

**DON'T TALK WAR--PLAY IT  
THE "CHAMPION" EUROPEAN  
WAR GAME**

**INTERESTING**

**ENTERTAINING**

**INSTRUCTIVE**

**A HOME GAME THAT EVERYONE ENJOYS PLAYING**

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**PROCTOR AMUSEMENT CO.**

**NORTH CAMBRIDGE, MASS.**

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Cover of Box



**PLAY THE "CHAMPION" EUROPEAN  
WAR-GAME**

**A Great Home Game For Everyone**      **Don't Talk War - Play It.**  
**INTERESTING—ENTERTAINING—INSTRUCTIVE**

WHAT SHERMAN said about WAR is TRUE, but playing the "CHAMPION" GAME of WAR is exactly opposite, it is D-E-E-LIGHTFUL.  
PLAY a GAME and be CONVINCED.

**THE IDEA**

IS to see which SIDE can CAPTURE the OTHER.  
THERE are TWO sides or COMBATANTS.  
GERMANY, one, while the other is the ALLIES composed of ENGLAND, BELGIUM, FRANCE and RUSSIA.  
GERMANY battles with each of the ALLIES, separately, making FOUR WARS.  
THE SIDE that is VICTORIOUS in THREE of these is the WINNER or CHAMPION.  
IN case of each winning TWO, a DECISIVE one must be played; in this case use any ONE of the ALLIES against GERMANY.

IT can be played by ONE, TWO, THREE, FOUR or FIVE persons.  
WHEN only ONE person plays, he will represent BOTH sides. TWO, will represent one side each, MORE than TWO, one will represent GERMANY, each of the others will represent an ALLY.

**TO PLAY**

BOTH sides, GERMANY and ONE of the ALLIES, place a player in their fort.  
EACH spin the ARROW in rotation.  
INSIDE circle of advances is used until players MEET; then OUTSIDE circle of BATTLES.  
WHENEVER there is a space between the players, arrow refers to ADVANCES.  
WHEN players are together it means a BATTLE and outside circle is used.  
EVERYTHING refers to the spinner, his side alone is effected by what arrow reads, EXCEPT on GAINS and LOSSES, when the gain or loss is mutual, both sides moving accordingly.

**AN ILLUSTRATION**

USING players representing GERMANY and ENGLAND.  
GER. starts advancing 1. ENG. advances 1. THEY keep advancing until they meet, being ENGLAND'S turn she is forced to BATTLE. ENG. RETREATS 1. THIS leaves a space between and GER. has to play an ADVANCE. THEY fail, arrow pointing to NO ADVANCE.  
ENG. advances 2, but there being only ONE space can move just this one. BEING together again GER. must BATTLE and GAIN 1, this forces ENG. back and GER. moves up ONE space.  
ENG. now must BATTLE and LOSES 1. This moves her back and GER. forward ONE space. GER. now RETREATS 2. this will separate them again, and ADVANCES must be made until meeting when BATTLES are resumed, until one side forces the other out of their fort and advances in themselves. A side can be forced out of its fort and regain it, on failure of other to advance into it.  
RESISTS mean that side spinning holds its position, forcing other side to BATTLE.

