

THE  
GAME  
OF  
ECKHA.

—  
TRADE MARK.  
—

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Similar to "Halma"

## "ECKHA." TO THE PUBLIC.

Owing to the fact that certain parties claim to possess exclusive rights to the use of the word "Halma" in connection with the game heretofore manufactured and sold exclusively by us under that name, in order to avoid any controversy, we now designate that game by the new name of "Eckha." The word "Eckha" is a creation of our own, which we register as a trade-mark and hence control without controversy with any one.

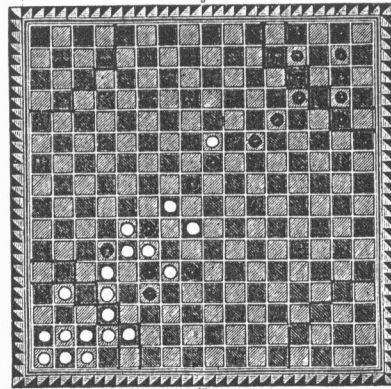
As will be seen the Eckha board is a great improvement on the Halma board, and the directions have been entirely re-written in accordance with our experience of three years in publishing and playing Halma.

This game under the name Halma while published by us went to nearly every part of the civilized world, and we could fill pages with its recommendations received from people of high standing in literary and scientific circles. To do this would be superfluous, however, as the game is known in almost every community.

As an "all the year round" game it has no superior. When the vacation flight is made to the mountains or the sea-side, it is included as among the indispensables, for it commands not only the evenings and stormy days, but also a good share of the pleasant ones. In refined homes it is now a fixture.

Why should we add further words in its praise, as every hamlet in the land has its enthusiastic admirers of this game?

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. Fig. 1.

## ECKHA.

As a social game Eckha is adapted to two or four players, and is also a most interesting solitaire.

### THE IMPLEMENTS.

The implements are very simple, consisting of a board in light and dark squares, and sixty-four counters of uniform shape and contrasting colors, nineteen of them being black and as many yellow, with thirteen red and as many green.

(15)

(1)

The surface of the board is divided into squares, sixteen on a side, as shown in fig. 1 at the head of the third page, which represents an Eksha board with a two-handed game in progress.

Thirteen squares at each corner are inclosed by a line heavier than the ordinary division lines between the squares, and these inclosures are called yards.

In two corners diagonally opposite to each other, six squares, bounded by a gold and black line, are added to the thirteen so as to make each of these two yards include nineteen squares.

These two yards of nineteen squares are used when the game is carried on by two players, and the four yards, each having thirteen squares, are used in case there are four players.

#### GAME FOR TWO PLAYERS.

When two persons play it is desirable to so place the board that a yard of nineteen squares shall be at the left hand of each player, that the right hand may have freedom in moving. Each player has nineteen men, uniform in shape and color, one using the black and the other the yellow men. Each player having filled the nineteen squares in his yard with men, as shown in fig. 2, the game may begin.

It will be seen that there is a man on each

square, the light and dark squares both being filled.

Each player undertakes to transfer his nineteen men to the yard of his opponent and the one who can do this first wins the game.

The chance to make the first move is of little value and the question who shall have the opportunity may be decided at the opening of the first game by agreement or lot, this privilege being afterward granted each player in turn.

Fig. 2.

As all the men are alike they are all entitled to both the two moves of the game, which are the "SLIDE" and the "ECKHA."

The SLIDE is the most simple and takes the man to an adjoining vacant square, in any direction. Thus, suppose a man stands at A, fig. 3, he may be moved to 1, 2, 3, 4, 5, 6, 7 or 8, provided, of course, such squares are vacant.

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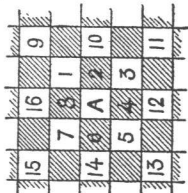
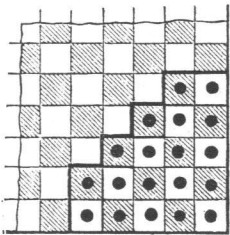


Fig. 3.



vance well toward the center of the board.

The men in the rear corner of the yard should be worked out while the other men are near enough to be of use.

As in an army, stragglers at the rear are liable to be cut off and must be rescued later at too great cost.

After the men of different colors begin to mingle with each other, care must be observed in the termination of a highway in the enemy's country, so that no access to it is provided for one of his men, otherwise your opponent may gain as much as you.

When the contestants meet in the center of the board the "SCRIMMAGE" begins, and it continues till the two parties are well clear of each other.

During the scrimmage study to impede your opponent's progress and at the same time to form or discover stepping stones toward his yard.

Also after entering the enemy's yard keep up stepping stones to the extreme rear, so as to mass your men solidly from the rear as you bring them in, thus saving much valuable time later in the game.

The massing of your men in the opponent's yard in good form requires as much skill as bringing them out of your own yard.

