

ENCOUNTER

This game is played upon a board divided into squares as shown in the above diagram. The divisions are named as follows;

No. 1 Encampment. No. 2. Field. No. 3. Outer or Battle Court.

No. 4. Court of Honor.

Either two, three or four persons can play. Each player takes twelve men and places them in the division on the side of the board named Encampment.

The object of the game is to occupy the Court of Honor and to keep your opponents men out of it.

A player can move at each turn, one square in any direction if the next square is clear, or he can jump either his own or the opposing men in any direction as far as there is opportunity. He is not obliged to jump if he chooses not to.

The players move alternately, each one starting from the center of the board, either by a simple move or by jumping. After the line of the Outer Court is crossed, the player must remove the opposing men when he jumps them, but outside the courts they cannot be removed. Therefore the player endeavors to reach the courts, remove as many of the opposing men as possible, and return his man to the field, where he is safe.

The player who occupies the Court of Honor, with either one or more men after all the contestants have been driven out, wins the game.

This is a game that requires the closest attention and a quick eye to detect danger ahead, as it is replete with surprises. No two games will ever be alike, and it is equally adapted to the young and old.

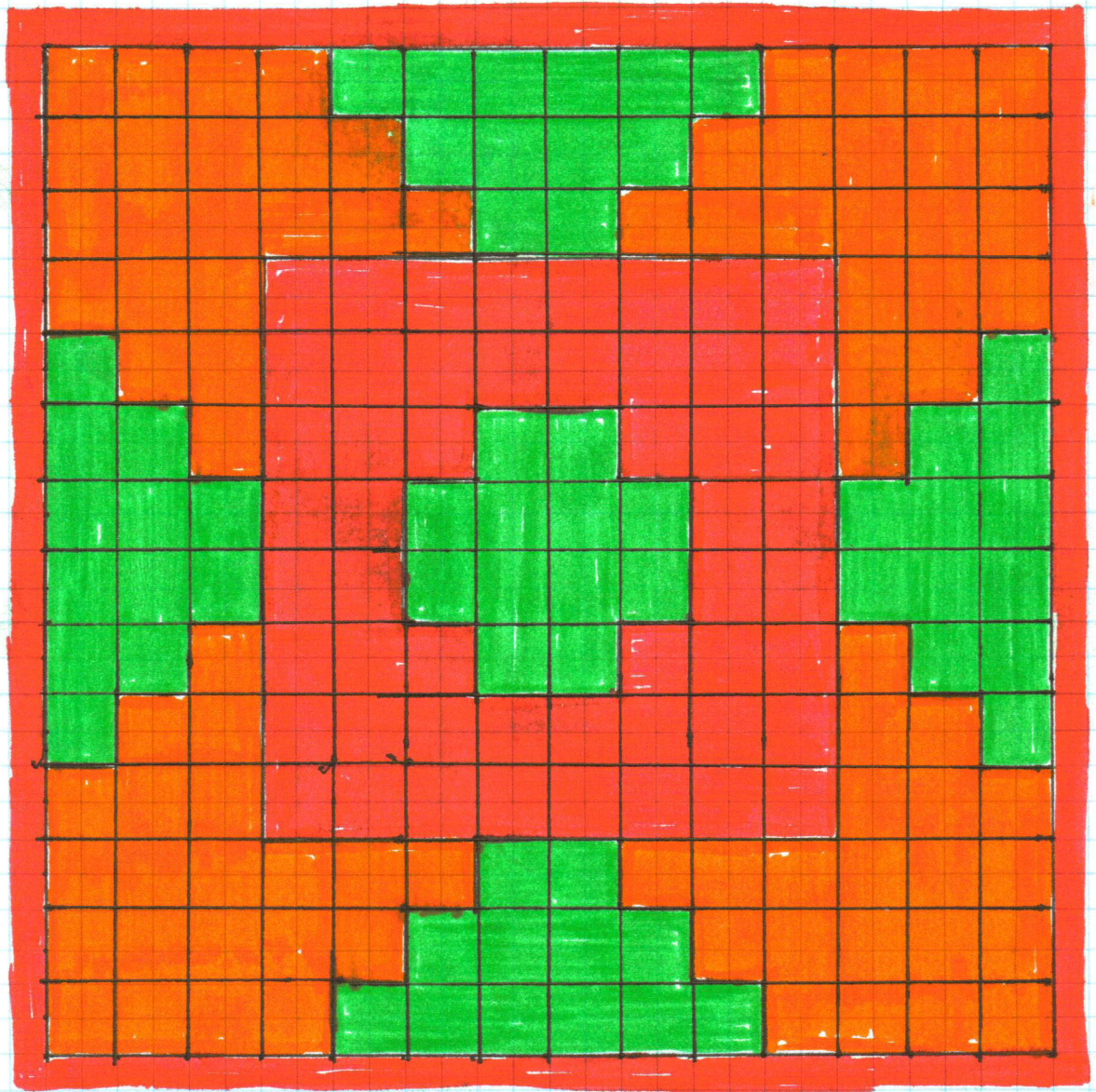
MILTON BRADLEY CO.
Springfield, Mass.

#1 Encampment = GREEN AREAS (OUTER)

#2 FIELD = ORANGE AREA

#3 Outer or Battle Court = RED AREA

#4 COURT OF HONOR = GREEN AREA (INNER)



Pieces ARE wooden Discs (4) COLORS.

COLORS REPRESENTED ARE CLOSE EXCEPT FOR ORANGE WHICH IS LIGHTER ON THE BOX BOTTOM