



A Great Game for Two Players

CAM is a delightful derivative from the famous board game CAMELOT and the older game Chivalry, which were the inventions of George S. Parker. All three of these games are governed by the same moves, rules in play, and powers of the playing pieces (knights and men) as used in CAMELOT, but CAM is played upon a battle-field of fewer squares differently arranged. It is one of the best of all games.

RULES FOR PLAYING

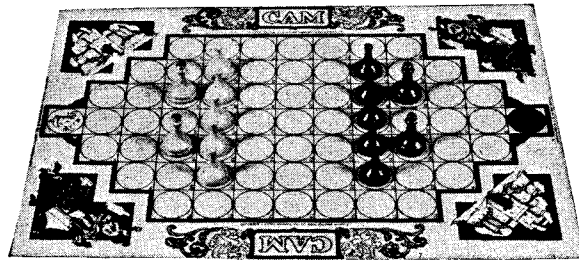
CAM

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Parker Brothers Inc.

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PLACEMENT OF PIECES

One player sits with the red castle directly in front of him and uses the red playing pieces. His opponent places his yellow pieces in the corresponding manner at his end of the playing field. The placement of pieces for each player at the beginning of the game is indicated by five small circles for the men, and two circles marked "K" for the knights which gives seven pieces to each side.



The larger pieces with colored tops are knights and the shorter pieces are the men.



OBJECT OF THE GAME

The game is won by the player who first gets one of his own pieces, either Knight or Man, onto the Castle square of his opponent on the opposite end of the board. This constitutes the capture of the enemy Castle and WINS THE GAME.



DEFENDING YOUR CASTLE

A player cannot (except as noted below) move one of his own pieces onto his own Castle square in order to keep his opponent out as this would block the game. He may, however, if the relative position of the opposing pieces allows, use a **jumping move** (either a plain jump or a Knight's charge), to carry one of his own pieces over the enemy invader and onto his own Castle square (capturing thereby the enemy and reaching his own castle). But, he must come out of his castle on his very next turn to play.

Briefly you can only enter your own castle by a jumping-and-capturing move although for the compulsory move out on your next turn to play, you may use any one of the three types of moves which may be available, or the Knights charge.

MOVES

The term "Piece" applies equally to either a KNIGHT or MAN.

1. **THE PLAIN MOVE:** Any piece, knight OR man, may be moved one square in ANY direction, (forward or backward, sideways or diagonally) to any adjoining vacant square.

2. **THE JUMP:** Any piece, knight or man, may JUMP in any direction (forward, backward, sideways or diagonally) over any exposed enemy piece (knight or man) which occupies an adjoining square, provided there is a vacant square immediately beyond that piece onto which the Jump may be made. Each ENEMY piece

jumped over is captured and immediately removed from the board.

If a player's piece is on or reaches a square occupied by an enemy piece with an open space behind it in a direct line, so that it makes a perfect jump, the jump **MUST BE TAKEN** although if there is another exposed enemy piece which can be jumped, the player can take his choice. **THIS IS VERY IMPORTANT.** Sometimes there are 2 or 3 different moves which will capture. The player, of course, selecting that which he thinks most to his advantage.

When a player is compelled to jump, a player if he can and wishes, may capture by using a knight's charge instead, if the opportunity exists. This important rule is satisfied by the capture in that turn of any exposed piece or pieces.

Any form of Mis-play, such as an inaccurate jump or canter **must be** called to the player's attention and at once corrected.

3. **THE CANTER:** (Over-pass) In the same way that a piece may jump over and remove an exposed enemy piece, any piece, (knight or man) can leap in any direction (forward or backward, sideways or diagonally) over any friendly piece which occupies an adjoining square, provided there is an unoccupied square directly beyond it onto which it can leap. **NOTE:** Canters are leaps over friendly pieces, and remove no pieces from the board. Only a jump, or the jumping portion of a Knight's Charge captures and removes pieces.

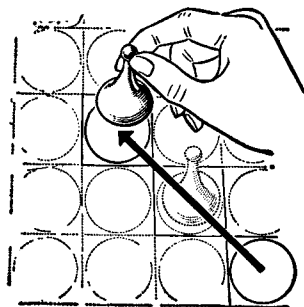
The same piece may continue as a part of the same move, leaping over as many friendly pieces one at a time as its position (and the vacancy of space in direct line beyond such pieces) makes possible. The direction of the canter may be varied after each leap if the position of the pieces permits.

Note that either man or knight may canter over a knight as freely as over a man (there being no distinction between pieces, except in the power of a KNIGHT'S CHARGE).

