

# HOW TO PLAY FEUDAL<sup>®</sup>

*...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 this 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 sieze the castle of Ethelred the Great and thus win not only the disputed territory, but Ethelred's entire kingdom. He and his son, Prince Alfred, gathered their forces and called upon Duke Athelstan to join them. 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. With his forces and Duke Athelstan's help, Aelfric 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 his forces, he called upon his son, Prince Edgar, and his brother, Duke Ethelbert, to help command them. Leaving some of his men to guard his castle from possible attack, Ethelred 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:** The object of Feudal is to invade and capture the opponent's Castle or slay his royalty — King, Prince and Duke — while strategically protecting your own Castle and royalty.

**NUMBER OF PLAYERS:** Two players or two teams of up to three players each may participate in a game.

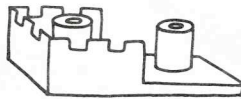
## THE TWO-PLAYER GAME

**SETUP** Two players use only two of the six sets of playing pieces – one selects a **blue set**, the other a **brown set**. After sorting his pieces, each player will have the following:



King Prince Duke

**ROYALTY** comprised of three playing pieces: one each King, Prince, Duke.



Castle Green

**CASTLE** piece which includes a Castle (walled) and Castle Green (unwalled).



2 Knights



2 Sergeants



1 Squire



1 Archer



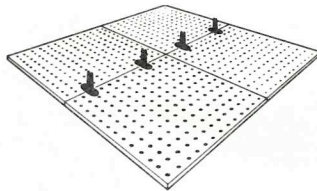
4 Pikemen

**ONE ARMY** consisting of ten playing pieces as shown and identified above.

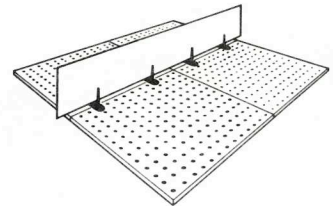
A coin is tossed to determine who will position the playing board and who will move first. Player winning the toss will be first to move (see *Play*); player *losing the toss* positions the board, choosing any two adjacent quarters as his kingdom. After board is positioned, cardboard Divider Screen is placed across center so players may secretly deploy (position) their playing pieces.



Screen Holder



Insert Holders at intervals across fold in board.



Position Screen in Holders as shown.

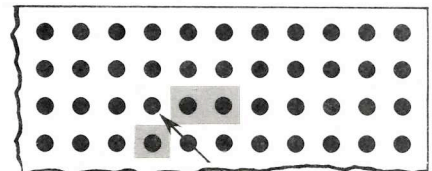
Keeping in mind the rules which appear below, players position their pieces anywhere in their respective kingdoms. While doing so, they may refer to *Diagram of Moves* chart printed on Divider Screen and on page 3 of this folder. (Beginners may also wish to refer to the *Sample Setups* on pages 3A and 3B.)

**MOUNTAINS AND ROUGH TERRAIN** (solid green and patterned spaces respectively) are restricted areas of play. Before deploying their forces, players should check rules for *Mounted Men* and *Footmen* for restrictions regarding positioning and movement of pieces in these areas.

**CASTLE** piece may be placed on any terrain. When situated on rough or mountainous terrain, the Castle nullifies the terrain, making it possible for either mounted men or footmen to stop on the Castle Green or enter the Castle proper. Once positioned, it may not be moved. The Castle Green is the **only entrance to or exit from** the Castle.

**MOUNTED MEN** (on horses) may not be positioned on, move onto or across mountains or rough terrain; but, they may cross valleys between mountains and/or rough terrain.

**FOOTMEN** may not be positioned on, move onto or across mountains. They may, however, cross rough terrain and valleys between mountains. Archers and Squires are the only pieces that may not be positioned in (or enter) their own Castles; however, they may be placed or moved onto the Castle Green.



Men may cross valleys between mountains.

When all pieces have been positioned, Divider Screen and Holders are removed from board. Screen is folded, secured with one of the Holders (as shown on Screen) and placed on the table for easy reference by both players.

**PLAY** The play begins with the player who *won the toss* moving first. During his turn, each player may move any or all of his men; at least one man must be moved in each turn. Each piece is allowed only one move per turn and may be moved only as diagramed (see Diagram of Moves).

