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WHAT NOTED GAME EXPERTS AND AUTHORITIES SAY OF CAMELOT

"New as it is, the game of Camelot is a classic. It is this century's contribution to the great games of all time."

ELIZABETH CLARK BOYDEN.

"There is no question about the remarkable excellence and lure of the game Camelot. The author of the game has given us something that will gain immense permanent popularity."

J. R. CAPABLANCA,
Chess Authority and Champion.

"Camelot is a remarkable game—I play it a lot."
SIDNEY S. LENZ.

"Not since medieval inventors developed Chess has there been a new game equalling Camelot in merit and interest. I greatly enjoy playing it."

F. J. MARSHALL,
U. S. Chess Champion.

"The game is one of dash, daring, plots, counterplots, unexpected happenings, putting Camelot in a class of its own. It is a masterpiece in games—a new delight!"

E. V. SHEPARD.

"Unlike any other game in its unique atmosphere and charm."

MRS. PRESCOTT WARREN.

"In Camelot Mr. Parker has originated a brilliant game of extraordinary fascination. Easily learned, its liveliness of action opens the field for adroitness and strategy of the highest type. Camelot is one of the few really great games."

MILTON C. WORK.



CAMELOT

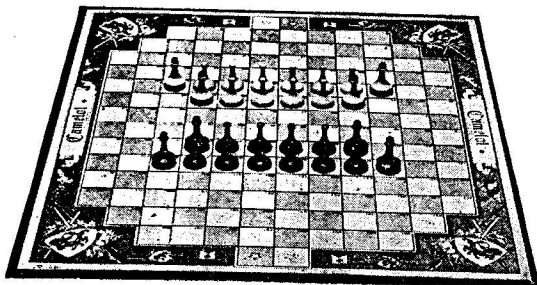
REG. U. S. PATENT OFFICE

A GAME

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PARKER BROTHERS, INC.
Salem, Mass., New York and London



Board set with Pieces ready to begin the Game

RULES FOR PLAYING CAMELOT

REG. U. S. PATENT OFFICE

A BATTLE GAME

By George S. Parker

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CAMELOT is easily learned by setting the pieces out upon the board, learning the Moves by actually moving the pieces, and then *playing out* the short "Skyrocket" game shown on Page 16.

THE PIECES

The larger pieces with colored tops are KNIGHTS; the shorter pieces are the MEN (men at arms). Each player's force consists of ten Men and four Knights. One person plays the Red, his opponent the Yellow.

POSITION

Place the Camelot board so that each player has two STARRED SQUARES (which represent the CASTLE or Fortress he is defending) directly in front of him. Place the opposing forces, Red fronting Yellow, each in two straight ranks on the squares having small circles in the center—placing the four Knights of each side upon the spaces bearing circles marked with a letter "K".

The Yellow forces in two ranks with Knights upon each flank are now facing the Red.

The Circles merely show where to set the pieces at the beginning of the game and have no significance whatever, aside from this. The squares bearing them are used throughout the game as ordinary squares.

The Numbers upon the squares are for the purpose of recording games and examples of interesting play and have no other significance.

OBJECT OF THE GAME

THE GAME IS WON by the player who first gets Two of his pieces (either two Men, or two Knights, or one Man and one Knight) on the STARRED SQUARES, representing the enemy Castle, at Opponent's end of the board.

Or the Game is WON if, as sometimes occurs, one side entirely destroys the other and has two or more of its own pieces left.

The actual campaign or battle is fought mostly in the center of the board. The opposing forces come together, many are eventually captured and removed, and the way made more or less clear through the destruction of the enemy's center or the turning or annihilation of an opponent's flank, to win the way toward his Castle, which is the GOAL.

Choice of color of pieces and decision as to who will play first is decided by agreement, or "toss." After each game, the players alternate in playing first. In Tournaments, players change seats and colors, after each game with the same opponent.

MOVES

N.B.—The term "Piece" applies equally to either a Knight or Man.

One of the chief features of the game lies in the interesting novelty and freedom of its moves. SQUARES OF BOTH tints ARE USED. The two colors have no other purpose than to aid accurate "canters" and "jumps"—a piece will always land upon the same color from which it leaps over another piece.

1. THE PLAIN MOVE: ANY piece, Knight or Man, may be moved one square in ANY DIRECTION (forward or backward, sideways or diagonally) to ANY adjoining vacant square of either color.

2. THE JUMP: ANY Piece (Knight or Man) may Jump in any direction (forward, backward, sideways or diagonally) over any Enemy piece (Knight or Man) which occupies an adjoining square, provided there is a vacant square immediately beyond it in a direct line onto which the Jump may be made. Each Enemy piece Jumped over is captured and immediately Removed from the board.

Having Jumped over one Enemy piece, the Jump must continue as a part of one and the same move, so long as the piece reaches a square next to an exposed Enemy piece.

Briefly, the Jump is like the jump in Checkers, only a Piece may jump in ANY direction—backwards as well as forwards, sideways, or diagonally (not merely diagonally as in Checkers) for all squares are used in CAMELOT and each piece has the freedom of the soldier on the battlefield.

Note that a Man or a Knight may jump over a Knight just as freely as over a man (the only special power and superiority of a Knight lies in his ability to make a Knight's Charge, later described).

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 leap.

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Pieces "cantered" over are Friendly Pieces of one's own color, and are NOT removed from the board.

Briefly, a Canter is like the Jump except it is over a Friendly piece and simply to reach a desired position.

Note that either Man or Knight may canter over a Knight as freely as over a man (there being no distinction between pieces, except in the power of the Knight's Charge, a combination move later described).

A player is never compelled to canter, it being entirely a matter of choice, nor when cantering need one go as far as he can.

The canter is a very valuable move in order to quickly arrive at a desired position, as to enable one to reinforce with support an exposed Man or Knight, to reach a place to threaten the enemy, etc., etc. Frequently a piece will canter, one at a time, over three or four friendly pieces in order to gain a desired position.

