

Military Checkers

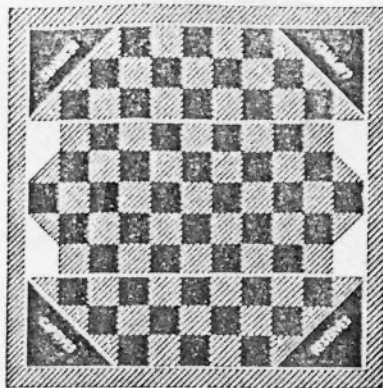
THE NEW ARMY GAME

With the Fighting Generals at the front.

This is a new type of Checkers. There are forty eight playing squares instead of thirty two. These squares are arranged in a near octagon having a Battlefield in the center consisting of twenty four squares. Here the battle is fought to a finish. On each side twelve discs are placed in three lines while three others are kept in reserve to be brought up as they are needed. These discs are called Privates and when one has crossed the Battlefield he becomes a Captain. Each side has one General, making a total of sixteen moving parts for each side.

Military Checkers is a game of generalship since the "Fighting Generals" play such an important part in winning or losing the Battle. It is a fascinating game and easy to learn. The contest may last for some time or may end suddenly.

RAINSHINE GAME COMPANY
Joplin, Mo.



(Three Colors)

Military Checkers

Rules

1. Fill lines 1, 2 and 3, with plain side of discs up and place the remaining three in section designated RESERVES.
2. The tall disc with the letter "G" is placed in the center and at the extreme right.
3. After three Privates have crossed the white battleline the player may begin moving his General if he wishes.
4. The General may be moved back or forth on the Battlefield and can capture a Private or a Captain, provided the jump does not take the General from the Battlefield.
5. Only a General can capture a General.
6. When a Private enters the opponent's first line he becomes a captain and must be returned at his next move to the Battlefield with the "C" up. Captains may be moved back and forth on the Battlefield as a "King" in checkers but cannot again leave the Battlefield.
7. The player must jump when given the opportunity.
8. As Privates are moved from the third line, Reserves are placed in the third line. Placing Reserves in third line does not constitute a move.

NOTE—This is a game of Generalship. Usually the battle has been won when you capture your opponent's General. Only if your opponent has several Captains and has already captured most of your soldiers, may he hope to hem your General and win.