All men (except Squire) may be moved only over **unoccupied spaces**; Squire's move may be over vacant or occupied spaces (but not over Castle piece). **When moving to slay an enemy**, the attacker (except Archer) must move onto an **enemy-occupied space**; slain enemy is removed from board and victor occupies the space.

Archers do not “move” to slay; instead, they may shoot (remove) the *first* man in line of fire **up to three spaces** away in any direction. When slaying an enemy, the Archer is permitted to shoot over his own men who may be in the line of fire. They **may not** shoot over mountains or Castles; however, they *may* shoot from or across the Castle Green.

To cross the Green, or to leave or enter the Castle, a man must **stop on the Castle Green and wait till his next turn to leave it**. Note that the Squire's move makes it impossible for him to enter the enemy's Castle from the Green.

**The game ends** when the opponent's Castle is captured, or when all of his royalty has been slain. To capture a Castle, the invader must gain entrance through, and stop on the Castle Green. From the Green he may enter the Castle on his next move – and WIN THE GAME!

Note: At any time during the game, a player may ask for a truce. If the other player agrees to the truce, the battle is over and the game ends in a stalemate.

## RULES FOR TEAM PLAY (3 to 6 players)

When more than two play, one player is chosen as team captain of the **blue forces**, one as captain of the **brown forces**. After choosing his teammates, each captain selects one of his team's armies plus the Castle and royalty of the same color. Each teammate selects one of his team's remaining armies, but does **not** take a Castle or any royalty. (The four remaining Castles and matching sets of royalty – plus any unused armies – remain in the storage box and are **not** used in the game.) *If an odd number play*, one member of smaller team must select two armies as both teams must start with equal forces.

Captain gives teammates his Prince and/or Duke pieces to command their armies. As in *The Two-Player Game*, a coin is tossed to determine which team will position board and which will move first; board is positioned, Divider Screen is placed across board and each player deploys his pieces. Divider Screen is removed and the game begins.

Team winning toss moves first. Captain may wish to designate order in which armies are to move during team's turn. Each player, during his turn, may move any or all of his men; *at least one man in each army must be moved*. All moves are made as in *Two-Player Game*. (Suggestion: By working from left to right, a player may find it easier to remember which pieces he has moved.) When all players of one team have moved, the opposing team takes its turn.

Team capturing opponent's Castle or slaying opponent's royalty wins the game!



# DIAGRAM OF MOVES



**KING**



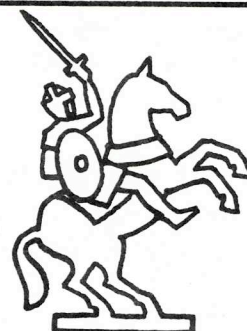
Moves 1 or 2 spaces horizontally, vertically or diagonally.



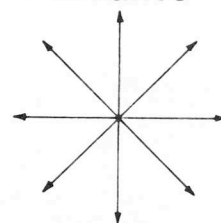
**PRINCE**



**DUKE**



**KNIGHTS**



MOUNTED MEN move any number of spaces horizontally, vertically or diagonally. (Remember mounted men may not move onto or across rough terrain.)



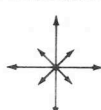
**SERGEANTS**



Move up to 12 spaces diagonally OR 1 space horizontally or vertically.



**PIKEMEN**



Move up to 12 spaces horizontally or vertically OR 1 space diagonally.



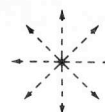
**SQUIRE**



Moves 1 space horizontally or vertically followed by 1 space diagonally over vacant or occupied spaces



**ARCHER**



Moves up to 3 spaces horizontally, vertically or diagonally;