In Cantering it is not allowable to make what is known as a "circular" Canter (i.e., not allowable to come back to the identical square from which the Canter begins, as such a Canter accomplishes nothing.) A "circular" Jump, on the contrary, is allowed.

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

It is impossible for a piece upon a square of one tint to Canter or Jump accurately over a piece and land upon a square of another tint.

The two tints of the squares upon the board are therefore a great assistance to the player, as they enable him to see quickly the square to which a Canter or Jump may take a piece. Jumping from a dark colored square, a piece will land upon a dark colored square; from a light square upon a light square.

Only by a "Plain-Move" can a piece move from a square of one color to a square of another color.

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A Player is Obligated to Jump, if any one of his pieces is next to any exposed Enemy 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 two or three different moves which will capture, he of course selecting that which he thinks most to his advantage.

When Compelled to Jump, a player if he can and wishes, may Capture by a Knight's Charge instead. The Rule is satisfied by the Capture in that turn of any piece or pieces anywhere on the board. (See Example A.)

If your opponent is in a position to Jump one of your Pieces and apparently does not see it and instead moves one of his Pieces without making a Capture, you are NOT obliged to inform him and may follow his Misplay with your own move—even moving your own exposed piece to safety if possible). If, however, it is to your advantage, you will (before making your own play) insist that he Correct his play and make the Jump, which he Must then do unless he can and does capture otherwise instead. Correction of a move cannot be made after Opponent has made his next move.

Any other form of Mis-play, such as an inaccurate Jump or Canter must be called to player's attention and at once corrected. No Jump or Canter can be accurate, which leaps from one color and lands upon another. Only by a Plain-Move can a piece move from one color to a square of another color.

3. THE CANTER (Over-pass): In the same way that a piece may jump over and capture an exposed enemy piece, any piece (Knight or Man) can leap in any direction (forward or backward, sidewise or diagonally), over any FRIENDLY PIECE which occupies an adjoining square, provided there is an unoccupied square directly beyond it on to which it can leap.

The same piece may CONTINUE as a part of the same move, leaping over as many friendly pieces, one at a time, as its position (and the vacancy of space in direct line beyond such piece) makes possible. The direction of the canter may be varied after each leap if the position of the pieces permits.

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THE DIFFERENCE BETWEEN KNIGHT AND MAN

KNIGHT'S CHARGE: There is only ONE distinction between the possible moves of Knight and Man. The superiority and great power of a Knight lies in his ability to make the Knight's Charge.

Briefly, A KNIGHT'S CHARGE (as described in detail below) begins with a "Canter" over a friendly piece to get where he will be next to an exposed enemy piece so that he may continue his play by Jumping and removing this enemy piece as a part of the same move.

A Knight (and a Knight only) when position makes possible may make a Knight's Charge by Cantering one at a time over one or more Friendly pieces to reach a square next to an exposed Enemy piece which he Jumps, and removes from the board as a part of the same move. He continues, as a part of the same move, Jumping other exposed Enemy pieces if he can.

NOTE that a MAN is not allowed to combine the Canter and Jump in the same move, although able to do either one or the other in distinct turns to play.

A Knight's Charge can be made only in the following order: first, the Canter and next, the Jump. A Canter cannot be made after the Jump, as a part of the same move.

A Knight is not obliged to Charge (i.e., not obliged to canter into a position where he must Jump), but when a Knight's Canter does bring him next to an Enemy piece which he can Jump, he must do so, unless by a different route in that move he captures Enemy pieces elsewhere.

A Plain Move can Never be combined either with a Jump or a canter.

Watch carefully the position of your enemies' Knights. Remember it is they who are especially dangerous! If one of your opponent's Knights is so situated that he can Charge in his next move, act, if possible, to resist his probable attack. The Knight's Charge is the most important move in Camelot.

BEFORE making a move always observe what spaces Every Knight upon the board may reach upon the next move.

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★ ★
THE STARRED SQUARES

THE TWO STARRED SQUARES immediately in front of each player represent his CASTLE. If his opponent succeeds in getting two pieces (Knight and Man, or two Knights, or two Men) onto these squares, his opponent WINS.

DEFENDING CASTLE

A PLAYER cannot move his own pieces onto his own starred squares in order to keep his opponent out, but if an Enemy piece reaches a next adjacent square, a player defending his Starred Squares may Jump over an invading Enemy onto one of his own Starred Squares, if the relative positions of the pieces allow it. The piece so jumping must be moved out, however, in his very next move, there being no alternative for any reason whatsoever.

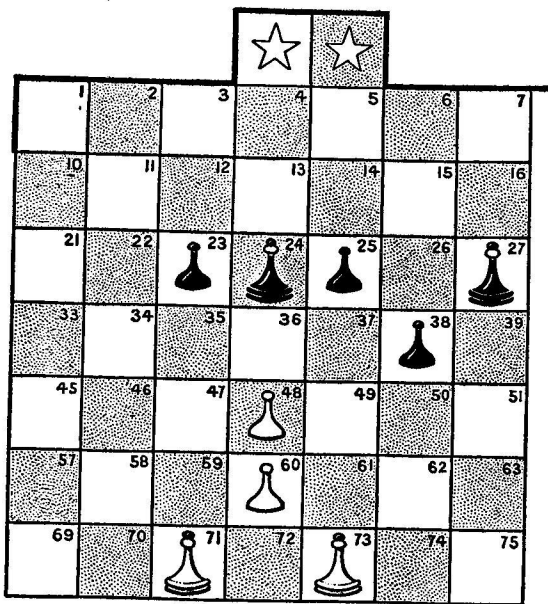
A Player cannot Canter a piece onto his own starred squares, but may make, if position of pieces permits, a Knight's Charge—the Jumping-portion of which brings him onto one of his own starred squares; but his move ends there even if there is an opportunity for continuing the jumping. The piece must then remain there until the player's next turn when it must be played out from the Castle. If there then exists a chance to Jump out instead of plain-moving or cantering out, it must do so. The move out from one's own castle must be made in precedence and regardless of any other possible play.

