

THE GAME OF

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While chance is an element in playing "Waterloo," it

"Waterloo" can be played by two, three or four players.

The field of "Waterloo" is invested with a peculiar fascination, as here the greatest conqueror, since Cæsar, met with overwhelming defeat at the hands of the Allied Armies, under the English Duke of Wellington and the Prussian General Blucher. In the brief campaign of "Waterloo," the localities of Ligny, Quatre Bras and Charleroi were prominent. Their names are given to certain hills upon the board. The little village of Waterloo which gave its name to the famous battle was located quite a distance from the actual battlefield.

Unlike the battle the Game may turn out favorably for the French side. In other words, the "Waterloo Campaign" is simply fought over again.

While Versailles and Paris played no immediate part in the field of "Waterloo," they are selected as representing the residence of Napoleon and the Capital of France.

RULES FOR TWO PLAYERS.

Each player takes Ten pieces of the same color. The EIGHT SMALL PIECES are INFANTRY and the TWO LARGE PIECES are CAVALRY.

One player, representing NAPOLEON, places his ten pieces near PARIS, while his opponent, representing WELLINGTON, places his ten pieces near BRUSSELS. Each piece is supposed to represent a Brigade of the army.



NAPOLEON.



WELLINGTON.

The THREE GOLDEN SPOTS, marked with STARS in the center of each city, represent that city's stronghold.

Each player may post his pieces, at the beginning of the game, upon any of the spots around his city, provided a player does not place any of his pieces more than ten spots away from his STANDARD STRONGHOLD. No two pieces are allowed to be placed on immediately adjacent spots, although they may be afterwards brought together, if the throws of the dice allow it.

It is the object of Napoleon to get ANY TWO OF HIS PIECES upon any two of the THREE STARRED SPACES in BRUSSELS, and it is the object of Wellington to capture PARIS, by getting any two of his pieces upon any two of the three starred spaces in that city.

The player first succeeding in thus CAPTURING HIS OPPONENT'S CITY, WINS THE GAME.

The player representing Napoleon at Paris, plays first, after which players play in turn.

A player throws three dice at one time and moves three of his pieces, one for each die.

That is, if a player throws 1, 3 and 6, he may move any piece (CAVALRY or INFANTRY), one spot, another piece three spots and a third piece six spots.

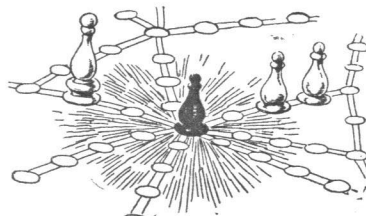
A player cannot move an INFANTRY piece the SUM of two or three of the dice thrown, but can move a Cavalry piece as many spaces as are shown on one die or the sum of TWO OF THE DICE or the sum of ALL THREE DICE. If a Cavalry piece is moved the sum of two of the dice, the remaining die is applied in moving some other piece.

Wherever the word "piece" is used in these rules it applies equally well to either Cavalry or Infantry.

Pieces can move in any direction, backward, forward or sidewise over any "road," providing they do not retrace in one move; that is, if a piece is to be moved five spots it could not move three spots in one direction and then retrace two over the road already passed. In case of a Cavalry piece however, a player having a doublet, say double three, could move the piece out three and then come back with the other three to the original spot. This movement is especially valuable in making a sudden raid in order to capture an enemy's unprotected piece and get back to a protected place.

A piece, SMALL OR LARGE, captures an opposing piece, small or large, when the throw of the dice allows it to land upon the same space. Captured pieces are at once taken from the board.

No piece can be PASSED BY ON THE SAME TRACK by another piece, whether friend or foe, and only one piece can occupy one spot AT A TIME.



A piece upon a HILL, as represented at LIGNY, CHARLEROI, QUATRE BRAS and in front of the FOUR CITIES, CANNOT BE CAPTURED, and as no piece can pass it, it effectually blocks the way.

Two pieces ARE SAFE FROM CAPTURE when they are TOGETHER, that is, upon immediately adjacent spots. One piece "supports" the other and neither can be captured. EXCEPTIONS.—Any piece on one of the STARRED SPACES in its OWN CITY, whether supported or not can be captured by an invading opponent's piece. This rule is of course to prevent blocking. In every other instance, however, two friendly pieces together are absolutely secure from capture.

In the DIAGRAM ABOVE, Black Infantry piece occupies the hill, and therefore is safe from capture. Black can capture white Cavalry piece if he

"WATERLOO."

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Thoughtful playing has a large bearing upon the result.

throws a two, but Black cannot capture white infantry because they are "supported," *i. e.*, together. An opponent's piece if unsupported can be captured even after it is in your CAPITAL.

