

DIRECTIONS FOR PLAYING

— THE —



GAME

— OF —

TELKA.

— — — — —  
PUBLISHED BY

PARKER BROTHERS,

SALEM, MASS.

AGCA  
ARCHIVES

## DIRECTIONS

TO

# TELKA.

TRADE MARK.

A Simple and Exciting Game of Skill.

Published by PARKER BROTHERS, SALEM, MASS.

COPYRIGHTED, 1891, BY PARKER BROTHERS.

Each player's force consists of twelve pieces, and at the beginning of the game must be placed in two rows on the twelve circular spots nearest him on his side of the board. The space where these circles are is called his "Home."

The object of the game is for each player to try to get six of his pieces into the "Home" opposite his own. He who first accomplishes this, wins THE GAME.

**MOVES.** There are two kinds of moves; a plain move and a jump. Jumped pieces are not removed *except when upon the white cross, which is a danger space.*

**PLAIN MOVING.** Any piece may move one space in any direction, forwards or backwards, sidewise or diagonally, to any adjacent unoccupied circle of either color.

**JUMPING.** A piece may jump in any direction, forwards or backwards, sidewise or diagonally, over any other piece that is on any adjacent circle; provided there be an unoccupied circle immediately behind it in a direct line on to which it can jump.

The same piece can continue as a part of the same move to jump over as many pieces (one at a time), as its position makes possible, varying the direction of the move at each jump *if necessary.* Pieces may be jumped over *opponents* pieces as well as over those of the same color.

A player is *never* obliged to JUMP.

THE WHITE CROSS on the board is a DANGER SPACE and opposing pieces jumped over while in that space are captured and *removed from the board.* One never removes *his own* pieces when he leaps over them.

Note.—In jumping care must be taken that each hop is accurate, that is, that it is in a perfectly direct line.

It is impossible for a piece upon a circle of one tint to accurately jump over a piece, and land upon a circle of any other tint. This test is very useful in detecting careless jumps, and therefore the two tints of the circles upon the board are of great assistance to a player, as they enable him to see quickly the circles to which a jump may take a piece.

When a piece is not on the white cross in the centre, it cannot be taken by any other piece, although it may be leaped over.

As the object of each player is to get six pieces into the opposite "Home," he will move so as to make long jumps, and so get ahead as fast as possible and will try to avoid exposing his pieces to danger when on the white cross.

## OTHER POPULAR GAMES

PUBLISHED BY

# PARKER BROS., - SALEM, MASS.

**ACROSS THE CONTINENT.**—A journey from the Atlantic to the Pacific and back again. Very large board, showing the various routes. Tickets and all the utensils needed to make one of the most interesting games ever produced. Price \$3.50.

**INNOCENCE ABROAD.**—Represents the adventures of a party of travellers. Everybody likes it. Price \$1.25.

**BATTLE GAME.**—Toy Soldiers in connection with a game. Pistols, ammunition, and full directions accompany each game. Price \$1.00.