



**NOW PLAY . . .**

## **INSTRUCTIONS FOR BATTLE CHECKERS**

**BATTLE CHECKERS** is a brand new game based on the military maneuvers of attack and defense. It is as easy to play as ordinary checkers . . . exciting and absorbing . . . the game for wide-awake Americans of every age. You needn't be a checker or chess-player or a military strategist to win! But **BATTLE CHECKERS** is purely a game of skill, not chance. Alertness, judgment, ability to outguess and outplay your opponent all pay dividends in **BATTLE CHECKERS** just as they do along the far-flung battle-grounds of World War II.

### **TO START GAME**

The Red pieces represent the United Nations forces, the Yellow represent the Axis. Toss coin to determine who plays with the United Nations pieces.

### **POSITION OF PIECES AT START**

Each player places an Infantryman on each of the 3 circles across bottom row (Home Base line); an anti-aircraft gun goes on each of the outside circles of the middle line of offense in the second row; a Pursuit Plane is placed on the two center circles in the second row; an Infantryman is placed on each of the five circles across the third row. Now you are ready to begin play.

### **RULES OF PLAY**

The Axis (Yellow men) moves first. Each piece now on the board moves the same as in an ordinary checker game—one space diagonally forward. Unlike common checkers, however, you are not compelled to jump an opponent when he is in an adjoining diagonally-forward circle, except when your opponent moves

is very important because your real striking power comes by getting your pieces into your opponents Home Base Row.

**TANK, SUBMARINE, BATTLESHIP, AND FLYING FORTRESS MOVE ONLY ONE SPACE AT A TIME EXCEPT WHEN JUMPING AN OPPONENT'S**

### **PIECE**

#### **HOW TO GET AN ARMORED TANK INTO ACTION**

Your first goal is to advance your pieces through the enemy's lines to any of the 3 home bases forming the last row of your opponent's territory, (this is called the King's Row in common checkers). The first piece that advances to an enemy base entitles you to an armored tank. (The original piece goes off the board and the tank takes its place.) The tank operates the same way a King does in common checkers—it can be moved diagonally forward or backward, one space at a time. When capturing an opponent's piece with your Armored Tank, you may jump one space. You can see that an Armored Tank is a valuable piece for winning the game.

#### **HOW TO GET A SUBMARINE**

Your second piece to reach any of the three enemy bases entitles you to a Submarine with twice the striking power of the Tank. (The original piece goes off the board and the Submarine takes its place.) The Submarine moves only One space at a time except when

the Battleship takes its place.) The Battleship moves only One space at a time except when jumping opponent's piece. Then this weapon has the power to jump Three spaces diagonally forward or backward. The Battleship may take opponents by jumping them in One, Two, or Three spaces on a direct forward or backward diagonal line.

#### **HOW TO GET A FLYING FORTRESS**

When you succeed in getting a fourth piece into your opponent's Home Base Row, you get the piece with the strongest striking power, the Flying Fortress. (The original piece goes off the board and the Flying Fortress takes its place.) The Flying Fortress moves only one space at a time except when eliminating (jumping) enemy piece. Then this piece can jump **ALL THE WAY ACROSS** the board, forward or back in any diagonal line to jump an opponent's piece, or the Flying Fortress can jump any number of spaces on any diagonal forward or backward line.

#### **HOW TO GET REINFORCEMENTS**

If another of your original pieces reaches the Home Base line when you already have your Tank, Submarine, Battleship and Flying Fortress on the board, you move this piece back to your own Home Base line. Then add another of your original pieces on your own Home Base space. Thus giving you two men who move like the original pieces.

#### **HOW TO GET "POWER PIECES" BACK IN PLAY**

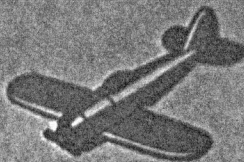
In the event your opponent captures your Tank, Sub-







*Pen Man*



**INFANTRY MEN — ANTI AIR CRAFT GUN — PURSUIT PLANE**  
Moves the same as in an ordinary checker game— one space diagonally forward. Unlike common checkers, however, you are not compelled to jump an opponent when he is in an adjoining diagonally-forward circle, except when your opponent moves down and faces your home base, (or Kings row) then your original infantry man **MUST JUMP**.

