

HANNIBAL™

Parker Brothers Trademark for its Strategic Capture Game Equipment
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Ages 10 to Adult / 2 Players

THE OBJECT

To move all the pieces of your color onto your opponent's Base Camp by exact count.

EQUIPMENT

A Playing Board, 2 Sets of Stacking Pieces, 2 Dice

THE BOARD

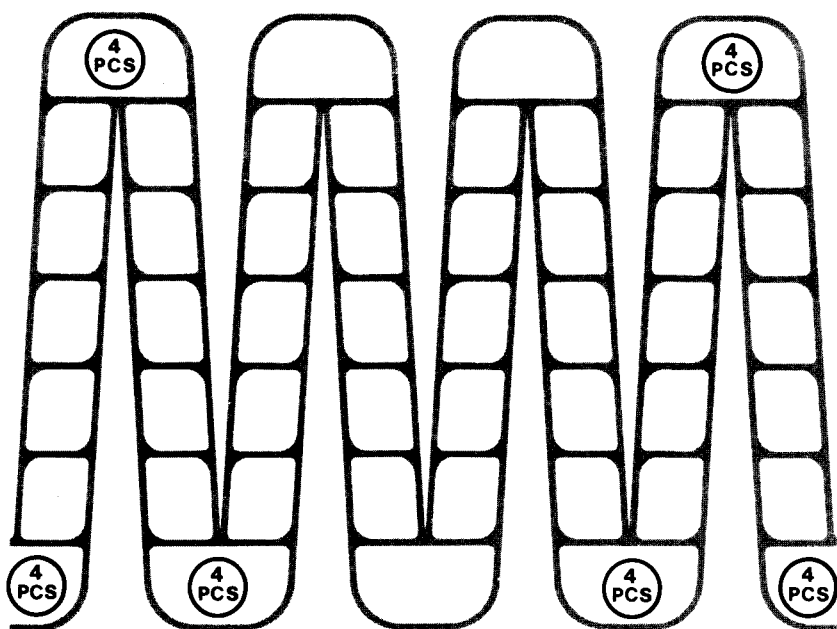
The nine white areas on the board are called CAMPS.
The spaces between the CAMPS make up the TRACK.

PREPARATION

Each player starts by dividing his 12 pieces of the same color evenly between his first three Camps (a stack of four pieces on each Camp as in Diagram #1).

For example, the player using the yellow pieces will place his first stack on the yellow Base Camp. Players sit side by side in front of their own Base Camp.

We suggest that you quickly read through the following rules and examples to familiarize yourself with the board and



Base Camp
Blue

Base Camp
Yellow

pieces. It may then be helpful to play through a trial game using the rules for reference.

MOVES

On his turn, a player has the option of moving one or two of his pieces, 1 or 2 of his stacks or 1 piece and 1 stack — depending on the roll of the dice.

A player rolls both dice at the beginning of each turn. He must either use each die separately or the total of the two dice. All pieces landing on pieces of the same color must be stacked. When a player rolls doubles, he makes his move and takes another turn.

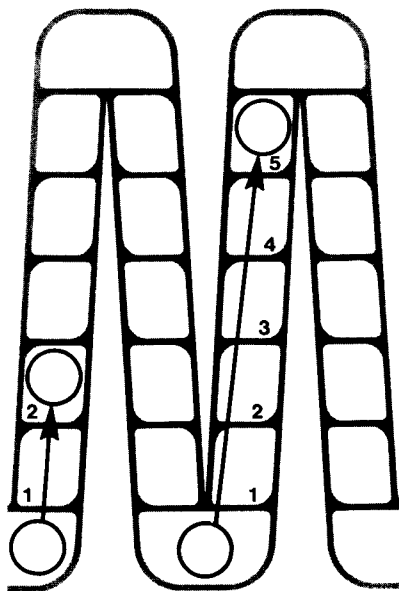
There are two ways to move:

A) Pieces may be moved individually along the track the number of spaces indicated on the die (or dice). Camps count as one space in such a move (Diagrams #2 and #3). When a piece lands on a space occupied by a piece of the same color, all the pieces are stacked.

