

Easy Way To Learn To Play Parker Brothers Battle Game

This game is easily learned, because there are but 3 kinds of moves, all readily understood (the Knight's Charge is simply the combination of 2 of them).

Your object is to get two of your pieces in your opponent's starred squares (representing his castle). To do this a battle is fought to subdue your opponent and clear the way.

The 3 moves are —

1. A "Plain Move" just to the next vacant square, in any direction.

2. The "Jump," which is like the jump in Checkers, only you may jump in any direction (understand, **any** direction — backwards, forwards, sideways or diagonally — not merely forward as in Checkers).

3. The "Canter," which is just like the jump, except it is over a piece of your own color just to get somewhere quickly, and you do not remove the piece "cantered" over (because it is one of your own pieces).

THE KNIGHT'S CHARGE is made only (of course) by a Knight. It begins with a "canter" to get next to an exposed enemy piece so that play may be continued by jumping and removing this enemy piece as a **part of the same move** (a man may jump **OR** canter, but **may not** jump **AND** canter in one move — that's why the Knight is more powerful).

This gives you an idea of the moves.

Now, if you will set up the Men and Knights and play out "**THE SKYROCKET**" shown in the booklet, you will easily learn the game.

Detailed rules will be found in the booklet also.

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