OR

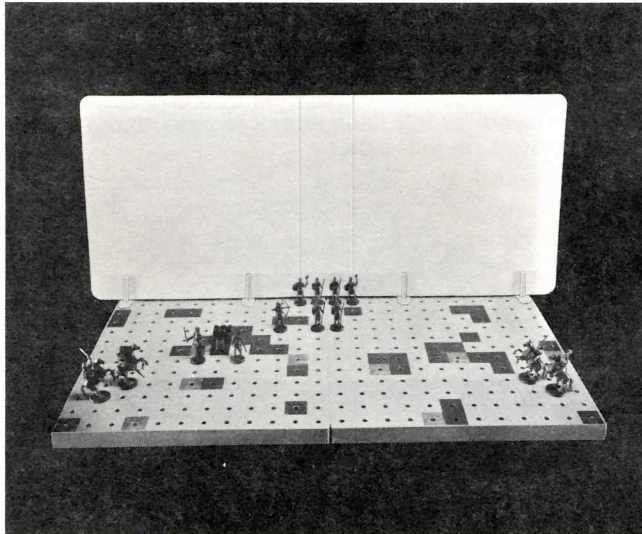
Shoots (removes) first enemy in line of fire up to 3 spaces away horizontally, vertically or diagonally but does not move onto space vacated by enemy. He may shoot over own man; not over mountains or Castles.

All moves (except Squire's) are made over unoccupied spaces. To slay, attacker (except Archer) must end move on enemy-occupied space. No man may move onto or across a mountain.

# SAMPLE SETUPS FOR FEUDAL

There are an infinite variety of possible setups for Feudal; players will develop numerous strategies for positioning their pieces as they gain experience. Until he becomes familiar with the game, the inexperienced player may wish to use the sample setups suggested here as a guide to positioning his pieces.

## TWO-PLAYER GAME

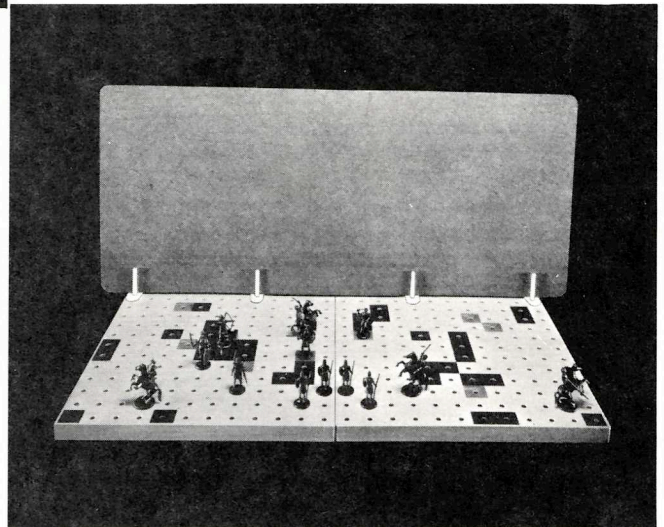


### First player sets up to attack . . .

- 4 *Pikemen* and 2 *Sergeants*, grouped in center of board, are ready to invade enemy territory.
- *Archer* is positioned between Castle and center of board as backup for attack and for possible defensive maneuvers.
- *Mounted men*, positioned at corners of board, are also ready to attack or, if necessary, to defend Castle.
- *King* and *Squire* are kept near Castle strictly for defensive purposes; these pieces work best together because of their restrictive moves.
- *Castle* placement is weak; defense will be difficult as there are five possible entrances to Green.

### Second player, anticipating opponent's attack, sets up defensively . . .

- *Castle* placement allows only three entrances to Green; one entrance is over rough terrain (forbidden to mounted men).
- *Archer*, positioned on Green, provides additional protection for Castle.
- *King* and *Squire* (pieces which work best together) are placed near Castle for further defensive purposes.
- Certain *mounted men* as well as 2 *Pikemen* and *Sergeants* in center of board are positioned so they may either defend or attack.



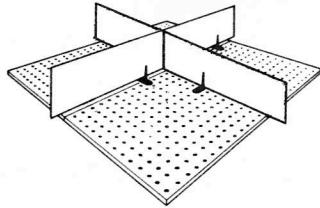
## VARIATIONS

### FOR TWO PLAYERS

When two players have become familiar with the moves and strategies of the game, they may find it exciting to command two or three armies apiece. Regardless of the number of armies used, each player may use only one Castle, King, Prince and Duke. During his turn, each player may move any or all of his men; *at least one man in each army must be moved.*

### FOR FOUR PLAYERS

When four play, they may occasionally wish to try this interesting variation: Instead of playing in teams, each player chooses *one complete set* of playing pieces (Castle, royalty and army) — and selects one quarter of the playing board as his kingdom. So that they may secretly deploy their pieces, players may use both Divider Screen and instruction folder as shown below.



