

PEG CHOW

REG. U. S. PAT. OFF.

TRADEMARK

PARKER BROTHERS' GAME OF "CHINESE CHECKERS"

For Two, Three or Four Players

Each player takes twelve Pegs of the Color of the space behind which he sits, and places them on the twelve Starred circles nearest him.

If Four play, players sitting opposite may play as Partners.

Object of the Game:

The Object of the Game "Peg Chow" is by moves and leaps to bring ALL Twelve of your Pegs to the Twelve Starred Circles on the opposite side of the board. Who first accomplishes this WINS THE GAME, or if playing Partners, WINS FOR HIS SIDE.

Decide who plays first by "toss",—otherwise BLUE will begin the game by moving one of his Pegs forward to an adjacent vacant space or by leaping with one of his Pegs over an adjacent Peg in a straight line to an unoccupied circle. The Turn to Play passes to the left.

Leaps are made like the "jumps" in checkers, EXCEPT that in the game "Peg Chow" the leaps may be made in **any direction** (so long as there is a **vacant circle** in a straight line immediately beyond the peg leaped over). In regular checkers leaps are oblique. In this game one may move or leap his Piece **forward, backward, sideways or obliquely**.

Leaps may be made over your own, your partner's or opponent's pieces and SO LONG AS POSITION MAKES POSSIBLE YOU MAY CONTINUE AS A PART OF THE SAME MOVE TO LEAP (one at a time) OVER AS MANY PEGS AS POSSIBLE in order to progress as far as you can in your turn. Pegs in this game are **not captured**. Get your Pegs along as far as possible, indiscriminately leaping over friend or foe **provided the position allows**. When not in a position to leap, move a Piece to an adjacent vacant circle.

NOTE that it is impossible for a Peg to leap accurately over another Peg and land upon a circle of another tint. It is for this purpose that two tints of circles are used. This test as well as lines aids in preventing inaccurate leaps.

In Partnership Games of PEG CHOW, Red and Yellow are partners and Green and Blue are partners. All of the circles are open for the play of pegs with the exception of the Twelve Starred circles of an opponent, which must not be entered, as it would block his game.

Names of Moves:

1. A "PLAIN MOVE" is the move of a Peg to any unoccupied adjacent circle.
2. A "LEAP" is any leap over another Peg which is not captured thereby.
3. When, however, an enemy Peg which is standing in danger territory, is leaped over the enemy Peg is captured and removed from the board and this is called a "JUMP".

NOTE just as in the game of Checkers, the Leap or Jump must be in a straight line directly over the top of a Peg to a vacant circle immediately beyond, and that a player's turn may progress over as many Pegs (one at a time) as position makes possible.

NOTE that it is impossible for a piece upon a circle of one tint to leap accurately over or jump over a Peg and land upon a circle of another tint. It is for this purpose that two tints of circles are used. This test as well as the lines aids in preventing crooked or careless leaps.

NOTE THAT a player is obliged to move some one of his Pegs whenever it is his turn to play, but he is not obliged to leap or jump or even to continue his move as far as he possibly can. He is, for example, under no obligation to leap or jump out into Danger Territory.

NOTE that movement in the game of TELKA is very free. For example, one may leap over his own Peg, his partner's or an enemy Peg and in any direction possible—forward, backward, sideways or obliquely.

Partners may consult on any move as to the best play.

In a partnership game, one player will frequently sacrifice his own pieces in order that his partner may be given a better opportunity to advance, as it is immaterial which of the partners succeeds in getting three pieces across—whoever first does so WINS THE GAME FOR HIS SIDE.

Questions relating to the rules of TELKA will be answered gladly if 3c stamp is enclosed.

PARKER BROTHERS Inc., Salem, Massachusetts

TELKA is published in a \$2.00 edition consisting of a strong folding board—handsomely boxed, and with fine Playing Pieces and rules also for the game of Parker Brothers Chinese Checkers.