When two persons are playing, Namur and Versailles are not used for strongholds, but simply as any other part of the field.

Two players, however, can play the four-handed game, if each desire to control two armies.

When a player throws DOUBLETS or TRIPLETS, he has another turn, that is, he throws again and moves. If he should again throw doublets or triplets he has still another throw, and so on as long as he continues to throw doublets. A doublet is a throw of two dice of the same denomination at the same time. Doublets are advantageous in moving "supported" pieces as it advances them and at the same time leaves them supported. For convenience CALL OUT YOUR THROW as you make it, naming the small numbers first. Thus 2, 3, 6.

When the game begins, a player should advance his pieces in such a manner as he thinks will most quickly capture his opponent's city and yet defend his own city from invasion.

It may be seen that Cavalry are useful in making rapid raids but each army is only provided with two brigades of Cavalry.

A player is obliged to play, if possible, but if he should have only two pieces left on the board (both Infantry), he loses the play of one of the dice. If he should have a piece on the gold starred squares in his opponent's city, and cannot play any other piece, he must move out of the stronghold.

The player first getting *two pieces* (either Cavalry or Infantry or one piece of each) on two of the spots in the enemy's capital WINS THE GAME.



MARSHALL NEY.



BLÜCHER.

RULES FOR FOUR PLAYERS.

(Read Rules for Two Players first.)

When four players take part in the game, it is extremely interesting and exciting.

Two players sitting at the same end of the board should be PARTNERS.

He, whose ten pieces are arranged around PARIS, represents NAPOLEON, the player occupying VERSAILLES, Marshal NEY, the player whose pieces surround BRUSSELS, represents WELLINGTON and the one at NAMUR, the Prussian General BLÜCHER.

The arrangement of the pieces is the same as those in the game for two players.

The OBJECT of *Wellington and Blücher*, as represented by the game, is to succeed in getting any THREE OF THEIR PIECES upon the *three golden starred spots* in either PARIS or VERSAILLES, or, they will win the game if they get two of their pieces at VERSAILLES and two at PARIS.

The *three pieces* used in capturing a city may be those of *either* or the *combined forces* of *Both Players*. That is, the combined forces are regarded exactly as if they belonged to one player, with the exception that no player may move another player's piece.

On the other hand, NAPOLEON and NEY use every endeavor to get *three of their pieces* in NAMUR or BRUSSELS, or *two pieces* into *each* of those cities.

The player throwing the highest number on the first throw, plays first, after which plays are in turn.

A partner's piece furnishes "Support" just as well as a piece of the same color.

Partners are allowed to converse with each other, if they wish, or to consult concerning certain plays.

The same rules governing the two players game are used in the one for four players, with the exceptions above noted.

RULES FOR THREE PLAYERS.

When three players take part, two should represent respectively Wellington and Blücher, and the other, representing Napoleon, should play for both the forces which surround Versailles and those at Paris.

In other words, play as in the four players game, except that one man throws the dice and moves for two armies.

FOR LITTLE PEOPLE.

One player should place three red pieces on triangle in Brussels, the opponent three pieces on the triangle at Paris.

If four play, put three pieces of the other colors on the other cities.

Play in turn.

Each throws three dice and moves one piece for each die towards the opposite corner of the board.

Pieces cannot pass on the same track.

The first player getting three of his pieces, by exact throw of the dice, into the triangle in the opposite corner, WINS THE GAME.

The Battle of Waterloo was fought June 18, 1815, near Brussels; the first battle of the campaign having taken place when Napoleon's advanced guard captured Charleroi (a small town 30 miles south of Brussels).

Quarte Bras, which Marshal Ney attempted to occupy, was secured by the English forces which marched from Wellington's encampment at Brussels.

At Ligny, Napoleon triumphed over Blücher and forced him to retreat. The Emperor then detached 30,000 men under Marshal Grouchy, to follow the Prussians and prevent their joining Wellington.

Blücher proved a far abler general than Grouchy and marched to the field of Waterloo, arriving in time to reinforce the English troops and help win the battle.

The Author of the Game will take pleasure in answering any inquiries about any points that may arise in playing the game, when 2c. stamp for reply is enclosed. It is a pleasure to hear from players of the PARKER GAMES. If you like the game of Waterloo please tell your friends about it!

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WATER



PARIS 1815

A BATTLE
FOR TWO THREE OR

TWO WAYS OF PLAYING - ONE A SIMPLER
THE OTHER FOR OLDER

LOO



LE GAME
R FOUR PLAYERS

PLE WAY FOR LITTLE FOLK
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