A medieval Castle has been laid "siege" by four attacking KNIGHTS, (mounted on horses) who try to capture the COMMANDER (standing knight with horse) in the Castle. The Castle DEFENDERS (four armed FOOTMEN) must save their COMMANDER from being captured. The ATTACKING player uses the four mounted KNIGHTS. The DEFENDING player uses the four DEFENDER pieces (foot) and the COMMANDER.

The OBJECT OF THE GAME: (1) The ATTACKING player tries to capture the Castle COMMANDER. (2) The DEFENDING player tries to eliminate the four KNIGHTS before his COMMANDER is captured.

TO SET UP THE GAME:
1. Place the four KNIGHTS (horsemen) on the squares with Black Dots. The KNIGHTS should be facing the Castle in position to attack.
2. Place the COMMANDER (standing knight with horse) in the Castle on either of the two squares with CROWNS. These two squares are the Commander's Headquarters.
3. Place each of the four DEFENDERS in any arrangement, in the Castle on each of the four squares marked with a dot.
4. The game each player, in turn, must move one of his pieces. A player may not move twice in a turn. The object of the game is to capture the other player's COMMANDER. It is not necessary to capture the enemy's COMMANDER on the first turn.

HOW THE PIECES MOVE

1. The CASTLE COMMANDER (standing knight with horse) moves only diagonally, one square at a time, either forward or backward.
2. A KNIGHT moves one square forward or one square to the right or left. The move is indicated on the game board in the small diagram called "Knight's Moves," as shown by the BLACK DOTTED LINE.
3. A KNIGHT moves one square forward and two squares to the right or left, the move is indicated by the BLACK DOT. These moves are called "Knight's Move in Chess.
4. A KNIGHT cannot move backward toward the Black Dots, except when he is on the 2nd row from the Castle or for the move that takes him into the Castle from a square outside the Castle.
5. The KNIGHTS may move onto any of the board's squares, green, blue, or red, and Castle squares, including the crown squares.
6. A KNIGHT may move past its own or opponent's pieces.
7. Dotted lines show moves taken. The first move ends in square "F1"; the second in square "G2"; and so on.
8. DEFENDERS (four Footmen):
   a. All DEFENDERS moves are diagonal.
   b. In a turn, a DEFENDER may move one square in ANY DIRECTION, forward, backward, sideward or diagonally. The moves are shown in the "Defenders' Moves" diagram on the game board.
   c. A DEFENDER may move on any of the Castle squares, including the Crown squares, and any of the Rank squares, including the one with the Black Dots in them, and NOT onto the BLUE SQUARES.
   d. A player is not forced to capture an opponent's piece even when he is in position to do so in his turn.
9. A captured piece is removed from the board and is out of the game.
10. The game is won:
   a. BY THE ATTACKING PLAYER when he has captured the COMMANDER, even though one or more DEFENDERS are still in the game.
   b. BY THE DEFENDING PLAYER when he has captured all four attacking KNIGHTS.

SPECIAL RULE

At the start of the game, in the DEFENDING player's first FOUR moves, he MUST move a DEFENDER (Footman) one in each turn, off of the starting square into a square without a Dot. This is to force the Castle defense to open up. AFTER HIS FIRST FOUR MOVES, THERE IS NO RESTRICTION ON A DEFENDER'S MOVES. This special rule does not apply if, at any time during the first four turns, either player's piece is in position to be captured during his opponent's next turn. In this case, a DEFENDER may be moved without being restricted by this special rule.

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