

19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102
103	104	105	106	107	108	109	110	111	112	113	114
115	116	117	118	119	120	121	122	123	124	125	126
127	128	129	130	131	132	133	134	135	136	137	138

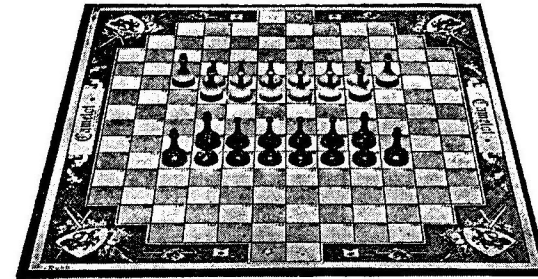
FIFTH MOVES

YELLOW is now obliged to "jump" and capture Red Knight on 82. He can do this with Knight jumping 94 to 70, or with Man 83 to 81. He decides to use the latter and Jumps 83 to 81, capturing Red Knight.

RED now makes a decisive **Knight's Charge**, cantering Knight 45 to 71 and Jumping 71 to 97, to 99, to 123, to 97, to 95, to 93, to 119, capturing and removing the six Men and one Knight jumped over in the course of this move.

RED'S Knight's Charge leaves Yellow with so few pieces in comparison, and those so scattered and susceptible to detached capture, that Yellow cannot hope to Win.

The Camelot Editor, Parker Brothers, Inc., Salem, Mass., is always glad to receive problems and comment, and answer any inquiries relating to CAMELOT. A 2c stamp should be enclosed.



Board with pieces set for beginning Game

CAMELOT

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*How do I open the game?
What is a good first move?*

On the following pages you will find a very short game illustrated,—a game so short that we have called it "THE SKYROCKET." This will plainly show you one of the many interesting openings and the different kinds of moves.

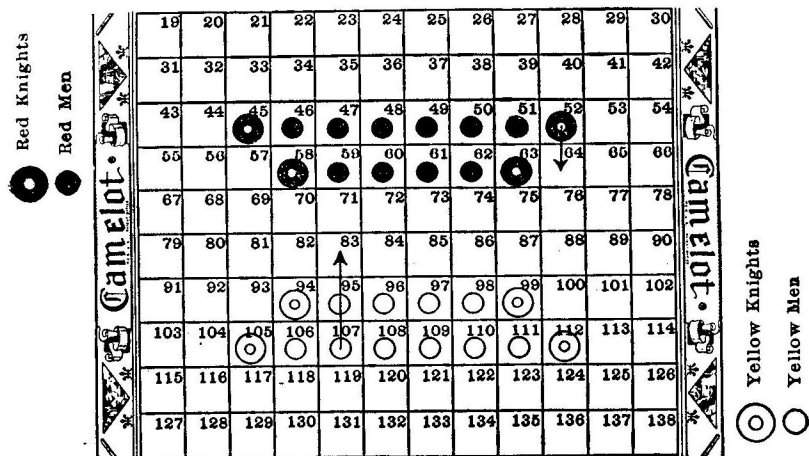
Please set the pieces and actually play this out upon a Camelot board.

ARCA
MADE

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A

CAMELOT—A Short "SKYROCKET" Game

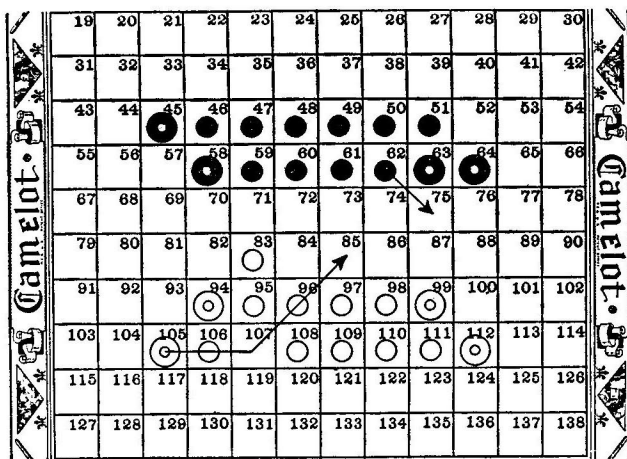
EVERY BEGINNER should Play this out upon the Board, setting up all the Pieces, with Red pieces lined-up on squares 45 to 52 and 58 to 63, and Yellow pieces as below.