**1st piece TANK**  
This piece operates the same way a King does in common checkers—it can be moved diagonally forward or backward, one space at a time. When capturing an opponent's piece with your Armored Tank, you may jump one space.

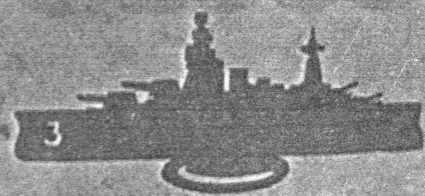
**2nd piece SUBMARINE**  
The Submarine moves only one space at a time, forward or backward, except when capturing (jumping) enemy piece—then this Submarine can jump diagonally forward or backward **TWO SPACES AT A TIME**. (OR ONE SPACE IF THE PLAY BETTER FITS YOUR BATTLE PLAN.)

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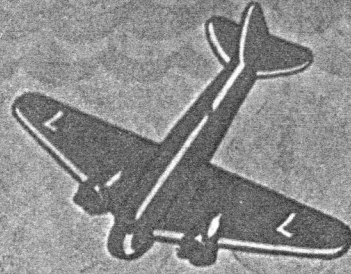
**BATTLE CHECKERS** *Bea*



**2**  
**SUBMARINE**  
moves only one space  
forward or backward, ex-  
cept (jumping) enemy  
submarine can jump  
forward or backward **TWO**  
spaces. (OR ONE SPACE  
IF BETTER FITS YOUR



**3**  
**3rd piece BATTLESHIP**  
The Battleship moves only one space at a time,  
forward or backward, except when jumping  
opponent's piece. Then, this weapon has the  
power to jump **THREE SPACES DIAGONALLY**  
forward or backward. (The Battleship may  
take opponents by jumping them in one, two,  
or three spaces on a direct forward or back-  
ward diagonal line if the play fits your  
battle plan.)



**4**  
**4th piece FLYING FORTRESS**  
The Flying Fortress moves only one  
space at a time, forward or back-  
ward, except when eliminating (jump-  
ing) enemy pieces. Then, this piece  
can jump **ALL THE WAY ACROSS** the  
board, forward or back, in one diago-  
nal line to jump an opponents piece.

MADE IN U. S. OF A.

**BATTLE CHECKERS FOR**

*Beat The Axis*

AGCA  
ARCHIVES

*Revised*



*Ocean*

HUNGARY

AUSTRIA

BULGARIA

INDIES

NETHERLANDS

GREECE

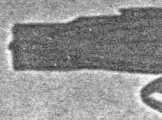
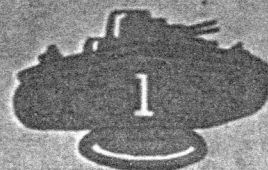
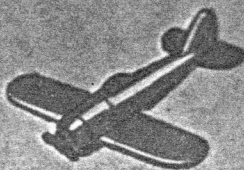
AUSTRALIA