A player is never compelled to canter (he is compelled to jump when possible). When cantering, a player is not compelled to go as far as he can.

The canter is a very valuable move in order to quickly arrive at a desired position, as to enable one to reinforce with support an exposed Man or Knight, or reach a place to threaten the enemy, etc., etc. Frequently a piece will canter, one at a time over three or four friendly pieces in order to gain a desired position.

IMPORTANT: In jumping or cantering, care must be taken that each leap is *ACCURATE* i.e., that each leap is in a perfectly direct line, whether forwards or backwards, sidewise, or diagonally.



THE DIFFERENCE BETWEEN KNIGHT AND MAN

KNIGHT'S CHARGE: There is only one distinction between the possible moves of knight and man. The superiority and great powers of a knight lies in his ability to make the **KNIGHT'S CHARGE**.

Briefly A **KNIGHT'S CHARGE** (as described in detail below) begins with a "Canter" over a friendly piece 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 knight (and a knight only) when position makes possible, may make a **Knight's Charge** by cantering one at a time over one or more friendly pieces to reach a square next to an exposed enemy piece which he jumps, and removes from the board as a part of the same move. He continues, as a part of the same move, jumping other exposed enemy pieces if position makes possible.

NOTE that a **MAN** is **NOT ALLOWED** to combine the canter and jump in the same move, although able to do either one or the other in distinct turns in play.

A **KNIGHT'S CHARGE** can be made only in the following order: First the canter, and next the jump. A canter cannot be made after the jump, as a part of the same move.

A knight is not obliged to charge (i.e., not obliged to canter into a position where he must jump), but when a knight's canter does bring him **NEXT TO AN ENEMY** piece which he can jump, he must do so unless by a different route in that move he captures enemy pieces elsewhere.

THE KNIGHT'S CHARGE IS THE MOST IMPORTANT MOVE IN CAM OR CAMELOT.

Watch carefully the position of your enemy's knights. Remember it is they who are especially dangerous. If one of your opponent's knights is so situated that he can charge in his next move, act if possible, to resist his probable attack.

ATTACK ON THE CASTLES

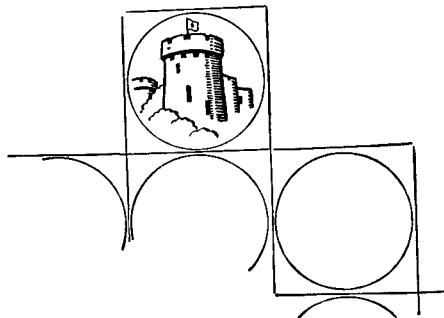
As the game CAM is won by being first to castle one of your pieces, the attack upon the Castle and defense of the Castles is extremely important.

There are two Castle Squares, one red and one yellow. A Castle square can be captured by the opponent by the ordinary rules of a plain move, a canter, (which reaches it in a single leap), or by the final leap of a KNIGHT'S CHARGE.

WINNING THE GAME

THE GAME IS WON by the player who first gets ONE of his pieces (either Man or Knight) on the CASTLE SQUARE, at Opponent's end of the board.

Or the Game is WON, as sometimes occurs, if one side, by captures, entirely destroys the other.



AN EXAMPLE OF A KNIGHT'S CHARGE



We suggest that you set the pieces on the following squares:

Place a YELLOW KNIGHT on No. 66.

A YELLOW MAN on No. 55.

A RED man on space No. 34.

A RED knight on No. 33.

Finally, a RED man on No. 51.

Let's say that it is YELLOW'S move, and this is how YELLOW makes a KNIGHT'S CHARGE.

Canter the YELLOW knight on No. 66 over YELLOW man on No. 55, coming to rest on No. 44.

Note that this same YELLOW knight captures three opposing RED pieces by the following moves:

Jumping OVER a RED man on No. 34.

Coming to rest on No. 24.

Jumping a RED knight on No. 33.

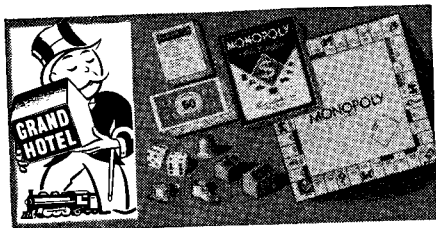
Coming to rest on space No. 42.

Jumping over a RED man on No. 51.

Finally coming to rest on No. 60.

The three RED pieces, knight and men, are removed from the board, YELLOW WINS.

OTHER FAMOUS



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Difference in play of CAM and CAMELOT
lies largely in the lesser number of squares
and playing pieces, and the capture of an
enemy castle with one piece instead of two.

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