The arrow shows the Moves.

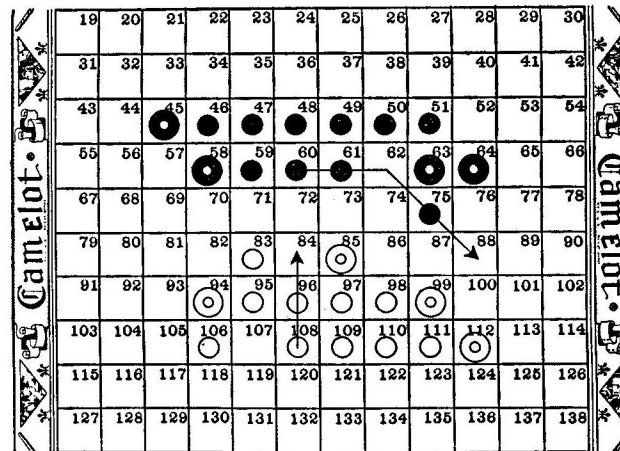
FIRST MOVES

YELLOW opens the game by "Cantering" a Man from 107 to 83 (overpassing and of course NOT removing his own Man).
RED advances a Knight by a "Plain-move" 52 to 64.



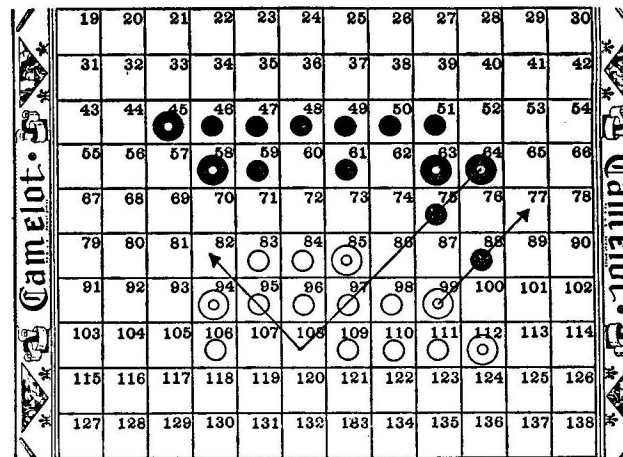
SECOND MOVES

YELLOW now "Canters" a Knight from 105 to 107 to 85.
RED makes "Plain-move" of Man from 62 to 75.



THIRD MOVES

YELLOW "Canthers" a Man from 108 to 84.
RED "Canthers" a Man from 60 to 62 to 88 (to compel Yellow Knight to Jump into danger).



FOURTH MOVES

YELLOW now must "Jump" with his Knight 99 to 77 capturing enemy Man on 88. (This Jump is compulsory because an exposed enemy piece is on an adjacent square).
RED must now capture but having Right of Choice replies with a Knight's Charge (i.e. combination of Canter and Jump) Cantering Knight 64 to 86 (overpassing and not removing Red 75) then continuing Jumping 86 to 108 and from 108 to 82 (thereby capturing and removing Yellow men on 97 and 95)

POINT CAMELOT

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SALEM, MASS., NEW YORK and LONDON

Easy Way to Learn to Play

CAMELOT

CAMELOT 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 where he will be next to an exposed enemy piece so that he may continue his play 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 on the enclosed leaflet, you will easily learn the game.

Detailed Rules will be found in the booklet.

POINT CAMELOT (that is, the playing of Camelot for Points instead of merely to win the game) is a new form of play, which adds further exciting interest.

RULES FOR POINT CAMELOT

Point Camelot is played exactly as Camelot, save that Points are counted and scored as follows:

100 Points for the first player to "castle" one of his pieces (that is, get one of his pieces, either Man or Knight, upon one of his opponent's starred squares).

