

RULES

for playing the game of

ESCORT

The Game of
Guys and Gals

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Parker Brothers Inc.

NEW YORK CHICAGO
SAN FRANCISCO
MADE IN U.S.A.

FOR TWO PLAYERS

The Object of the Game

The object of the game is to be the first player to move all three of his "Gals" from their starting spaces into their "homes" on the opposite side of the playing board.

Equipment

Equipment consists of a colorful playing board and two sets of playing pieces. In each set there are nine large pieces representing "Guys" and three smaller pieces with colored tops, representing "Gals."

To Start

The game is placed between the two players who sit opposite each other at the ends of the board where the "homes" are located. Each player selects all the pieces of one color and places them on his side of the board as indicated (the "Guys"

on the circles with pictures of men and the "Gals" on the circles with pictures of girls). One player is selected to make the first move and thereafter moves are made alternately.

The Play

The first player may move any one of his pieces, either a "Guy" or a "Gal," to an adjacent unoccupied space. This move may be made forward, backward, sideways or diagonally.

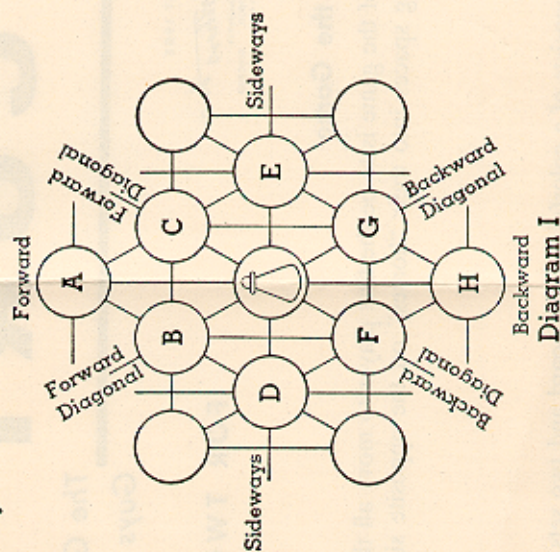


Diagram I

In the diagram above a player may move his piece to any one of the spaces marked with a letter provided that the space to which he wishes to move is not already occupied. Two pieces may never rest on the same space.

As play progresses "Guys" must capture opponent's "Guys" whenever possible by jumping over them and removing them from the board. A capture is a complete turn and no other move may be made on that turn. All jumps must be made over single pieces in a *diagonally forward* direction to the unoccupied space directly

beyond on the same diagonal line. A jump can not be made if this space is occupied. The capture is a compulsory move and must be made whether the player wishes to do so or not. In cases where two or more captures are possible, the player chooses the capture that is most advantageous to him. As the compulsory capture is a part of the strategy of the game, opponents are permitted to point out such moves if it is to their advantage to do so.

It is also possible to make multiple captures, that is, jumping more than one piece on the same turn. If after the completion of one jump, a player's "Guy" lands on a space which makes another jump possible in either of the two diagonally forward directions, he must continue on and remove all "Guys" so captured.

A "Guy" may not jump over any piece of his own color.

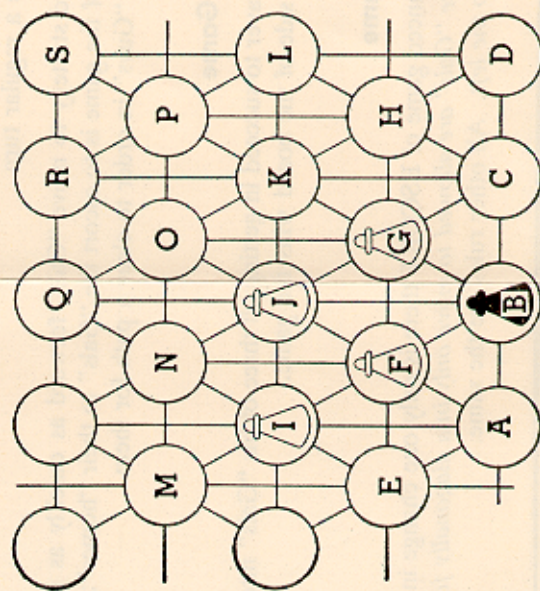


Diagram II

In the diagram above "Guy" B must jump over G landing on K. Should there be an opponent's "Guy" on either O or P he must continue on to either Q or S

thus making a multiple capture. "Guy" B can not capture "Guy" F because space I is occupied.

"Guy" B can not capture "Guy" J by landing on space Q because this jump is not in a forward diagonal direction.

Since the object of the game is to move the three "Gals" into their "homes," they may not be jumped over or captured. By the same token they are not permitted to jump over or capture other pieces.

The "homes" are not considered part of the playing field. Therefore "Guys" may never move or jump into the "homes." Once a "Gal" has moved into her "home" she may not again move back onto the playing field, but may move sideways to another "home" to permit other "Gals" to enter. Any such move, however, is considered to be a regular turn.

It is usually good strategy to move "Gals" forward as quickly as possible because the sole object of the game is to escort the "Gals" to their "homes"; it is sometimes wise to sacrifice "Guys" in order to clear a path for them.

Winning the Game

The first player to succeed in getting all three of his "Gals" into their "homes" on the opposite side of the board wins the game.

Advanced Game

In the advanced game of ESCORT there is only one change in the rules. This change is that *the "Gals" are allowed to move only in a diagonally forward direction to the right or to the left.* All other rules are the same.

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