B) An entire stack may be moved from one Camp to either of the next two Camps if the number on one die or the total of both dice is the same as the number of pieces in that stack (Diagrams #4, #5 and #6). Stacks may only be moved from Camp to Camp. Stacks located on a track may not move as a whole,

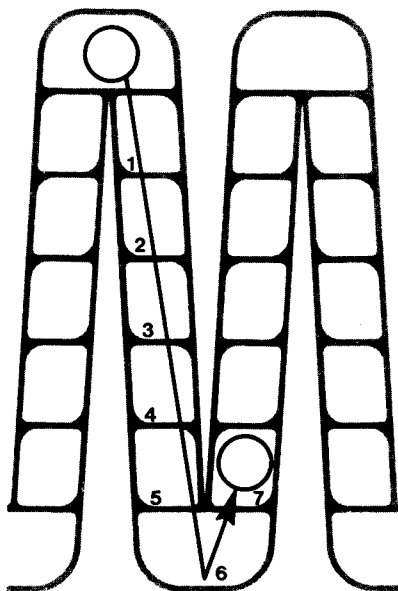
2. Moves using each die separately

$$\begin{array}{|c|} \hline \bullet \\ \hline \end{array} = 2 \quad \begin{array}{|c|c|} \hline \bullet & \bullet \\ \hline \end{array} = 5$$



3. Moves using the total of both dice

$$\begin{array}{|c|} \hline \bullet \\ \hline \end{array} + \begin{array}{|c|c|} \hline \bullet & \bullet \\ \hline \end{array} = 7$$

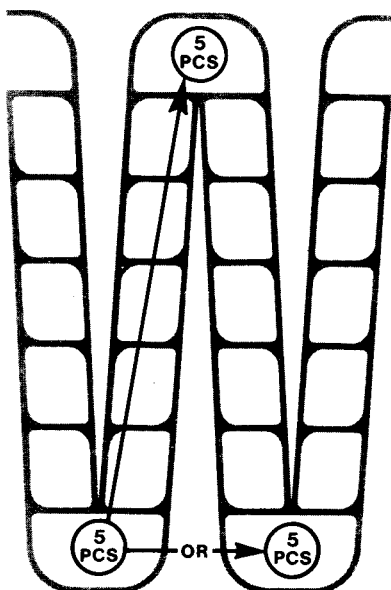


but must be broken down when moved. Pieces (or stacks) may be moved backwards only if they land on a Camp by exact count of the die (or dice). Pieces can always be moved over other pieces, but can land on a space or Camp occupied by opposing pieces only according to rules of "Sending."

A piece (or stack) must reach the opponent's Base Camp by exact count. Once there it is "home free" and may be removed from the board.

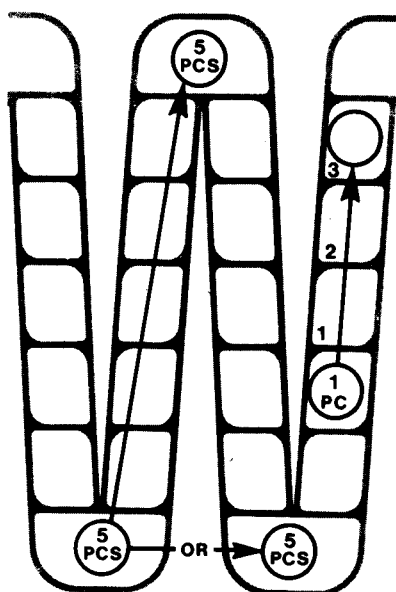
4. Moving an entire stack

$$\begin{array}{|c|} \hline \bullet \\ \hline \end{array} + \begin{array}{|c|c|} \hline \bullet & \bullet \\ \hline \end{array} = 5$$