50 Points to either player for each piece "castled" thereafter in that game.
100 Points to the Winner of the game (i. e. to the side which succeeds in "castling" two pieces or which has entirely destroyed the opponent, or which wins through "Resignation" of opponent).

5 Points for each Man captured during the game and 10 Points for each Knight captured, whether by Winner or Loser. The Captured pieces, however, are DOUBLED for the Winner of the game but not for the Loser. Both sides record their scores.

Having finished one game, further games may be played until one player has reached or exceeded an agreed number of Points, usually 1,000 or 2,000.

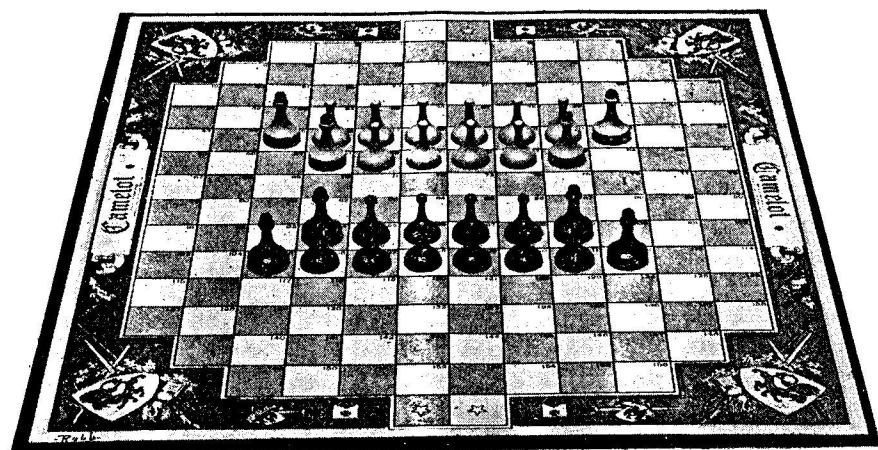
POINT CAMELOT FOR TOURNAMENTS AND PROGRESSIVE PARTIES

Adopted by the Associated Camelot Clubs of America

For Tournament Play or Progressive Parties, the points in CAMELOT are counted exactly as above, except that instead of counting for Captured Pieces, each player receives:

20 Points for each of his Knights, and
10 Points for each of his Men

remaining on the board when the game ends, (whether Castled or in the field). This Piece Count is DOUBLED for the WINNER of the game. The loser records his score without doubling.



*May Camelot give you
a great and New pleasure!*

*This is our sincere
and faithful wish.*

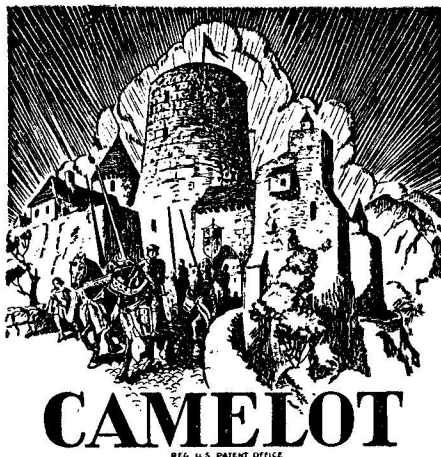
After you have played a goodly number of games,
and are getting into the full and keen enjoyment of
"a good game well played," please teach your
friends to play, unless they are already devotees!

If there is anything not fully clear, be sure to
write to us that we may make it plain, for your
complete enjoyment of the game also is our own.

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SALEM, MASSACHUSETTS

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Puzzles, and other Famous Games.



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MILTON C. WORK

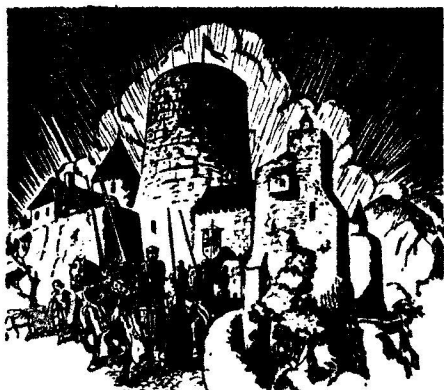
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