HOME BASE

RUSSIA

HOME BASE

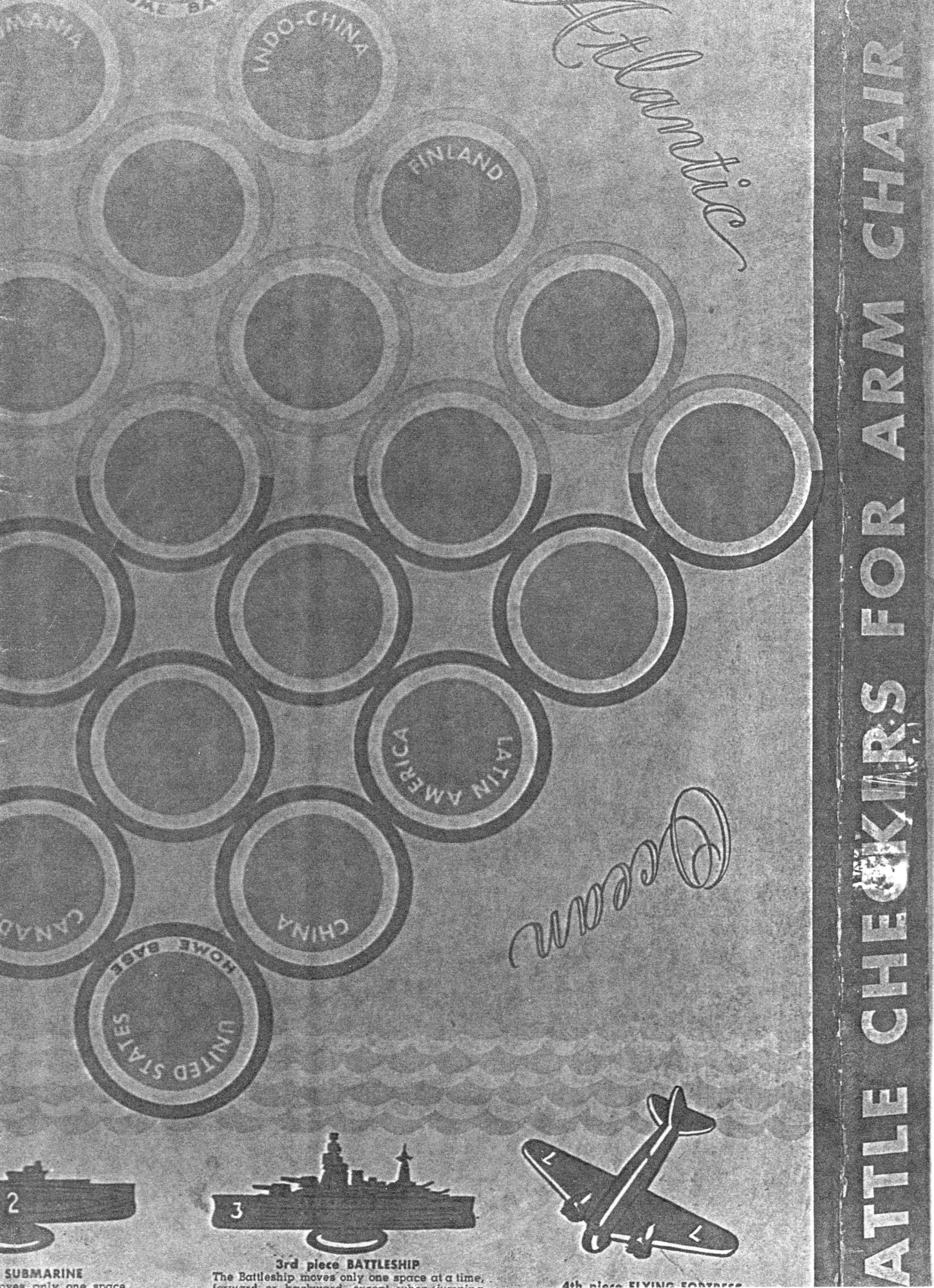
GREAT BRITAIN



1st piece TANK

2nd piece  
The Submarine





*Atlantic*

*Ocean*



**2**  
SUBMARINE  
moves only one space



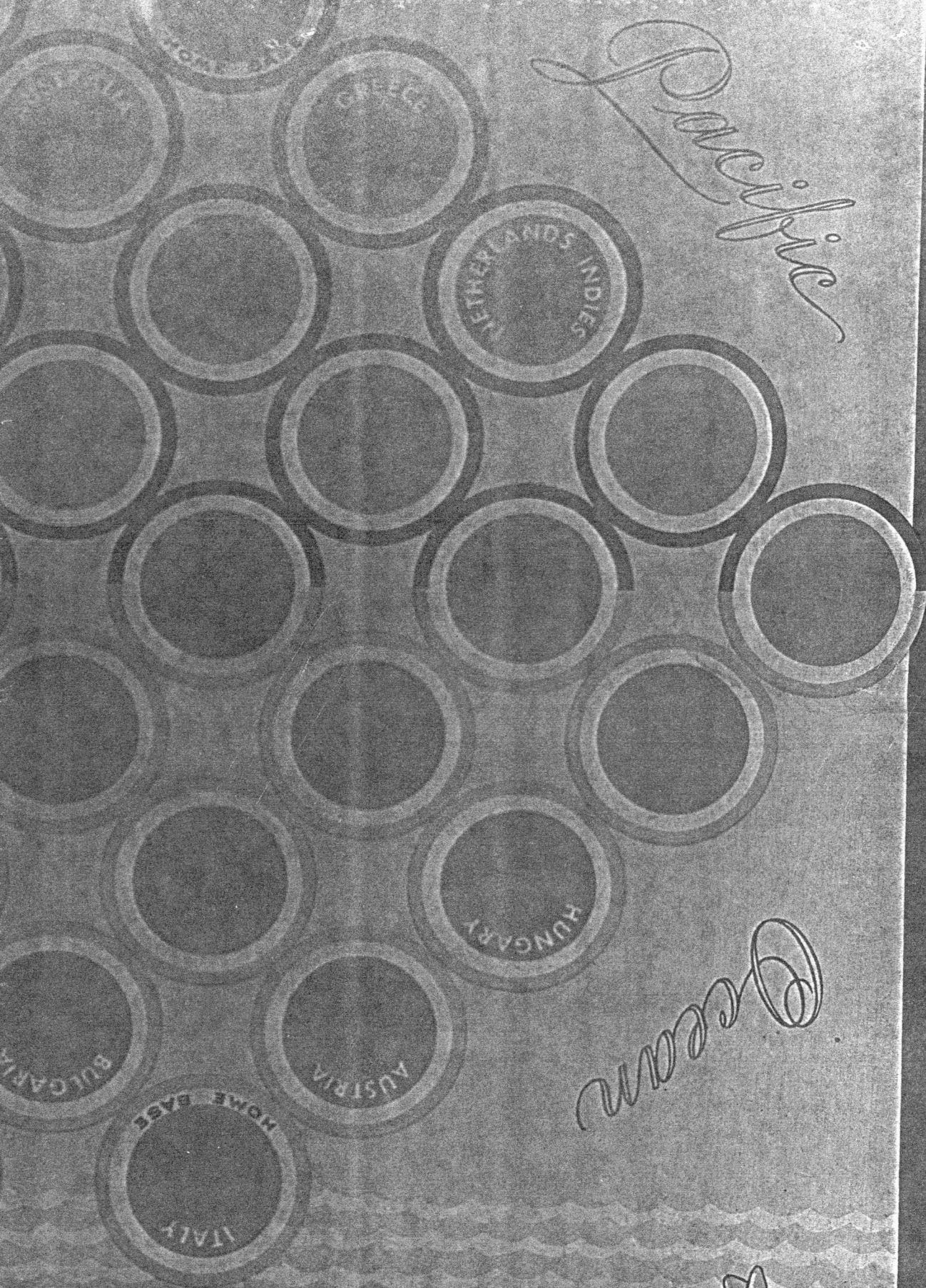
**3rd piece BATTLESHIP**  
The Battleship moves only one space at a time, forward or backward.



**4th piece FLYING FORTRESS**

**ATTLE CHECKMERS FOR ARM CHAIR**

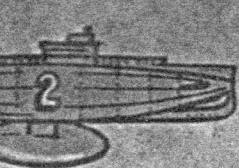




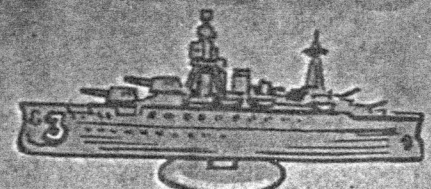
*Pacific*

*Bar...*

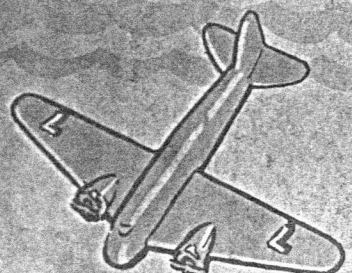
*Ocean*



2nd piece SUBMARINE  
The submarine moves only one space forward or backward, except when jumping over an opponent's piece.