CAPTURING CASTLE

When an invading Piece (Knight or Man) has reached and entered his Opponent's Castle, he can not come out again, nor jump nor canter out, but is allowed to move from one starred square to the other. This is often needful for the purpose of making it convenient for the entrance of his second piece. This is known as a "castle move" and may be made but twice in the course of any game (as for Example from A to B, and, on a later turn, back again to A if desired).

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EXAMPLE A



The above Illustrates position before the Closing Moves of an actual game, in which Yellow's force reduced to four pieces (consisting of two Knights and two Men) pressing towards Red's starred squares, is opposed by Red with two Knights and three Men. Beginners will, by playing this out on an actual board, see practical examples of PLAIN-MOVING, CANTERING and JUMPING by both Knights and Men, as well as a fine example of a KNIGHT'S CHARGE.

See Description upon opposite Page.

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**ALL BEGINNERS SHOULD CAREFULLY
PLAY OUT THE ILLUSTRATED GAMES**

Liberal time is allowed a player for each move, but a piece on being moved is considered played after the player has removed his finger from it. Until he removes his finger, a player may recall the play and move differently if he chooses. The above rule, however, is subject to "PERMISSION for TIME." That is, a player wishing to remove his finger and not consider the play concluded may (unless he has already removed enemy pieces) obtain an extra minute of time by requesting "Permission," which is always granted as a matter of grace on such request. No move may be changed regardless of circumstances, after opponent has moved.

DEFINITIONS

A Plain Jump is an ordinary Jump by Knight or Man, as distinguished from the jumping portion of a Knight's Charge.

Exposed Piece: An exposed piece is any piece which may be captured immediately either by a Plain Jump or a Knight's Charge.

Castled: A piece which has entered an opponent's Starred Square is "Castled."

Double Cross: The opportunity for a Double Cross occurs only in Canter. It is a Canter in which the cantering piece in the course of the same move twice over-passes a friendly piece in approaching it from different directions. (Illustrated on page 22.)

SOLUTION OF PROBLEMS ON PAGE 26

No. 1. RED—23 C 47; YELLOW must jump 46 J 48; RED KC 24 C 46 J 68 J 70 J 46; YELLOW must jump 48 J 24; RED 35 J 14 J 39 J 16.

No. 2. RED 145—135; YELLOW must jump 147 J 122; RED KC 154 C 132 C 152 C 134 J 110 J 86 J 84 J 110 (note double cross).

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EXAMPLE A

YELLOW Canters 73 to 47 (overpassing and of course NOT removing his man on 60).

RED threatens Yellow Knights with Plain-move of Man 23 to 36.

YELLOW Plain-move of Knight 71 to 59 (this move will really win the game for Yellow).

RED jumps Man over Knight 36 to 58, removing Yellow Knight on 47.

Red was compelled to jump (being next to an exposed Enemy piece), but he had his choice and might have captured Yellow Man on 60 by a Knight's Charge, cantering 27 to 49 and jumping 49 to 71. Either move is equally disastrous, as in either case Yellow can capture by a Knight's Charge four of Red's pieces and Win the game.

YELLOW now makes Knight's Charge consisting of Canter 59 to 61, Canter 61 to 35, Jump 35 to 14 (removing Red Knight), Jump 14 to 37, Jump 37 to 39, Jump 39 to 16, capturing and removing four of Red's pieces (two Knights and two Men) and Wins game (as Red cannot win with 1 piece).

The above is the ending as actually played.

There were two less desirable Knight Charges Yellow could have made, i.e., Yellow Knight's charge, canter 59 to 37, jump 37 to 14, jump 14 to 35, removing a Red Man and Knight. (Red would then have won the game by Knight's charge, canter 27 to 49, jump 49 to 47, jump 47 to 23, removing Yellow Man and Knight.)

Yellow might have made a still different Knight's Charge, also disadvantageous, i.e., Yellow Knight's charge, canter 59 to 37, jump 37 to 39, jump 39 to 16.

HOW RED COULD HAVE WON

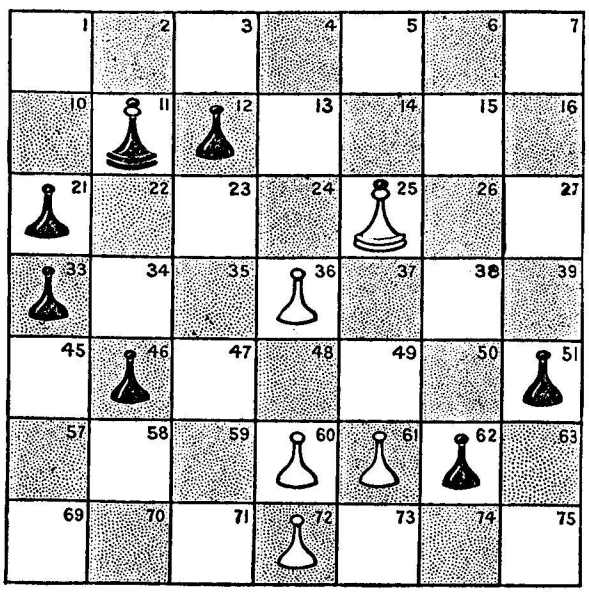
If, after Yellow had cantered 73 to 47, RED (instead of moving 23 to 36) had moved 23 to 34, he would by sacrificing this Man have compelled Yellow Knight's jump 47 to 21, thus getting a Yellow Knight out of the way, and then capturing by Knight's charge, canter 27 to 49, jump 49 to 47, jump 47 to 73, capturing two pieces. RED is left with four pieces—two Knights and two Men and will win.

YELLOW has two Knights left, but RED will gladly sacrifice another piece, or even two pieces, to compel a jump by a Yellow Knight into a position where it can be captured.

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EXAMPLE B

The following illustrates various possibilities in a Knight's-Charge, Double-Cross, Plain-moving, Canter-ing, Jumping, and the Sacrifice of two pieces in order to capture four and Win the Game.



