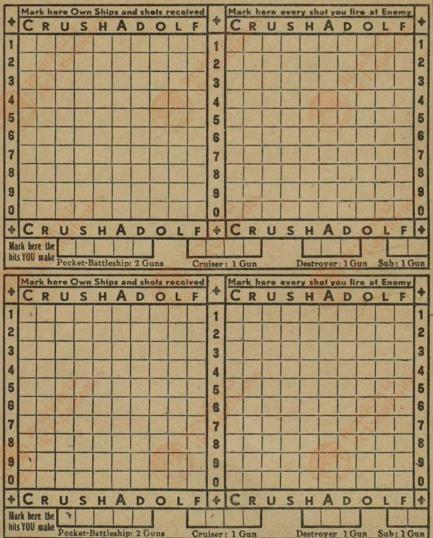
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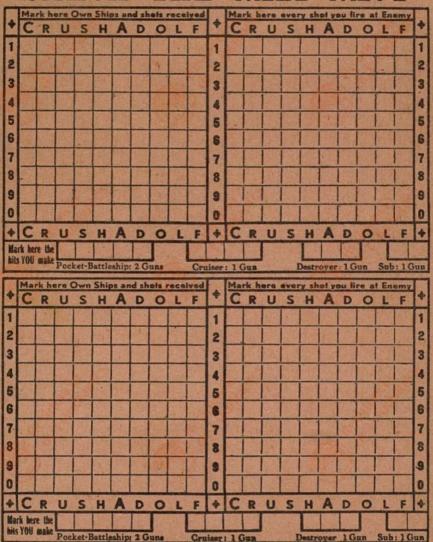
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Cruiser: 1 Gun

Destroyer 1 Gun Sub: 1 Gun





A GREAT GAME FOR TWO

Ideal for troops in camp and on ships, for patients in hospitals and travellers on trains, as well as for young and old by the fireside,

hecause

It may be played wherever two opponents within sound of each other's voices can contrive to scribble a few figures on the charts provided.

HOW TO PLAY.

Preliminary. Each contestant takes a book of charts, and, in the left-hand half of one chart (two complete charts, one above the other, appear on every page) draws, whereever he pleases, four lines, one passing through 5 squares (to represent a Pocket-Battleship), one through 4 (Cruiser), one through 3 (Destroyer), and one through 2 (Submarine), These lines may run horizontally or vertically through the middle of the small squares or else go from corner to corner of them, sloping either way; but no line may run in two directions.

Name of ship	Occupies	Fires per salvo	Sinks when hit in
Pocket-Battleship	5 squares	2 guns	All 5 squares
Cruiser	4 "	The state of the s	. 4
Destroyer	3	1	,, 8 ,,
Submarine	2 "	1	2 .,

A salvo (or turn) entitles firer to 1 shot for each gun on his ships affeat: maximum 5 shots.

Fighting. The player who, by agreement, is to fire first, selects in the right-hand half of his chart any small square, in the hope that it corresponds with the position of some part of a ship on his opponent's chart. He then calls out the letter above it and the number alongside. Both players then write the figure 1 on the square described; but whereas the attacker uses the right-hand half, the attacked uses the left-hand, i.e. where his fleet are shown. In this manner the first player calls four more shots, which are also recorded by the figure 1.

The attacked then admits how many hits were made, but must not say which of the

five shots found its mark, or what part of any ship was hit.

The attacker then writes, in the scoring diagram at the foot of his chart, the figure 1 in the first blank square of every ship hit. (If two hits fall on one ship, he writes 1 on each of two squares, and so on.)

Then (both players still writing 1) the second player fires a salvo, but:—
(a) Being now the attacker, he uses the right-hand half of his chart, while his enemy

uses the left; and

(b) Neither player may, when his turn comes, fire more guns than he has on ships affeat. The battle continues on these lines, except that every time the first player has a turn, the figure used by both players to record these shots, as well as those of the enemy's reply, must be increased by 1. Hence 2 will be used for the second exchange of salvos, 3 for the third, and so on.

By studying the salvo numbers of the hits you have made and the lengths of the ships you hit, you may get a fair idea of where the enemy ships lie-and maybe not!

When all the ships of one navy have been sunk, the other-battered, no doubt-has won.

VARIATIONS.

(1) Playing as above, the first-firer is virtually always one salvo ahead, and so has a

(1) Playing as above, the first-firer is virtually silways one salvo shead, and so has a great advantage. To equalise matters, agree not to announce hits until after each EXCHANGE of salvos. Thus a ship sunk in any salvo from the first player may reply ONCE more; and the fight may even end in a gallant draw—all stank.

(2) To add a thrill, agree that each may lay a mine, before firing begins, by writing M in the left-hand area on one small square not covered by a ship. If this square is hit, the attacked, suffering no damage himself, calls out "Mine." The attacker must then tell whether any ship of his lies over the corresponding square in his own left-hand area. If one does, the attacked writes M on the appropriate ship in his scoring diagram, to show that, regardless of its size and of any gun-hits en it, that ship struck a mine and sank.