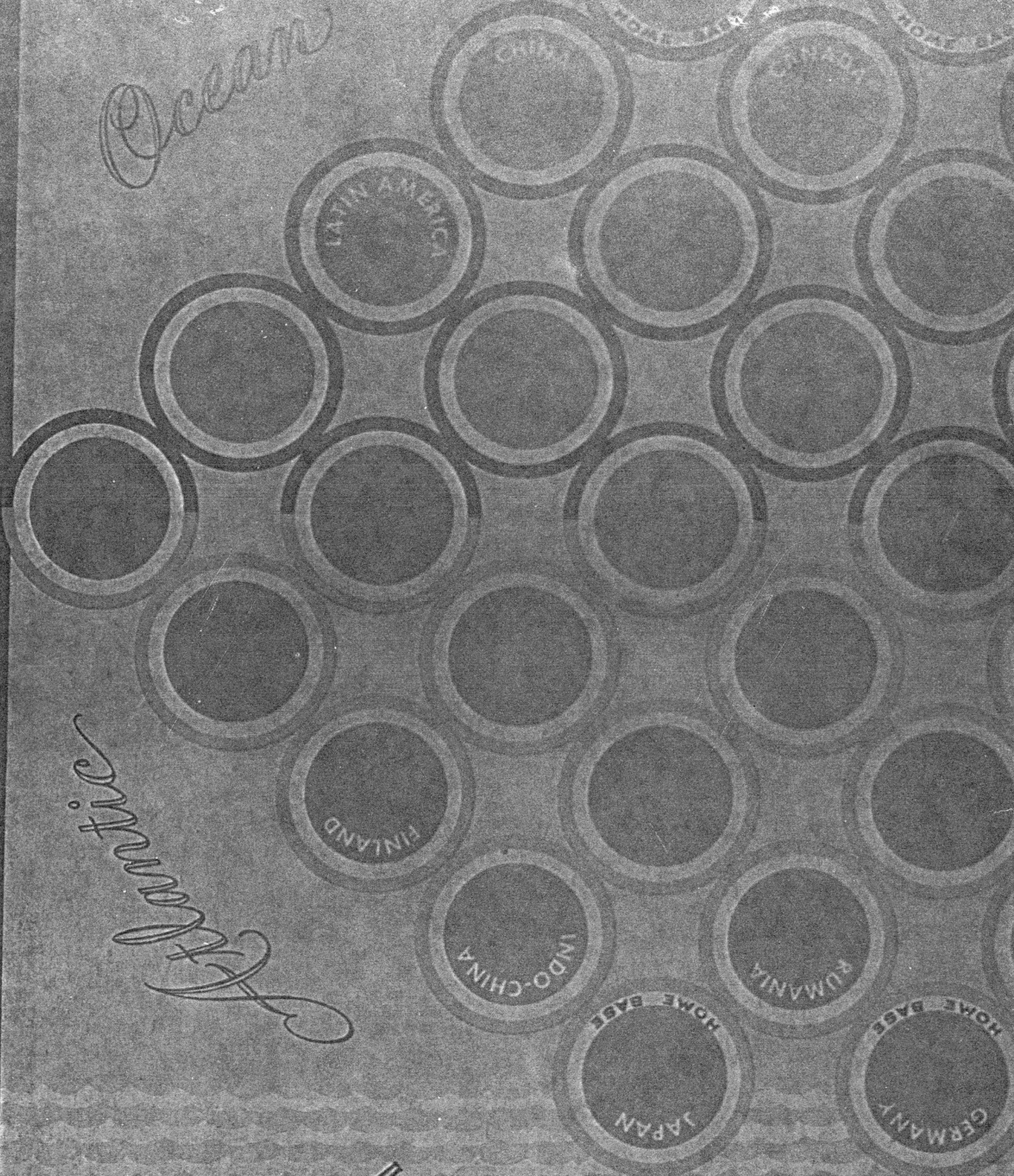
3rd piece BATTLESHIP  
The Battleship moves only one space at a time, forward or backward, except when jumping over an opponent's piece.



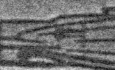
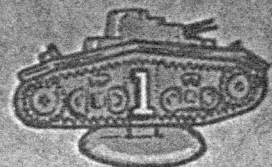
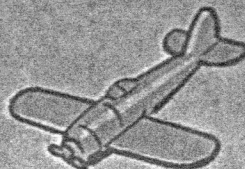
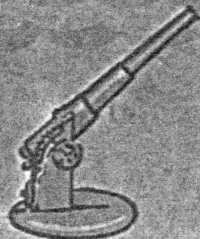
4th piece FLYING FORTRESS



*Ocean*



*Atlantic*



INFANTRY MEN — ANTI AIR CRAFT GUN

BIPLANE

1st piece TANK  
This piece operates the same way a King does in common checkers; it can

2nd  
The Subm  
at a time