Pieces Cantered over are friends and are Not removed. Enemy pieces Jumped over are captured and at once removed from the board.

YELLOW with five pieces has forced its way toward RED's starred squares between two sections of RED.

EXAMPLE B

YELLOW'S Move—Yellow can Jump (61 to 63, 63 to 39) capturing two Red Pieces, but having opportunity to capture elsewhere has Right of Choice. IF Yellow takes the two Red men, RED will, with Knight's Charge from 11, immediately capture a Knight (25) and Man just moved to 39 and eventually win game.

As Yellow can get his Knight on 25 out of the way and, furthermore, capture Red's Knight by a Knight's Charge, that is Yellow's best move, as follows:

YELLOW canters Knight 25 to 47. Having arrived at 47 he would be obliged to Jump Red Man on 46, were it not that he has opportunity and right of choice to capture another piece instead, which he does by continuing his Canter 47 to 73, 73 to 49.

(Where he again has choice of route, being able to Jump Red piece on 62.)

He prefers, of course, to continue his Canter 49 to 23, Jumping from 23 to 1, capturing Red Knight on 11.

In order to capture Red Knight 11, NOTE Yellow Man on 36 is crossed in two directions in the course of this move (first, from 25, secondly from 49). This is called the DOUBLE CROSS and is allowable.

RED (to save Men) Plain-move 62 to 63.

YELLOW (seeing opportunity for a brilliant play), Sacrifices Yellow Man by Plain-move 36 to 24.

RED obliged to Jump 12 to 37, capturing 24.

YELLOW Canters 72 to 48 (sacrificing another Man).

RED obliged to Jump 37 to 59, capturing 48.

YELLOW Jumps 60 to 58, 58 to 34, 34 to 32, 32 to 11, removing four pieces and will Win Game.

A Short Camelot Game

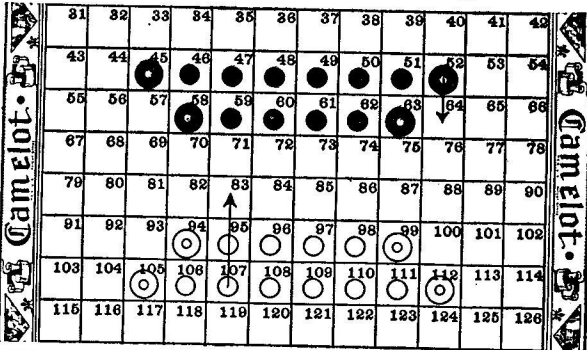
"THE SKYROCKET"

*How do I open the game?
What is a good first move?*

On the next few pages you will find a very short game illustrated,—a game so short that it is called "THE SKYROCKET." This will plainly show you one of the many openings and the different kinds of moves.

Please set the pieces and actually play this out upon a Camelot board.

● Red Knights ● Red Men



○ Yellow Knights ○ Yellow Men

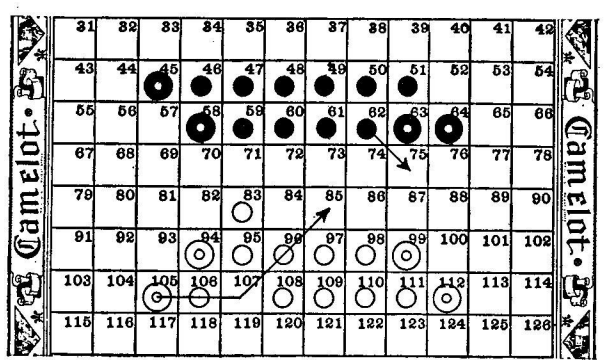
The arrow shows the Moves

FIRST MOVES

YELLOW opens the game by "Cantering" a Man from 107 to 83 (overpassing and of course NOT removing his own Man on 95).

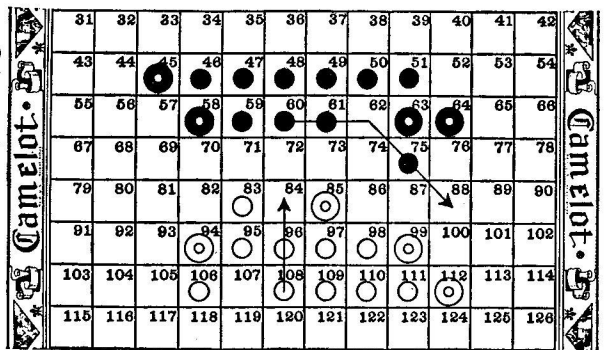
RED advances a Knight by a "Plain-move" 52 to 64.

"Skyrocket Game"—continued



SECOND MOVES

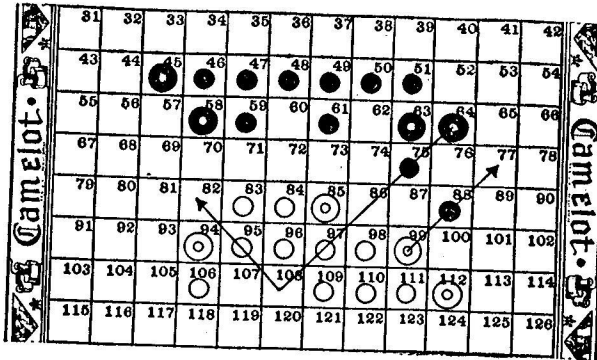
YELLOW now "Canters" a Knight from 105 to 107 to 85. RED makes "Plain-move" of Man from 62 to 75.



THIRD MOVES

YELLOW "Canters" a Man from 108 to 84. RED "Canters" a Man from 60 to 62 to 88 (to compel Yellow Knight to Jump into danger).

"Skyrocket Game"—continued



FOURTH MOVES

YELLOW now must "Jump" with his Knight 99 to 77 capturing enemy Man on 88. (This Jump is compulsory because an exposed enemy piece is on an adjoining square and no other Jump is possible).

