By A. W. N. Mackenzie

Story:

There are four ports, Liverpool, New York, Hong Kong and Singapore, each of which must be visited by each cargo-boat to unload a cargo and to take in a fresh cargo. A cargo-boat may be stopped anywhere on the high seas by a cruiser, and its cargo taken. It may only load and reload once at the same port, but may run for safety to any port if chased by a cruiser. A cruiser may not come too close to a port or it will be Shelled by the port defences.

Dramatis personae:

The Cargo-boats: One quarter of the Troop

The Cruisers: Three quarters of the Troop

The Port Defences: Four Scouters, Rovers or Patrol Leaders

Properties:

Four Trees: (The ports).

Four name cards for ports.

Four nails to fix name cards. (Use stone-age hammer.)

Cargoes:

As many cards as there are Scouts, with the name of the cargo written on (e.g. pig-iron, missionaries, etc.)

Receipts:

The same number of cards bearing the words: "Receipt for cargo."

Notes:

1. Start with cargo-boats with one cargo each distributed among ports. They may call at the other ports in a prearranged order, or the order of ports may be left to each cargo-boat's choice.

2. Receipts and surplus cargoes distributed among port defences before start.

3. Before game starts all ships visit all ports to learn their situation.

4. Capture by touching; cargo handed over to capturing cruiser.

5. Port defences shell by calling name of cruiser, which puts about. Defences use discretion when to do this.

6. Port defences take cargo when cargo-boat arrives and give receipt and fresh cargo.

7. If receipt cards give out, they may be endorsed by port defences "Good for two" and initialled.

8. Score by receipts (cargo-boats) and captured cargoes (cruisers). Deductions may be made by port defences for bad seamanship (exposure, noise, etc.) and additions for good seamanship.

Wide Games