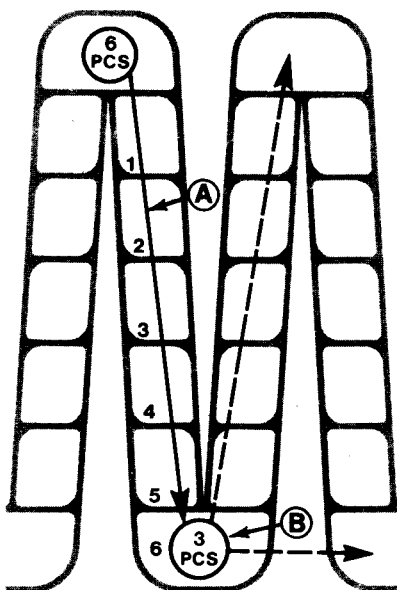
5. Moving an entire stack

$$\begin{array}{|c|c|} \hline \bullet & \bullet \\ \hline \end{array} = 5 \quad \begin{array}{|c|} \hline \bullet & \bullet \\ \hline \end{array} = 3$$



6. Combination moves

$$\begin{array}{|c|c|c|} \hline \bullet & \bullet & \bullet \\ \hline \end{array} = 6 \quad \begin{array}{|c|c|} \hline \bullet & \bullet \\ \hline \end{array} = 4$$



A stack of two or more pieces on the track cannot be sent back.

A piece or a stack on a Camp can be sent back *only* by a stack of greater strength (at least one more piece in the stack). (Diagram #8.)

A 1 Pc. moves 6 spaces to make stack of 4 pcs.

B Stack of 4 moves to either of the next 2 camps.

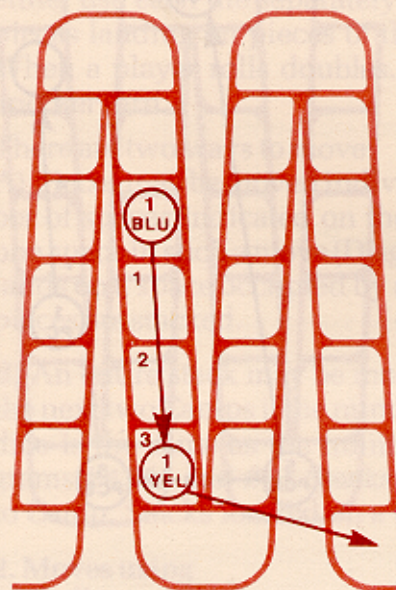
SENDING

You can send your opponent's pieces back to his Base Camp according to the following rules:

A single piece on the track is sent back if an opposing piece lands on that space (Diagram #7).

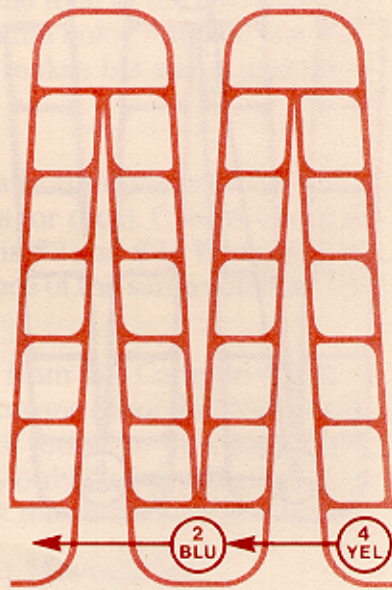
7. Sending on the track

$$\begin{array}{|c|} \hline \bullet \\ \hline \end{array} + \begin{array}{|c|} \hline \bullet \\ \hline \end{array} = 3$$



8. Sending on a camp

$$\begin{array}{|c|} \hline \bullet \bullet \\ \hline \end{array} + \begin{array}{|c|} \hline \bullet \\ \hline \end{array} = 4$$



A piece may not land on a space on the track that is occupied by two or more opposing pieces.

All pieces sent back must be re-entered singly on the board (Base Camp = 0, first space on the Track = 1, and the next Camp = 6) before that player can make any other move.

Whenever a player cannot move, he forfeits his turn and play passes to his opponent. A player must move if he can.

NOTES ON MOVING STACKS

Always form a single stack when landing on pieces of the same color. There should never be two stacks on any camp or track space.

Only stacks located on a camp may be moved as a whole.

Pieces stacked on the track must be moved one at a time.

We will be glad to answer inquiries concerning these rules.
Parker Brothers, P.O. Box 900, Salem, Mass. 01970