The problem of rapid transit, which is now

⑥

perplexing many municipalities, enters into ECKHA. In this case it is solved by forming suitable highways and keeping them open at the rear and closed to the enemy at the front.

A few practice games, the right hand against the left, will enable a novice to master the few simple rules, but the combinations are so numerous that no two games can possibly be alike and hence the game can never be so thoroughly learned as to become dull. Sharp playing can only be acquired through contests with skilled opponents.

#### THE GAME BY FOUR PLAYERS.

In this game each player has but thirteen pieces, and the smaller yards are used. There are three quite different games which may be played.

*First.*—Each person may play for himself, in which case the game is substantially the same as with two players.

*Second.*—The opposites may play as partners, in which the motive of the game is entirely reversed, as now it is the desire of the two playing partners to exchange pieces as rapidly as possible, and hence to aid each other in the construction and maintenance of highways for mutual use.

This game although so entirely different from the two-handed, may be as pleasing, and certainly makes a variety.

⑦

*Third.*—Adjacent players may be partners.

Now the game becomes more like the first method, in which each is for himself, as there is but a limited opportunity for the partners to aid each other except by advice which is allowable in all partnership games. Of course two partners win when both have yarded their men, and a player having all his men in the opposite yard is not required to move in turn, but the play goes round without him.

#### CAUTIONS.

Although the foregoing rules seem explicit we are so much the creatures of habit that the following repetitions may be of value.

In the game of checkers when a man is jumped he is removed from the board, and hence some old checker players will carelessly infer that it must be so in this game although the contrary is clearly stated in the rules.

In checkers only one color of squares is used to play on, either the light or the dark, but in Eckha all are used as in chess.

The yard boundaries have no effect on the moves of the men, they simply determine when the men are yarded and hence the game won.

Because in checkers a man cannot jump a man of like color, it is difficult to believe it is different in Eckha.

Any man may jump any other man in any direction and may keep doing so as long as

there is a vacant square to jump to, and any man may move in any direction to an adjoining vacant square.

#### SOLITAIRES FOR ECKHA.

A solitaire problem in Eckha may be defined as the effort to get a given number of men, from a given position to a required position, by a specified number of moves. We give examples, as illustrations.

For convenience in stating these solitaires, the horizontal rows of squares on the board are designated by the Roman numerals I, II, etc., beginning at the bottom, and the vertical rows by the Arabic figures 1, 2, etc., commencing at the left hand side of the board.

See figures A, B, C, D.

#### I.

Place a man in the lower left-hand corner (I, 1.) of the board; and so arrange the other 37 men, that your first man may go by a single move 14 squares diagonally, (i. e. to XV, 15); but be compelled to make 61 jumps in doing it.

When this problem is once solved, the solution is very easy to remember, and therefore the interest in it is soon exhausted.

#### II.

Place the 19 men in one of the yards and transfer them to the opposite yard, by the rules of the game in the smallest number of

moves.

If interested in this problem send a two-cent stamp to the publishers with a statement of your best results and you will receive in return a statement of the smallest number which may have been reported at that time in reply to this offer.

### III.

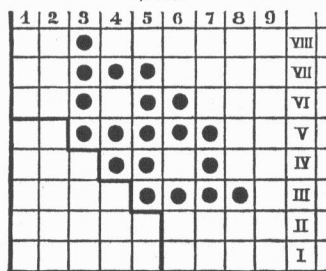
Place 19 men in one of the yards, and get them out in nineteen moves, into a figure symmetrical on the diagonal of the board.

Four diagrams are annexed, showing four of the solutions. The number of possible solutions has not been accurately determined, but is known to be several hundred, and probably is more than two thousand.

The four diagrams may be also used for the reverse problem of yarding the men. Set, for example, 19 men in position as at A, and put them all into the adjoining yard in 19 moves, thus making every move take a man from the outside to the inside of the yard. The keys give one way of solving the problems; and the discovery of different ways is in itself a new problem.

Under each diagram the moves are first given for yarding the men from the positions shown, and then the reverse moves for bringing them out again to the symmetrical arrangement of the figure.

### A



TO YARD THE PIECES IN 19 MOVES.

- |                |                 |                 |
|----------------|-----------------|-----------------|
| IV,4 to III,3. | III,8 to I,4.   | VII,5 to III,1. |
| VI,6 to II,2.  | VIII,3 to IV,1. | IV,7 to II,3.   |
| V,6 to I,2.    | V,5 to I,1.     | VII,4 to III,2. |
| VI,5 to II,1.  | III,7 to I,5.   | VI,3 to V,2.    |
| III,5 to II,4. | VII,3 to V,1.   | V,4 to IV,3.    |
| V,3 to IV,2.   | V,7 to I,3.     | IV,5 to III,4.  |
|                |                 | III,6 to II,5.  |

TO BRING OUT THE PIECES IN 19 MOVES.