Insert Screen Holders along folds of board 6 spaces from center. Place Divider Screen and instruction folder in Holders at right angles.

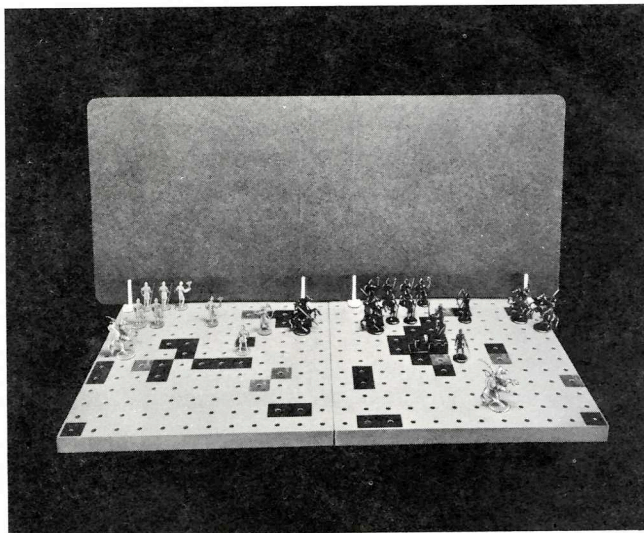
After deciding who will be first to move, players position their Castles and men and the game begins in the usual manner. Play rotates clockwise, with each player attempting to invade and *capture his opponents' Castles.*

As soon as a player's Castle is captured, he is out of the game; his Castle and any remaining royalty are *removed from the board.* Invading piece is placed in space vacated by Castle; if on restricted terrain, piece must be moved one space in any direction off that terrain. The capturing player then completes his turn by moving the remainder of his own army; on his *next turn*, he also commands any remaining pieces from his defeated opponent's army, moving any or all of them.

Play continues until only one player's Castle remains on the board — and that player wins the game!



## FOUR-ARMY GAME (for 2, 3 or 4 players)

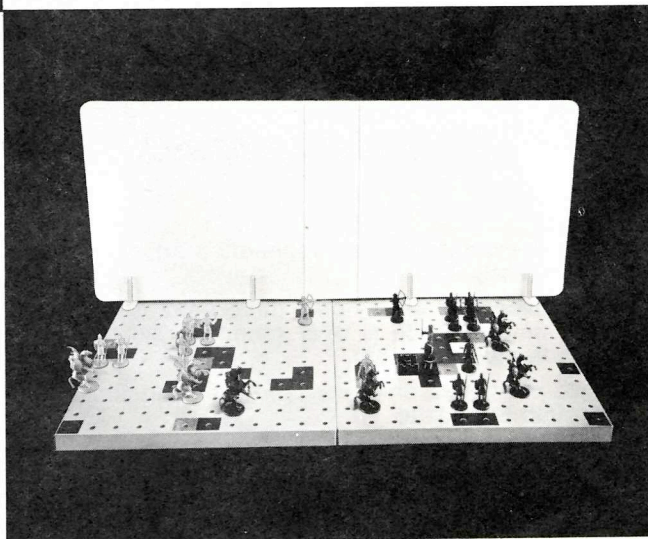


### First team sets up to attack . . .

- *Castle* is placed in good defensive position with three difficult entrances to Green.
- *Mounted men* are protected but still able to move out to support attack.
- Some *footmen* are deployed for frontal attack to right side as team feels opponent's *Castle* is probably hidden on this side. More *footmen* are deployed for left flank attack in case opponent's *Castle* is on that side.

### Second team sets up defensively . . .

- *Castle* placement is good with only three entrances to Green; one entrance is over rough terrain (forbidden to mounted men).
- *Footmen* and *mounted men* are deployed strictly in defensive formation behind mountains, mainly to rear of kingdom.
- *Footmen* and *mounted men*, protected from initial attack, are also positioned to protect each other. Within two or three moves, these men may begin own attack on enemy, if desired.



**SIX-ARMY GAME (for 2 to 6 players)** As a guide to the six-army game, players may wish to refer to the setup shown in the illustration on the back cover of game box.