

# THE CAPTAIN S MISTRESS



A game for all ages

There is a persistent legend that says Captain Cook, on his three major voyages of exploration to the South Pacific, took along his Mistress to keep him company during the long, tedious hours spent on the ocean.

Each evening, the Captain and two of his fellow shipboard scientists: the eminent Sir Joseph Banks, explorer and naturalist; and the Swedish botanist, Daniel Solander, retired to the Captain's quarters and played the game that affectionately became known as "**The Captain s Mistress.**"

The Mistress, a most discriminating lady, played with but two of the scholarly trio at any one time. Constantly pitting one man against the other, she not only provided welcome distraction, but provided hours of needed entertainment as well. The hours of diversion given by the Mistress also served to strengthen the intellects of the three by keeping their logical and scientific acumen honed to a fine edge. Even though they exchanged occasional "hot" words during an evening of play, there is little truth that, according to one observant seaman, the game ever ended in a "**two-fisted resolution.**"

We think you'll find the concentration demanded by this deceptively simple game will make you forget your cares for a while. But keep an eye on the clock--time passes all too quickly when you play.



## **Rules of Play**

**Players:** The game is played by two players.

**Equipment:** The Captain's Mistress consists of 1) a holding area for the balls called the "LOCKER;"

2) 42 balls called "ROUNDS" (21 of each colour); and, 3) seven slots called "CHUTES" which receive the ROUNDS during play.

**Before Play:** Each player chooses a colour by agreement or lot. Light colour plays first. All ROUNDS are in the LOCKER at start of play.

**Object:** The object of the game is for one player to position four ROUNDS of his own colour consecutively in a row either horizontally, vertically or diagonally in the CHUTES. The first player to accomplish this wins the game. Each player tries to prevent the other player from getting four ROUNDS consecutively in a row—similar to the defensive tactics used in Tic-Tac-Toe.

**Play:** Player with light-coloured ROUND plays first. He places one ROUND of his colour into any one of the seven CHUTES by dropping it from the top of the CHUTE. Dark-coloured player plays next and may place his ROUND in any one of the Seven CHUTES, again, from the top of the CHUTE. Players alternate placing ROUNDS in the CHUTES until the object of four ROUNDS consecutively in a row either horizontally, vertically or diagonally is met, and the game is over.

**At Game End:** After game is over. the narrow board, called the "GANGPLANK" is pulled away from the bottom of the CHUTES allowing the ROUNDS to fall into the LOCKER. The game is then ready for new play.

## **Care of The Captain's Mistress**

In appreciation of the fine art and craftsmanship of English shipwrights, this game is made from the finest wood available. Each piece of the chest is hand-fitted, including the polished burl top. Solid brass fittings are used throughout. To keep or improve the original sheen of the wood, occasionally put a few drops of linseed oil on an absorbent cloth and rub it deep into the wood. This will not only give a fine lustre to the finish but will Preserve the wood as well.