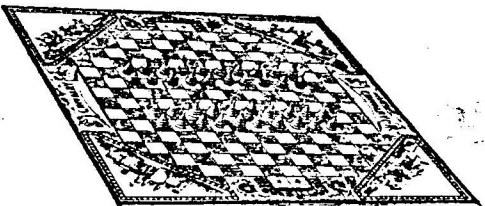


DIRECTIONS FOR PLAYING CHIVALRY.



THE NEW BOARD GAME OF SKILL.

PUBLISHED BY
GEO. S. PARKER & CO.,
SALEM, MASS.

IMPORTANT.

TO PLAYERS OF CHIVALRY:

Complete, carefully prepared directions for playing CHIVALRY come in every box. If in playing the game any point arises which the purchaser, *after careful study of the directions*, does not thoroughly understand, the publishers will be glad to answer his or her inquiries and make the situation perfectly clear.

All communications from inquirers should *enclose two cent stamp for reply* and be addressed,

AUTHOR OF "CHIVALRY,"

Care of Geo. S. Parker & Co.,

Salem, Mass.

CHIVALRY.

Easily Learned and conceded to be the
most Pleasing Modern Board
Game of Skill.



Entered according to Act of Congress in the year 1888, by
GEO. S. PARKER & CO.,
in the office of the Librarian of Congress, at Washington, D. C.

CHIVALRY.

A GAME OF SKILL.

DIRECTIONS FOR TWO PLAYERS.

THE PIECES.

Each player's force consists of twenty pieces ; one player taking the 12 yellow MEN and 8 yellow KNIGHTS with black tips, the other player taking the 12 red MEN and 8 red KNIGHTS tipped with black.

Place the board so that each player has two gold-starred squares directly in front of him.

Each player should place his twenty pieces in two straight ranks on the squares having round gold spots in the centre, *with four knights* on each flank on the gold spots marked with a small letter "K."

THE OBJECT OF THE GAME.

In order to *win the game* a player must get

(3)

two of his pieces on the two gold-starred squares on the opposite side of the board which are defended by his opponent's pieces.

He who first accomplishes this wins the game. Each player endeavors to lessen the strength of the opposing force by jumping and removing opposing pieces when possible.

N. B. The term *pieces* applies either to knights or men.

MOVES.

The chief feature of the game lies in the interesting novelty and freedom of its moves.

SQUARES OF BOTH TINTS ARE USED.

Players move one piece at a time alternately.

1. Plain moving.—Any piece, knight or man, may be moved in any direction, forwards or backwards, sidewise or diagonally, to an adjacent unoccupied square.

2. Cantering.—Any piece may hop in any direction (forwards or backwards, sidewise or

diagonally), over any friendly piece on any adjacent square, provided there be an unoccupied square immediately behind it (in a direct line) on to which it can hop.

This hop over a *friendly* piece is called a **canter**, and the piece hopped over is *not* removed. The same piece can continue *as a part of the same move* hopping over as many friendly pieces, one piece at a time, as its position makes possible, varying the direction of the move at each hop, if necessary.

[The canter is a very valuable move. Frequently a piece will canter one at a time over four or five friendly pieces to gain a desirable position, sometimes travelling half way across the board in a single move.]

A player is never compelled to canter and can canter over as few pieces as he pleases.

3. Jumping.—In the same way that a piece "canters" over a friendly piece to gain a desirable position, a piece can *jump* adjacent opposing pieces to capture them. All *opponents*

jumped over are immediately removed from the board. Any piece can jump *in any direction* and having jumped over one piece can continue jumping as the part of one and the same move as long as adjacent to any unsupported opposing piece.

Like the move of the king in checkers, when jumping more than one piece in a move, the direction of the move may be varied after every hop.

NOTE a.—A player is obliged to jump, if any one of his pieces is adjacent to any unsupported opposing piece. But if there is more than one way in which he can capture this opposing piece *or any other opposing piece, he takes his choice* of the jumps; oftentimes a player has his choice of three or four different moves which will capture, he of course making the move which will most weaken the enemy.

NOTE b.—In jumping or cantering, care must be taken that each hop is "ACCURATE," *i. e.*, that each hop is in a perfectly direct line, whether forwards or backwards, sidewise or diagonally.

It is impossible to jump or canter accurately from a square of one tint on to a square of another tint.

This test is very useful in detecting careless jumps. It is for this reason alone that two tints are used on the board.

Difference between Knight and Man.

It is the especial privilege of the KNIGHT (and that which alone makes it different from, and vastly superior to, the MAN) to combine the "canter" and "jump" in one move. That is, after having *cantered* over one or more friendly pieces, and gained a position next to an unsupported opposing piece, it can continue *as a part of one and the same move to jump* and remove as many opposing pieces as possible. This combined move of the knight is called a KNIGHT'S CHARGE.

The *man* is *not* allowed to combine the "canter" and "jump" in the same move, although able to do either in distinct moves.

The opportunity for brilliant play which a KNIGHT'S CHARGE affords is unequalled in any modern game. (See diagram.)

A KNIGHT'S CHARGE must be made in the following order: first a *canter* and next the jump. A canter cannot be made after the jump as a part of the same move.

A knight is never *obliged* to charge. But a player when compelled to jump (see note a) can satisfy the laws of the game, by capturing one or more opposing pieces by the charge of one of his knights (if in position to do so) exactly as well as by the plain jump. (See diagram.)

A PLAIN MOVE can never be combined either with a JUMP or CANTER.

Watch carefully the position of your enemy's knights; remember that it is they who are dangerous. If one of your opponent's knights is so situated that he can charge in his next move, support your pieces to resist his possible attack.

Never sacrifice a knight for the sake of capturing a man.