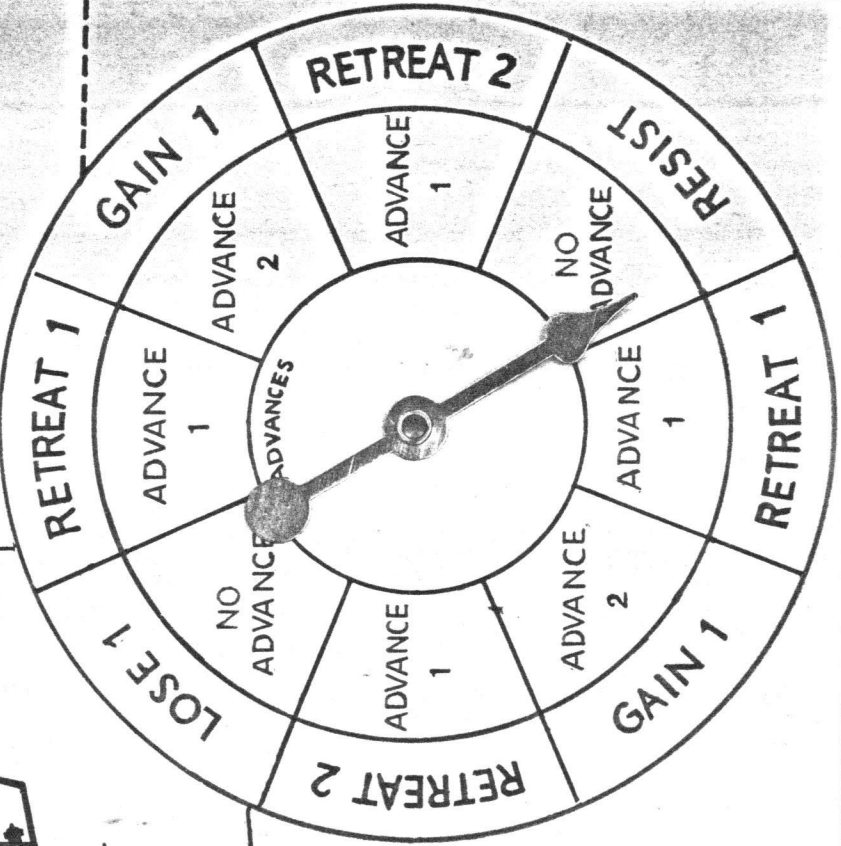
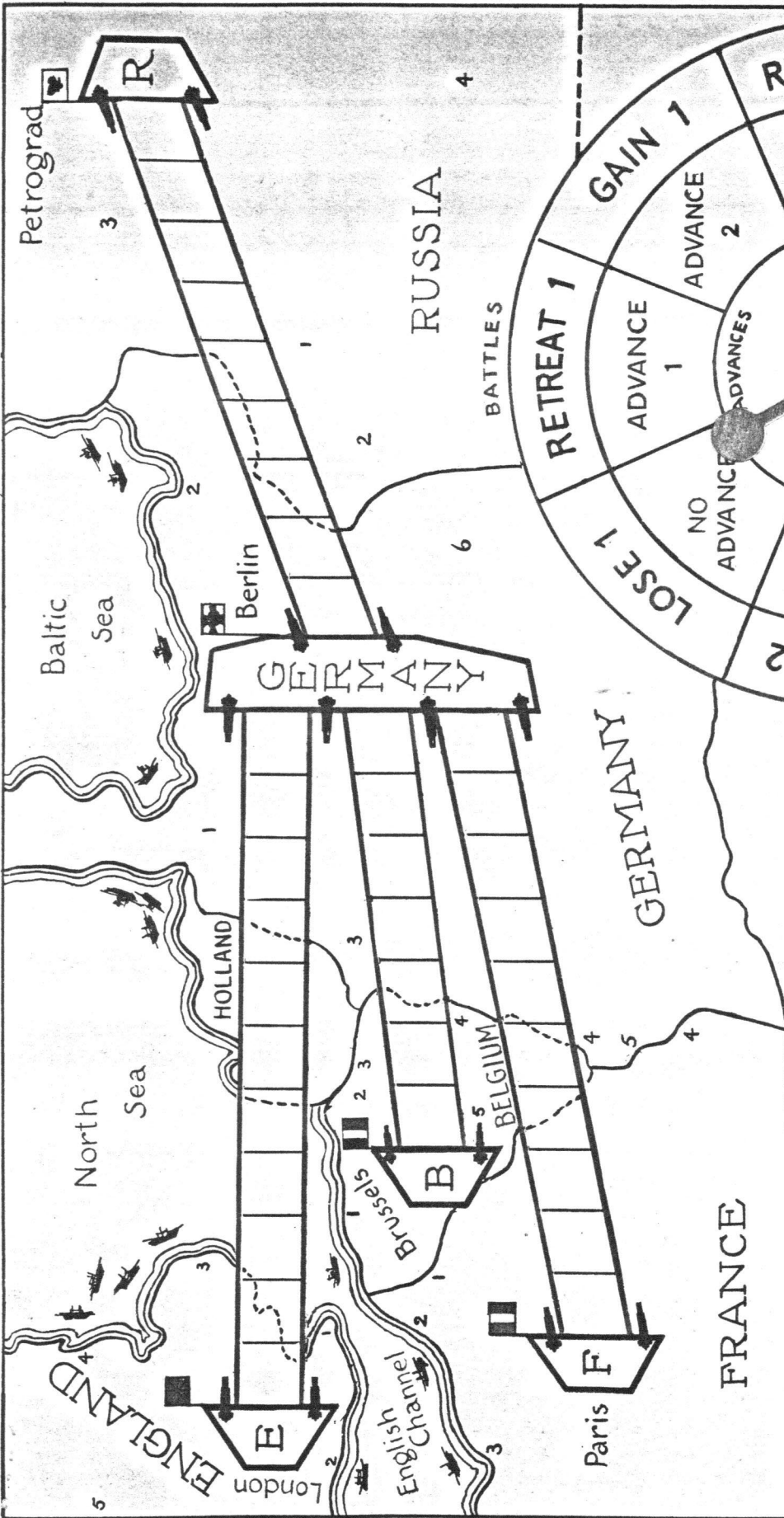
THE KEY, below map, giving the location of some of the principal cities and places in and of the countries engaged in the Great European War, will be found interesting. YOU will find this game instructive as well as entertaining.

SOLD BY DEALERS, OR SENT DIRECT ON RECEIPT OF 25 CENTS.

**PROCTOR AMUSEMENT CO.**

**No. Cambridge, Mass.**

*Rules  
attached inside  
cover*



- ENGLAND.**
  1. Dover.
  2. Southampton.
  3. Yarmouth.
  4. Hull.
  5. Manchester.
- FRANCE.**
  1. Lille.
  2. Boulogne.
  3. Havre.
  4. Nancy.
- BELGIUM.**
  1. Ostend.
  2. Ghent.
  3. Antwerp.
  4. Leige.
  5. Namur.
- RUSSIA.**
  1. Warsaw.
  2. Lodz.
  3. Vilna.
  4. Kief.
- GERMANY.**
  1. Hamburg.
  2. Danzig.
  3. Cologne.
  4. Luxembourg.
  5. Metz.
  6. Leipzig.

*George Young*