RED must now capture but having Right of Choice disregards Yellow Knight and replies with a Knight's Charge (i.e. combination of Canter and Jump) Canter Knight 64 to 86 (overpassing and not removing Red 75) then continuing Jumping 86 to 108 and from 108 to 82 (thereby capturing and removing Yellow men on 97 and 95).

RED'S strategy made it essential for him to strike immediately and to sacrifice a piece to get Yellow Knight 99 out of the way, so Red without danger could free his Red Knight 64 for a Knight's Charge. **RED** would have been at Yellow's mercy had he made this charge while 99 remained, as the Yellow Knight 112 would in that case have replied with a devastating charge, capturing two Knights and four Men (KC 112 C 86, J 64, J 62, J 38, J 60, J 34, J 56). By adroitly cantering a Man, however, from 60 down to 88, **RED** safely accomplished his purpose and having spoiled the possibility of a destructive reply by getting 99 out of the way, ignored the Yellow Knight and made the Knight's Charge he desired, opening up the Yellow line so that Red's next attack will win a sweeping victory.

QUESTIONS AND ANSWERS

Letters of inquiry enclosing two-cent stamp, concerning any questions which arise in the play of CAMELOT, may be addressed to Camelot Editor, Parker Brothers, Inc., Salem, Mass., and will receive prompt attention. Diagrams with squares numbered as indicated in the Illustrated Problems should be enclosed where questions relate to moves.

"Can a Man canter over a friendly Knight?"—Yes.

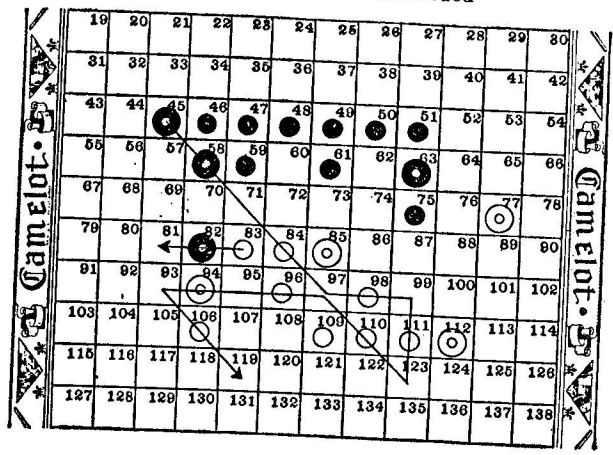
"Can a Man Jump over and remove an enemy Knight?"—Yes, a man's power of jumping, cantering and plain-moving is exactly like the Knight's—except that a man cannot make the combination move called the Knight's Charge.

"When a jump is possible on account of being next to an exposed enemy piece, must that jump be taken?"—EITHER that jump must be immediately taken or some other jump. A Knight's Charge capturing one or more pieces satisfies the requirements but when the chance to jump exists, no play (with one exception only) can be made save one capturing one or more enemy pieces! (Exception: When one has on his last move jumped on to one of the Starred Squares he is defending, in which case he must come out on his next turn.)

"When a player has jumped one or more exposed enemy pieces and his piece is brought to a square where he may jump in more than one direction, does he have the choice of his Route for jumping?"—Yes.

"May a Knight in a Knight's Charge, after he has jumped enemy pieces, canter over a friendly piece into safety?"—No, a Knight's Charge consists first, of a canter bringing him where he can jump; secondly, the jump or jumps to capture an enemy piece or pieces. He may not canter after the jump as a part of the same turn.

"Skyrocket Game"—continued



FIFTH MOVES

YELLOW is now obliged to "jump" and capture Red Knight on 82. He can do this with Knight jumping 94 to 70, or with Man 83 to 81. He decides to use the latter and Jumps 83 to 81, capturing Red Knight.

RED now makes a decisive Knight's Charge, cantering Knight 45 to 71 and Jumping 71 to 97, to 99, to 123, to 97, to 95, to 93, to 119, capturing and removing the Six Men and one Knight jumped over in the course of this move.

RED'S Knight's Charge leaves Yellow with so few pieces in comparison, and those so scattered and susceptible to detached capture, that Yellow cannot hope to win. Note that Red on even his next turn can capture either Yellow Knight on 77, or on 85 (whichever Yellow does not move to safety), by a Knight's Charge from 58, leaving Yellow with only four pieces. **RED** will easily WIN.

It is customary after players become proficient, where one is sure to win on account of his predominance, for the player whose case is hopeless to "Resign," though he may always demand the right to finish out the game.

QUESTIONS AND ANSWERS

Camelot is pronounced Kam'e-lott

"When a piece is on a square at the edge of the board, is it protected?"—It is protected only to the extent that it is difficult to attack as the line of an opponent's jump must carry the opponent directly over the piece to an unoccupied square.

A piece upon the edge of the board is in most cases captured by the sacrificing of an opposing piece to make the piece jump out to an exposed position, where it may be captured either by a plain-jump of Knight or Man, or by a Knight's Charge.

"When Jumping, must one keep on Jumping as long as he can?"—ONE must keep on jumping as long as he can subject only to his choice of routes. There is no obligation to Canter, nor when Cantering to go as far as one can. There is on the contrary an obligation to Jump when possible and to capture as many pieces as possible on the particular route used.

"I have only one piece left and so cannot win.—My opponent has two pieces left, one of which is castled. May I continue playing my single remaining piece with the hope of making the game a Draw by preventing my Opponent's other man from reaching my Castle?"—Yes, but unless you can make an immediate jump and capture you cannot hope to succeed if your opponent is skillful, so—with but one piece left it is customary to concede victory.