Always keep the object of the game in view and seize any good chance that offers for getting two men into the portal of your opponent's castle (the starred squares) and thus winning the game.

A player cannot *move* his own pieces on to his own starred squares, in order to block his opponent. But he is allowed to *jump* over an invading opponent on to one of his own starred squares, if the relative positions of the pieces allow it. The piece must come out, however, in the very next move. When a player has succeeded in getting one of his pieces on to one of his opponent's starred squares he cannot move it out, or jump out, but can move it from one square to the other and of course it is impossible for any opponent to molest it.

REMARKS FOR BEGINNERS.

1. Beginners should play out on the board the example shown by diagram on page 14.

2. It is generally better to make the first moves with the men-at-arms and not with the knights, move or canter your men-at-arms on to squares where their positions may be of value to your knights, who later on by cantering over them may be enabled to (charge) jump the enemy.

A piece can canter or jump over a knight as readily as over an ordinary piece.

"Keep on jumping as long as you can."
Keep on cantering as long as you wish.

3. To the beginner it may seem a simple matter to creep down the squares on the edge of the board early in the game and thereby reach the starred squares and thus win the game. But this *can easily be stopped* by the player, either by forcing the piece to jump back and so be taken in exchange, or by so arranging his pieces by canters and simple moves that the invading piece cannot escape being jumped.

4. It will be found as a rule undesirable when playing with a moderately skilful antag-

onist to devote much time to moving any single piece toward the desired starred squares until the numbers of the opposing force are greatly reduced or its position weakened.

5. When an opponent's piece is approaching your starred squares, do not attempt a useless chase with a *single* piece, but endeavor to so arrange your men that you can quickly canter a knight and one other piece to the defence of your castle. While it is useless to waste time and perhaps weaken your position by trying to capture a piece already beyond your reach, do not give up the pursuit while it is possible to capture it.

6. Save time. Remember that by cantering one piece over another you move two pieces as fast in one move as you otherwise could in two. This move is especially valuable in hurrying pieces to the defence or capture of starred squares.

REMINDERS.

The following is a brief recapitulation of the three moves used in the game.

First. The plain move of a piece from one square to another in any direction.

Second. The canter of a piece over one or more pieces of the same side, in order to gain a desirable position.

Third. The jump over one or more opposing pieces removing them from the board.

The *knight* alone is allowed the *special privilege of combining the canter and jump* in one move.

2. Remember that a **CANTER** is a leap over a *friendly piece* and that a friendly piece is not removed. A **JUMP** is a leap over an opposing piece, the opposing piece being immediately taken from the board. In jumping or cantering be sure that the jump is "accurate." Remember the test for "accuracy." You cannot jump from a square of one tint to a square of another tint. It is for this purpose only that two tints are used on the board.

3. Remember that **KNIGHTS** can, when in position to do so, canter and jump in one move.

Men-at-arms can do either in separate moves, but not both in one move.

4. Remember that any piece may retreat as well as advance, and move sidewise or obliquely on to any unoccupied adjacent square.

5. Remember that any piece may jump or canter backwards as well as forwards, sidewise or obliquely.

POPULAR GAMES

PUBLISHED BY

GEO. S. PARKER & CO., SALEM, MASS.

ASK FOR THEM.










THE GAME OF WAR.—This is a new scientific game of great interest. It is a game of strategy, representing two armies each having eight regiments of infantry and three of cavalry, and each commanded by a general. The game follows closely the movements of military bodies on the battlefield. Price \$1.00 of all dealers in games.

THE RAILROAD GAME.—A pleasing game consisting of a very pretty board, showing the route of a railroad; a tetotum and pieces for playing. Price, 50 cents.

COUNTRY AUCTION, OLIVER TWIST, CORNER GROCERY and GREAT BATTLEFIELDS are good card games. Price each 25 cents.

DIAGRAM.

RED.

1	2	3	4	5	6
7	8 	9 	10 	11	12 
13	14	15	16	17 	18
19	20 	21	22	23	24
25	26	27 	28	29	30
31	32 	33	34 	35	36

YELLOW.

Showing 36 squares of a Chivalry Board and illustrating the various moves of the game.

The Diagram on the opposite page illustrates Diagram of a section (36 squares) of a CHIVALRY BOARD, showing closing moves in an actual game.

Beginners will by following this out on an actual board see practical examples of plain moving, cantering, jumping and a knight's charge.

Yellow has two KNIGHTS and two MEN. Red has two KNIGHTS and three MEN. Yellow's turn to move.

Yellow—Canters—34 to 20.

Red—Plain move—8 to 15.

Yellow—Plain move—32 to 26.

Red—Jump—15 to 25 (removing 20).

Yellow—KNIGHT'S CHARGE (combined canter and jump)—26 to 28; 28 to 14; 14 to 4; 4 to 16; 16 to 18; 18 to 6; removing 4 red pieces (or 9, 10, 17 and 12), and thereby leaving opponent with one piece.

FOR FOUR PLAYERS.

In this Game all the pieces have the power of Knights.

1. Each player takes eight pieces of one kind and places them in *double rank* in the corner of the board next him.

2. The players sitting opposite each other may act as *partners*, of each may play for himself alone.

3. The *object of this game* is to capture all of the opposing pieces; therefore the *person or the side*, which first succeeds in this, **WINS THE GAME.**

4. A player may *canter* over his partner's pieces the same as over his own, but of course does not *jump* them, the two forces being practically one, with the exception that a player cannot move any of his partner's pieces, not even if his own have been all captured.

5. Each one plays in turn, but if a player has lost all his pieces, he is out of the game, and the turn passes to the next player who has any, whether friend or opponent.

While the four-handed game is in no way comparable to the two-handed game in *scientific interest*, it is nevertheless a very simple and pleasing amusement.