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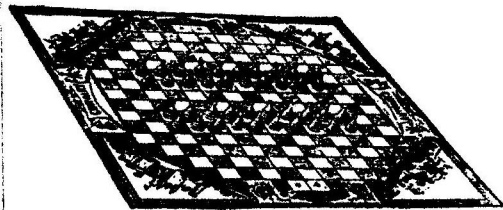
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## DIRECTIONS FOR PLAYING CHIVALRY.



THE NEW BOARD GAME OF SKILL.

PUBLISHED BY

PARKER BROTHERS,

SALEM, MASS.

# CHIVALRY.

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



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Patents, covering moves of game, applied for.

# CHIVALRY.

A GAME OF SKILL.

DIRECTIONS FOR TWO PLAYERS.

## THE PIECES.

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

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

(3)

small letter "**K.**" After the pieces are set the squares with gold spots have no significance but are like all ordinary squares.

#### THE OBJECT OF THE GAME.

In order to win the game a player must get two of his pieces (2 knights or 2 men or one of each) on the two gold-starred squares near the margin on his opponent's 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.**

One of the chief features 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 one square in any direction, forwards or backwards, sidewise or diagonally, to any adjacent unoccupied square of either color.

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 almost half way across the board in a single move.]

A piece may canter over another piece *twice in one move* if desired (see example page 15), but 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 *must* 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.

IMPORTANT.—*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 for a piece upon a square of one tint, to accurately jump over a piece and land upon a square of another tint.

This test is very useful in detecting careless jumps or canters.

The two tints of the squares upon the board are therefore a *great assistance to the player*, as they en-

able him to see *quickly* the square to which a *jump* or *canter* may take a piece. Jumping from a dark colored square, a piece will land upon a dark square; from a light square, upon a light square.

### 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, page 16.)

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. (Study example, page 16.)

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

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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.

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. Again: a player cannot canter a piece to his own starred squares to remain there, but he can make a knight's charge in and out again. 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 only move it from one starred square to the other

for the purpose of making room for his second piece if desired, and of course it is impossible for any opponent to molest it.

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### REMARKS FOR BEGINNERS.

1. Beginners should play out on the board the example shown by diagram on page 16.
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 *opposing* player; either by forcing the piece to jump back and so be taken in exchange, or by so arranging his own 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 antagonist to devote much time to moving any single piece to 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. Do not waste time and perhaps weaken your position by trying to capture a piece already beyond your reach.

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 FOR YOUNG PLAYERS.

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 adjoining square in any direction.

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

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

1. 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* 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.

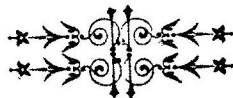
5. Remember that any piece may jump or canter backwards, as well as forwards, sidewise or obliquely.

#### **EXAMPLES.**

A peculiar and allowable move, very excel-

lent as an example of the possibilities of the game, is illustrated by marking 36 squares of a **CHIVALRY** board with numbers (in lead pencil) as shown upon page 16.

Now put two yellow men on 14 and 15. Put a yellow knight on 10, and a red piece on 29. **YELLOW'S MOVE.** Can yellow capture red piece by knight's charge? **ANSWER.—** Yes. By cantering from 10 to 20, 20 to 8, 8 to 22 and jumping 22 to 36. (Yellow knight to do this canters over yellow man on 15 twice in the same move from **OPPOSITE DIRECTIONS.** This is allowable, see page 6, sixth line.)














## DIAGRAM.

TO ILLUSTRATE THE DIFFERENT MOVES OF THE GAME.

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.

Beginners should mark 36 squares of a Chivalry board in lead pencil as above and play out example on opposite page with actual pieces.

The Diagram on the opposite page illustrates Diagram of a section (any 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. The game is represented as nearing the close.

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

1. Yellow—Canter—34 to 20.
2. Red—Plain move—8 to 15. (To threaten 20 and 32.)
3. Yellow—Plain move—32 to 26.
4. Red—Jump—15 to 25 (removing 20).
5. 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 and of course winning the game.

## BRIEF DESCRIPTION.

Although having the advantage of one piece more than YELLOW—RED by making the very natural move 8 to 15, to threaten knight

on 20 and 32, gave YELLOW the chance to move KNIGHT from 32 to 26. *This move practically wins the game for Yellow.* Red is compelled to jump, and therefore cannot protect himself. Red captures 20. (He could have taken 27 by knight's charge.) Yellow immediately wins the game by capturing four pieces.

N. B. There were three ways in which Yellow could make knight's charge; two of them would capture two pieces each, and one took four.

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### A GAME FOR FOUR PLAYERS.

*In this game all the pieces have the power of Knights.* Learn to play two-handed game first.

1. Each player takes eight pieces of one kind and places them in *double rank* close against the diamond-shaped border of the corner of the board next him.

2. The players sitting opposite each other may act as *partners*, or 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 all been 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.