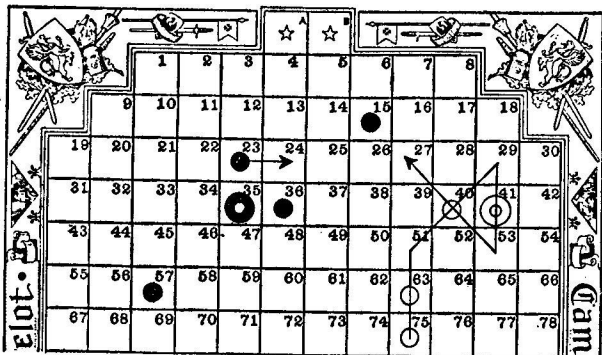
"If in defending my own Castle I have jumped an enemy piece and landed upon one of my Starred Squares, and if another enemy piece is so positioned that I could continue the Jump out of my Starred Square (thereby capturing two pieces instead of one) may I do so?"—No, a Jump or Jumping portion of a Knight's Charge which brings you on to a Starred Square of the Castle you are defending may be made but must terminate on that Starred Square even though there is an opportunity for continuing the Jump. (See Page 10.)

"Can I move diagonally at the corners of the board,—as from 9 to 1 or from 3 to A?"—YES, just as elsewhere.

END OF A GAME

THE SITUATION. RED with five pieces left is defending his Castle against Yellow's attack with four. YELLOW Canters using a double-cross and thereby brings his rear man nearer goal and threatens a Red Man. RED, numerically stronger, decides to sacrifice the exposed man in order to capture the advancing Yellow piece with a Knight's charge. RED therefore moves to make a Knight's charge possible, the enemy piece being compelled on YELLOW'S next turn, to jump into danger.

Please play out the moves upon a Camelot board.



RED IS DEFENDING HIS CASTLE

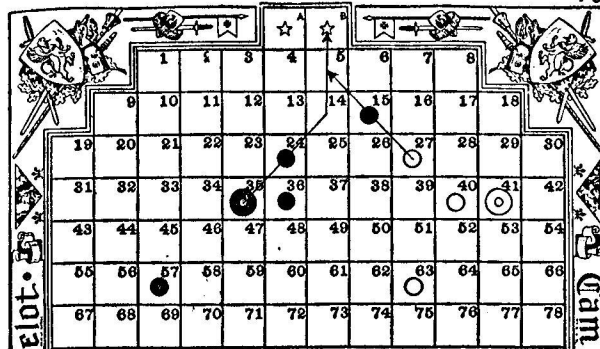
I.

YELLOW Canters 75 to 51 to 29 to 53 to 27, bringing rear man to front and threatening Red man on 15 (note "double-cross" over 40).

RED. Plain-move 23 to 24 (planning for a Knight's charge in his next turn, after Yellow's forced jump).

Continued on four next pages.

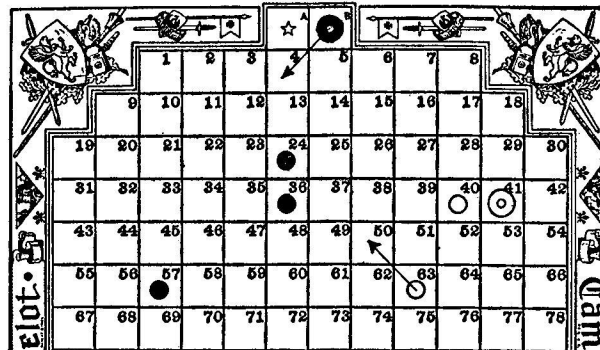
22



II.

YELLOW Jumps 27 to 5 (compulsory capture of Red Man).

RED now makes Knight's charge by Cantering 35 to 14 and Jumping 14 to B, capturing Yellow man.

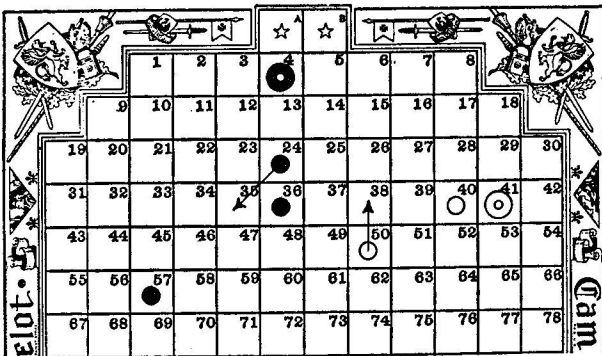


III.

YELLOW. Plain-move 63 to 50.

RED. Plain-move from B to 4 (being obliged by Rule to move from his own Castle).

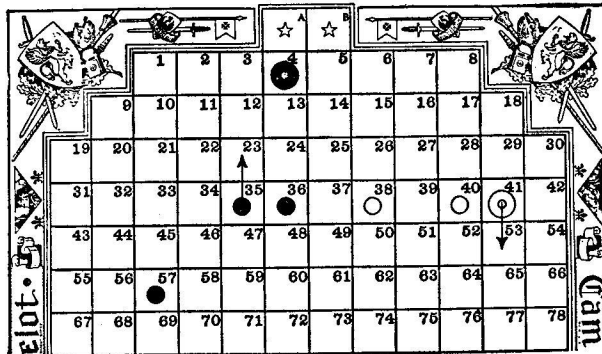
23



IV.

YELLOW. Plain-move 50 to 38 (thereby threatening two Red men with Knight's Charge from 41).

RED. Plain-move 24 to 35 to block this threat.

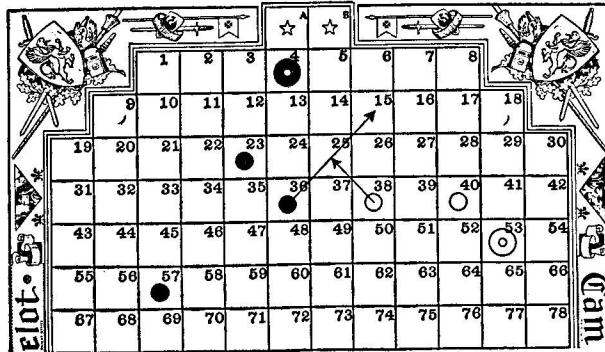


V.

YELLOW. Plain-move 41 to 53 (thereby again threatening with a Knight's charge).

RED. Plain-move 35 to 23 to block this new threat.