- |                 |                 |                |
|-----------------|-----------------|----------------|
| II,5 to III,6.  | III,1 to VII,5. | I,4 to III,8.  |
| III,4 to IV,5.  | I,3 to V,7.     | IV,2 to V,3.   |
| IV,3 to V,4.    | V,1 to VII,3.   | II,4 to III,5. |
| V,2 to VI,3.    | I,5 to III,7.   | II,1 to VI,5.  |
| III,2 to VII,4. | I,1 to V,5.     | I,2 to V,6.    |
| II,3 to IV,7.   | IV,1 to VIII,3. | II,2 to VI,6.  |
|                 |                 | III,3 to IV,4. |

(10)

(11)

**B**

1	2	3	4	5	6	7	8	9	
						●			VIII
		●	●		●		●		VII
	●	●			●	●			VI
		●	●	●					V
			●	●		●			IV
				●	●	●			III
					●				II
									I

TO YARD THE PIECES IN 19 MOVES.

III,5 to II,4.	VII,6 to I,2.	VII,3 to III,1.
IV,4 to III,3.	VI,6 to II,2.	III,6 to I,4.
V,3 to IV,2.	V,5 to I,1.	VI,3 to IV,1.
VII,8 to III,2.	IV,7 to II,5.	II,6 to I,5.
VIII,7 to II,3.	VII,4 to V,2.	VI,2 to V,1.
VI,7 to II,1.	III,7 to I,3.	V,4 to IV,3.
		IV,5 to III,4.

TO BRING OUT THE PIECES IN 19 MOVES.

III,4 to IV,5.	III,1 to VII,3.	I,2 to VII,6.
IV,3 to V,4.	I,3 to III,7.	II,1 to VI,7.
V,1 to VI,2.	V,2 to VII,4.	II,3 to VIII,7.
I,5 to II,6.	II,5 to IV,7.	III,2 to VII,8.
IV,1 to VI,3.	I,1 to V,5.	IV,2 to V,3.
I,4 to III,6.	II,2 to VI,6.	III,3 to IV,4.
		II,4 to III,5.

(12)

**C**

1	2	3	4	5	6	7	8	9	
									VIII
			●	●	●				VII
		●	●	●	●	●			VI
			●	●	●	●	●		V
				●	●	●	●		IV
					●	●			III
									II
									I

TO YARD THE PIECES IN 19 MOVES.

IV,4 to III,3.	VI,7 to II,5.	V,5 to I,3.
VI,4 to IV,2.	VI,6 to II,2.	V,7 to V,1.
IV,6 to II,4.	VI,3 to II,1.	VII,5 to I,5.
IV,7 to II,3.	V,3 to III,1.	VI,5 to IV,1.
VII,4 to III,2.	III,6 to I,2.	V,6 to I,4.
VII,6 to V,2.	III,5 to I,1.	V,4 to IV,3.
		IV,5 to III,4.

TO BRING OUT THE PIECES IN 19 MOVES.

III,4 to IV,5.	I,3 to V,5.	II,5 to VI,7.
IV,3 to V,4.	I,1 to III,5.	V,2 to VII,6.
I,4 to V,6.	I,2 to III,6.	III,2 to VII,4.
IV,1 to VI,5.	III,1 to V,3.	II,3 to IV,7.
I,5 to VII,5.	II,1 to VI,3.	II,4 to IV,6.
V,1 to V,7.	II,2 to VI,6.	IV,2 to VI,4.
		III,3 to IV,4.

(13)



# D

1	2	3	4	5	6	7	8	9	
				●	●				VIII
									VII
	●	●	●	●	●				VI
		●	●	●	●	●			V
			●	●	●				IV
				●	●				III
					●				II
									I

TO YARD THE PIECES IN 19 MOVES.

IV,6 to II,4.	III,5 to I,1.	VI,8 to IV,1.
VI,4 to IV,2.	V,5 to I,3.	VI,2 to V,2.
IV,4 to III,3.	V,3 to III,1.	II,6 to II,5.
VI,6 to II,2.	V,7 to I,5.	VI,5 to IV,3.
VI,7 to II,1.	VII,5 to V,1.	V,6 to III,4.
VII,6 to I,2.	III,6 to I,4.	V,4 to III,2.
		IV,5 to II,3.

TO BRING OUT THE PIECES IN 19 MOVES.

II,3 to IV,5.	IV,1 to VI,3.	I,1 to III,5.
III,2 to V,4.	I,4 to III,6.	I,2 to VII,6.
III,4 to V,6.	V,1 to VII,5.	II,1 to VI,7.
IV,3 to VI,5.	I,5 to V,7.	II,2 to VI,6.
II,5 to II,6.	III,1 to V,3.	III,3 to IV,4.
V,2 to VI,2.	I,3 to V,5.	IV,2 to VI,4.
		II,4 to IV,6.