

SUFFRAGETTO

An original and interesting

Game of Skill for Two

Players

The idea of the game is that of a contest between two opposing factions, viz., The Suffragettes and The Police.

The object of the Suffragettes is to pass through the line of the Police and to affect an entry into the House of Commons: and while doing so to prevent the Police from entering Albert Hall.

The duty of the Police is to break up a meeting of the Suffragettes which is being held in Albert Hall, and to keep the Suffragettes out of the House of Commons.

The game is won by the party which first succeeds in introducing six of its members into the building guarded by its opponents.

Directions and Mode of Play.

The game is played by two players, each of whom has 21 pieces viz: 5 large pieces and 16 small pieces) representing the Suffragettes or the Police.

The pieces representing the Suffragettes are colored green. The large pieces are distinguished as the Leaders of the party.

The pieces representing the Police Force are colored dark Blue. The large pieces are the Inspectors of Police.

The pieces representing the Suffragette party are placed upon the squares marked "S" upon the board near Albert Hall. The leaders of the party are disposed as follows :-- One Leader is placed in the middle of the front row of the pieces, and the other four Leaders are placed at the ends of the front and second rows.

The pieces representing the Police Force are placed upon the squares marked "P" upon the board near the House of Commons. One Inspector is placed in the middle of the front row of these pieces and the remaining four Inspectors at the ends of the first and second rows.

The object of the game is for each player to get six of his pieces into

the squares constituting the building, i.e., House of Commons or Albert Hall, defended by his opponent.

A piece is moved by shifting it in any direction into an adjoining square provided that the square is unoccupied.

The pieces can be freely moved over any part of the board with the following exceptions :--

- (a) No piece can be moved (except when arrested or disabled on to the space marked Prison, Prison Yard, Hospital or Hospital Grounds.
- (b) A Suffragette cannot be moved on to any square in the space marked Albert Hall.
- (c) A Policeman cannot be moved on to any square in the space marked House of Commons.

A piece hops by jumping over one or a number of pieces into the unoccupied square or unoccupied squares on the other side of and adjoining the piece or pieces which are jumped over. Only one piece can be jumped over at one time, and if the square behind such pieces is one into which the jumping piece is unable to move the hop cannot be affected.

A piece may hop over any other pieces whether belonging to its own or the opposing party, but may not hop over any square into which it is

unable to move under the previous rule.

The hopping may be effected in any direction and for any distance and either laterally (viz., across the sides of the squares) or obliquely, viz., over the angles of the squares.

Any piece standing on one of the squares in the neighborhood of the House of Commons and Albert Hall colored pink marker "The Arena" on the board is liable to be arrested or disabled. No piece can be arrested or disabled while upon any of the squares colored yellow outside the Arena but can move or hop freely upon these squares.

A piece can only arrest or disable its opponents when it is hopping, not when simply moving.

A piece representing a Suffragette disables the pieces on the other side standing on the Arena which the former hops over in an *oblique direction*.

A Leader of the party disables any piece on the other side standing on the Arena which it hops over *in any direction*.

A piece representing a Policeman arrests the pieces on the other side standing on the Arena which it hops over in an *oblique direction*.

An Inspector of Police arrests the pieces on the other side standing on the Arena which it hops over *in any direction*.

Several pieces can be arrested or disabled by one piece, in the course of one series of jumps.

The Suffragettes who are arrested are removed to the space marked Prison on the board.

The Police who are disabled are removed to the space marked Hospital on the board.

If during the course of the game the Prison and the Hospital should each contain 12 inmates or more either player may insist upon an exchange of not more than 6 of such pieces. The pieces to be exchanged must be of equal value, viz., A Leader is exchanged for an Inspector, and the rank and file of the Suffragette party for the rank and file of the Police.

The exchanged pieces are started off from the squares marker "Prison Yard" and "Hospital Grounds" respectively.

No exchange can be made while any piece remains on the Prison Yard or the Hospital Grounds.

Any piece having affected an entrance into the House of Commons or Albert Hall may move about freely on the squares representing the building but must not move or hop away from those squares.