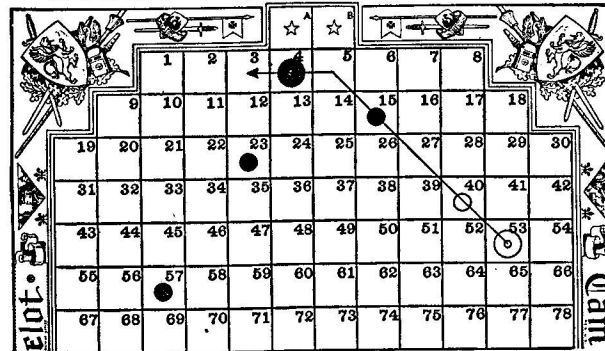
24



VI.

YELLOW. Plain-move 38 to 25 (to compel Red man to jump into danger).

RED is compelled to jump 36 to 15 (capturing Yellow man).



VII.

YELLOW now makes Knight's charge by Cantering 53 to 27 and Jumping 27 to 5 and from 5 to 3 (capturing a Red man and the Red Knight).

YELLOW now controls the situation and WILL WIN by moving Knight on his next turn from 3 to 4 and Man on his following turns 40 to 27, next 27 to 16, next 16 to 6 and on his next turns into CASTLE.

25

A GAME

Example C

C means Canter, J Jump. KC Knight's Charge.
 — Plain-move.

The numbers shown in parenthesis indicate the number of pieces captured.

EXAMPLE C

Moves	RED	YELLOW
A	62 C 64 (First play)	110 C 86
B	50 C 76	105 C 83
C	61 C 35 C 57	109 C 85
D	76—88	KC 99 C 123 C 101 J 75 J 53 (2 pieces)
E	KC 63 C 39 C 65 J 41 (1 piece)	85 — 73
F	49 C 71 (counter threat)	106 C 82
G	71 J 93 (1 piece)	KC 112 C 110 C 84 C 62 J 40 J 64 (2 pieces)
H	45 C 69 (threat)	94 J 92 (1 piece)
I	KC 58 C 56 C 82 J 84 J 110 J 112 (3 pieces)	73 C 99
J	112 — 125 to save Knight	108 C 82
K	69 — 58	92 — 93
L	47 C 71 (to threaten)	sacrifice 96 — 84
M	71 J 97 J 75 J 53 (3 pieces)	KC 93 C 71 J 47 J 45 J 69 J 47 J 49 J 71 (6 pieces)

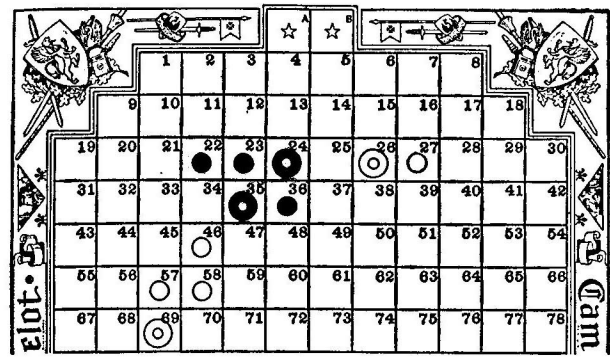
Yellow will Win.

COMMENT: RED opens from his left wing and soon (D) moves a Man to compel the loss of a Yellow Knight, but YELLOW with an adroit Knight's Charge takes two Men instead of one, and though losing a Knight destroys RED's attack.

Both sides in subsequent moves E and F threaten captures, but succeed in delaying enemy attacks effectually until YELLOW'S charge (G) destroys the strength left in RED'S detached left wing, and RED replies two moves later with a charge capturing three Yellow pieces.

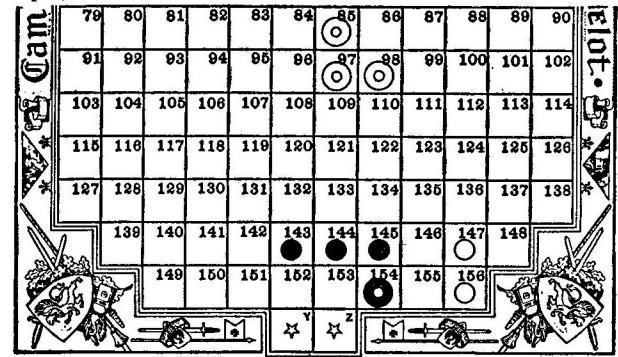
In move L, RED threatens very dangerously but by a dramatic sacrifice YELLOW clears the way for a heavy charge utterly destroying RED'S main force by the capture of six pieces. YELLOW is now plainly master of the field and will easily WIN.

TWO PROBLEMS
to Play-Out upon a Camelot Board
 Solutions given on Page 11.



Problem I

RED moves and on his following two turns captures ALL of the Enemy pieces, Yellow being helpless after Red's first play.



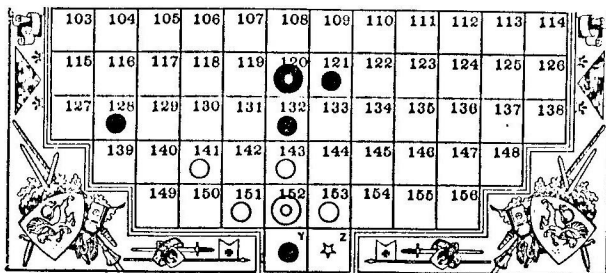
Problem II

RED, defending his Castle, moves and on his following turn WINS by capturing All but One of the Enemy pieces.