CAMELOT. This wonderful game for Two players comes in Sets at \$1.00, \$2.00 and \$5.00.

Ask your Dealer to show them.

RULES FOR THE EXCITING GAME

TELKA

TRADEMARK
PATENT PENDING

(Played on a "Peg Chow" board)

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HISTORY:

TELKA, which is played on the same board, is a superior and even more exciting game than "Peg Chow"; the principal difference being that the central territory with its arms is Danger Territory and any **enemy** Peg jumped over in that territory is immediately **captured** and removed from the board. This battle element adds greatly to the interest and excitement in play. **TELKA is unsurpassed as a partnership game.**

PEG CHOW (Chinese Checkers, so-called) is in effect a development of Parker Brothers' proprietary game HALMA. It was invented by Dr. George H. Monks of Boston many years ago and is very popular especially in Great Britain. TELKA preferably a two-handed or **partnership** game for four was originated by George S. Parker, who with his brother, also invented CAMELOT the leading modern board game of skill for **two** players. Any player of checkers or "Chinese Checkers" will readily understand how to play TELKA and from play of this fine game will naturally become a good player of two-handed CAMELOT (played upon another type of board). These are progressive stages in taste and appreciation of good games.

TELKA may be played by Two, Three or Four Players, but is better for Two and best for a **Partnership game** of **FOUR**. In the **PARTNERSHIP** game Partners sit opposite.

PLACEMENT:

Player with blue pieces sits on Blue side of board, others according to their colors. Each player places his twelve Pieces on the Starred Circles nearest him (as in "Peg Chow").

OBJECT OF THE GAME:

The Object of each player is to cross the board and get **THREE** PEGS of his own color upon any three of the starred circles of the color directly opposite;—who first succeeds in doing so **WINS THE GAME**. For a **Partnership Game** (which is highly recommended) partners sit opposite and either Partner who first succeeds in getting any **Three of his pegs** across the board and located in any three of his partner's starred circles (in the two rows nearest the edge of the board) **WINS THE GAME FOR HIS SIDE**.

TO BEGIN:

Players may decide by "toss" or other method, who will play first;—otherwise **Blue** will start the game by leaping one of his Pegs in a direct line over another to a vacant circle, or by moving any one of his pieces forward. The turn to play then passes to the left.

MOVING:

The idea being to get one's **Pegs** (or at least **three** of them) safely and as quickly as possible across the board, each player as in Peg Chow or "Chinese Checkers" endeavors to so move his **PEGS** that he may progress rapidly by leaping over as many Pegs **and advancing as far in the course of one turn** as his position makes possible and advisable. When a player is not in a position or does not wish to **leap** over a Peg, he may utilize his turn to make a Plain Move to the next adjacent unoccupied circle. Unlike the moves in checkers which are diagonally forward, a player's piece in **TELKA** may be moved in any direction—**forwards, backwards, sideways or obliquely**, as indicated by the lines provided there is an adjacent unoccupied circle; **or he may Leap indiscriminately over his own or his partner's Peg, or over an enemy Peg in any direction provided** there is an unoccupied circle in a straight line immediately beyond each piece leaped over, to receive his Peg.

DANGER TERRITORY:

All the **Central Space, and Arms** extending in **Four** directions are **Danger Territory**, which must be crossed in one place or another in order to reach one's Goal (the starred circles). Sometimes it is advisable to take the longer route of crossing the board over the arms of the **Danger Territory** and at other times to proceed boldly directly across or at least through a portion of the central space. It all depends upon circumstances and the relative position of the different players' Pegs and danger from the Pegs of your opponents in partnership games.

In the **Danger Territory** **Enemy Pegs** when **JUMPED over** are **Captured** and immediately removed from the board.

All Pegs are **safe** from capture upon any space on the board **EXCEPT** when in **Danger Territory**. A player, of course, never captures and removes his own or his partner's Pegs whether leaped over in **Danger Territory** or not—**only Enemy Pegs are captured**.