

HOW TO PLAY

FEUDAL

... the game of siege and conquest

During the Middle Ages there were two feudal kingdoms which bordered one upon the other. One kingdom was ruled by Ethelred the Great; the other by Aelfric the Barbaric. Raids between the two kingdoms were frequent and often savage. The bloodiest part of each kingdom was the border area which was claimed by both kings. Both had tried unsuccessfully to gain possession of the disputed territory as had their ancestors before them. Many schemes had been tried and had failed.

One day Aelfric decided that the only way to end the dispute was to seize the castle of Ethelred the Great and thus win, not only the disputed territory, but Ethelred's entire kingdom. He thereupon gathered an army, dividing it into three equal units. He put his son, Prince Alfred, in charge of one unit and called upon his brother, Duke Athelstan, to command a unit. Athelstan held a castle fief which meant that in order to hold his fief he was obligated to defend the king's castle and also to help him wage war. Aelfric himself took command of the third unit of the army. With these units he hoped to conquer Ethelred's kingdom and also to protect his own castle while he was waging war.

About this same time, King Ethelred also came to the conclusion that the only way to gain control of the disputed territory was to conquer the neighboring kingdom. Gathering an army, he placed his son Prince Edgar over one unit, his brother Duke Ethelbert over another, and he himself commanded a third unit. Leaving some of his army to guard his castle from possible attack, he set out to wage war against Aelfric the Barbaric.

This is the point at which the FEUDAL war begins, with both Kings preparing to invade the neighboring kingdom.

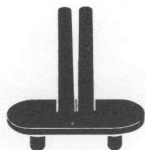
OBJECT OF THE GAME is to capture the opponent's castle while strategically protecting your castle from invasion by the enemy.

NUMBER OF PLAYERS

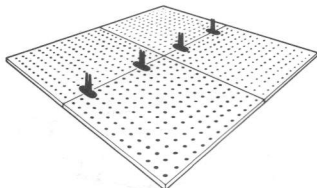
Two to six may play using all units of the army, each person commanding at least one unit. When several play, two Kings are selected, and they choose their teams. If less than six play, some players will command more than one unit.

SETUP

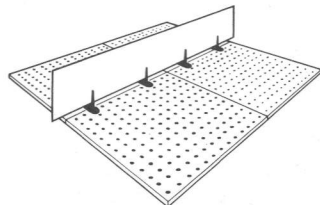
A coin is tossed to determine which team's army will move first; the team losing the toss may position the board choosing any two adjacent quarters of the board as its kingdom. After the board is positioned, the cardboard divider screen is placed across the center of the board so that the teams may secretly position their playing pieces.



Screen holder



Insert screen holders at intervals across the fold of the board.



To position screen, place it in the holders as shown.

Each army has three units: the playing pieces in the three blue tones comprise one army; the three brown tones, the units of the other. Each unit, commanded by a King, Prince or Duke consists of:

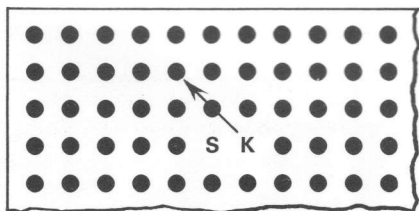
2 knights 2 sergeants 1 squire 1 archer 4 pikemen

PLAY

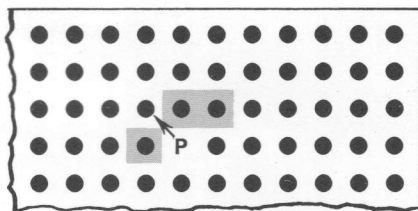
The player on the team's left moves his unit first; the player in the center moves his unit next with the player on the right moving last. Each player may move any or all of the men in his unit; at least one man must be moved in each unit. When all members of the team have moved, the other team takes its turn.

Units are moved beginning with the man farthest to the left. A man may not be moved if he was *originally* to the left of the last man moved (see diagram). No piece is allowed to move onto or across a mountain area (dark green space). All knights, the Prince and the Duke are mounted and may not move onto or across any rough terrain (light green space). If a piece is incorrectly moved, and the error is called by the opposing King, the team committing the error must correct it and loses the remainder of its turn. A castle may not be moved after the screen has been removed.

Each man is allowed either a CAPTURE MOVE (to kill or capture) or a MOTION MOVE. Chart showing all moves appears on back page of this folder. In one



After knight is moved, player may not move squire.



Though pikeman may not cross mountain area, he may cross valley between mountains as shown.

turn a man may not make both a motion move and a capture move. Most men may either kill or capture an enemy with the decision being left to the victor as shown on the chart by "victor's choice."

Captured men should be placed in the storage box and those who have been killed in the box lid.

TRUCES AND TRADES

A King may ask the enemy King for a truce during which prisoners may be exchanged. Each King must be agreeable to the terms of the trade. Each piece which has been exchanged must be put into play from his team's castle.

RIGHTS OF SUCCESSION









If the King is killed, the Prince will become King (pieces swapped) on the team's next turn. The Prince will continue to command his unit and will also move the "King" piece. The player who was originally King will continue to command the King's unit. If the Prince is killed, the Duke will succeed to the kingship (pieces swapped) by immediately returning to his team's castle. After the Duke has reached the castle, he may emerge on the next turn as King.

ENDING THE GAME

The game ends when the enemy's castle is captured, or when the King, Prince and Duke of one army have been killed. To capture a castle the invader must gain entrance through the castle green (lower square of the castle piece). From the castle green he may enter the castle on his *next* move. The invading army wins the game. (If all royalty has been killed on one team, the remaining King's army wins the game.)

TIPS FOR PLAYING

1. It is wise to leave some men guarding the castle while others wage the war.
2. It may be advisable to station a man in the castle to defend it.
3. Protect your King from being killed; also protect the Prince and Duke as they may succeed the King.
4. Divide and conquer; attempt to cut off small bands of the enemy from the main force so that they may be killed or captured more easily, thus cutting down the enemy's strength.

PLAYING PIECES		MOTION MOVES (over vacant spaces)	CAPTURE MOVES (onto enemy-occupied space)	
KING		Any number of spaces in any one direction	One or two spaces in any one direction	Victor's choice
PRINCE		One space in any one direction or one space diagonally and one horizontally or vertically	One space in any one direction or one space diagonally and one horizontally or vertically	Victor's choice
DUKE		One space in any one direction or one space diagonally and one horizontally or vertically	One space diagonally and one horizontally or vertically	Victor's choice
KNIGHT		Any number of spaces in any one direction	One space diagonally	Victor's choice
SERGEANT		One space diagonally or one space diagonally and one horizontally or vertically	One space diagonally and one horizontally or vertically	Victor's choice
SQUIRE		Any number of spaces horizontally or vertically	One or two spaces horizontally or vertically	Victor's choice
ARCHER		One space in any one direction	Does not move but "kills" (removes) first enemy in line of fire up to three spaces away in any one direction. May not shoot over mountain.	Kill only
PIKEMAN		Any number of spaces horizontally or vertically or one space diagonally	One space in any one direction	Kill only