Some Amusing Problems

by Several Prominent Players

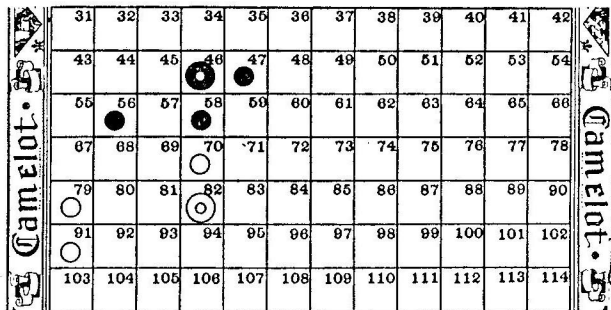
Solutions given on Page 31



- Red Knights
- Yellow Knights
- Red Men
- Yellow Men

PROBLEM 3

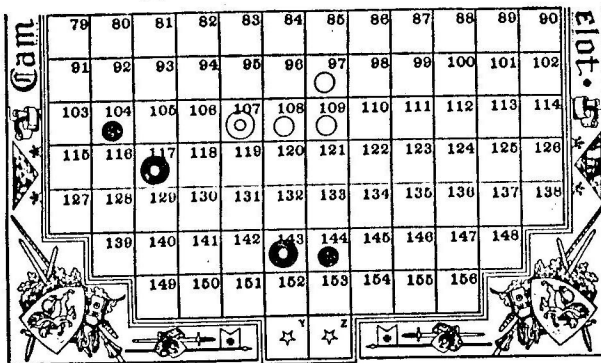
From Mr. Myron Eastwood. RED has castled one man. YELLOW, defending castle, is to play and win in three moves.



PROBLEM 4

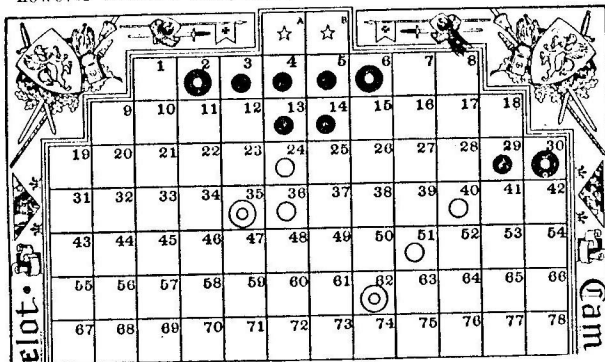
In this problem by Mr. Warren Ordway, YELLOW is to play and win in three moves.

SOME AMUSING PROBLEMS



PROBLEM 5

By Mrs. H. Russell Taylor. RED has destroyed all but four Yellow pieces and is in Yellow's rear and within three moves of Yellow's Castle (Y Z) and victory. It is however Yellow's turn, and he can Win in two moves.



PROBLEM 6

This interesting problem is by Mr. Edgar J. Davis. RED defending his castle is in massed formation. YELLOW is to play and win in three moves.

SOME AMUSING PROBLEMS

31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126
127	128	129	130	131	132	133	134	135	136	137	138

PROBLEM 7

From Mr. Sidney S. Lenz, noted game authority, comes this most amusing and interesting problem. YELLOW is to play and win in three moves.

19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114

PROBLEM 8

RED and YELLOW each have one Knight and seven Men. YELLOW is to play and win in three moves. This problem, especially attractive on account of the beauty of the key move, is by Mr. C. Tannenbaum.

SOLUTIONS OF PROBLEMS

on pages 28, 29 and 30.

C means Canter. **J** Jump. **KC** Knight's Charge.
 — means Plain-move.

PROBLEM 3

Yellow's first move, a sacrifice, prepares the way for his second which enables Yellow in his third move to capture all Red's pieces.

Yellow 141-129; Red 128 J 130; Yellow 153 C 131;
 Red 120 J 141; Yellow 151 J 129 J 131 J 133 J 109.

PROBLEM 4

Yellow compels jump from Red's man on 58, releasing his own Knight for a Knight's Charge which captures all but one of Red's pieces.

Yellow 79-68; Red 56 J 80; Yellow 91 J 69; Red 58 J
 80; Yellow KC 82 C 58 J 34 J 60.

PROBLEM 5

Yellow, by offering a Knight and a Man, captures all but one of Red's pieces.

Yellow 107-106; Red 117 J 95 J 121; Yellow 109 J 133
 J 153 J 131.

PROBLEM 6

After a preliminary sacrifice, Yellow on his two next succeeding turns castles his two pieces.

Yellow 40-28; Red 29 J 27; Yellow KC 35 C 37 C 12
 J B; Red 14 J 35 J 37; Yellow KC 62 C 40 J 15 J A.

PROBLEM 7

Yellow compels jump by Red's Knight and then starts a Knight's Charge capturing Red's entire force. Note the "Double Cross" in final move.

Yellow 102-90; Red 78 J 102; Yellow 112-101; Red
 102 J 100; Yellow KC 105 C 131 C 109 C 107 C 133 C 111
 J 89 J 63 J 87 J 61 J 59 J 37 J 61.

PROBLEM 8

Yellow wins by making a most interesting double sacrifice play which enables him to capture all but one of Red's pieces.

Yellow 82 C 108 C 86 C 88; Red 101 J 75 J 99;
 Yellow 73-86; Red 99 J 73; Yellow 84 J 62 J 36 J 58
 J 60 J 36 J 38 J 62.

CAMELOT

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British and Foreign Patents Pending

PUBLISHER'S PREFACE

Easily learned and differing widely from any other game, Camelot presents innumerable combinations and fascinating problems of an original type. The game affords the opportunity for brilliant play and great freedom of action upon a basis of easily learned moves. Camelot will be found, even when played lightly, surprising and amusing. Its real delight will come, however, when a player is sufficiently advanced to use adroitness and strategy in play. When one becomes proficient in the game, the reward will indeed be a new pleasure which will repay tenfold the slight effort expended to become a good or excellent player.

The opposing forces meet like small medieval armies, with the freedom of action to advance, retreat, go sideways or diagonally and give battle in any direction. The enemy's flanks are turned or destroyed, the center pierced or thrown into confusion and the goal finally laid open to seizure. Unlike nearly every other game, the contesting forces are arranged in the center of the field. Far behind each are the fortresses, which they respectively defend with troops consisting of Knights and Men, whose basic characteristics in play symbolize actual hand-to-hand conflict.

In Camelot, more than in any other game, the element of personal encounter on the battlefield, its groupings, the charging of its Knights, the resistance and slower work of the footmen or men at arms, all give atmosphere to the contest.