

## DIRECTIONS

# SWORDS & SHIELDS

## A Game For Two Players

### TO SET-UP THE GAME

1. Carefully remove the plastic pieces by twisting them from the sprues.
2. Open the board and place it between the players so that the titles are facing each of them. The pieces (Swords and Shields) are played on the 81 dots connected by black lines.
3. The players choose so that one player becomes the SWORD player, controlling the movement of the sword pieces, in an attempt to attack and capture the Chief Shield. The other player controls the shield pieces, attempting to defend against the swords until his Chief Shield can escape off the board.
4. To start the game, pieces are placed in their STARTING position. The swords are placed one on each of the 16 RED DOTS around the four sides of the board. The Chief Shield is placed on the center shield dot with the other eight shields one each on the BLUE dots. (See cover for a picture of the Chief Shield).
5. Except for the center Chief Shield dot and the four blue dots with white circles, all the other dots are the same after the game begins.

### THE OBJECT OF THE GAME:

The object of the game for the player with the SWORD pieces is to capture the Chief Shield.

The object of the game for the player with the SHIELD pieces is to clear a path for the Chief shield to escape off the board.

## RULES

### Moving of Pieces

1. Each player moves one piece in turn with the sword player moving first.
2. All pieces move ANY NUMBER OF EMPTY DOTS in a straight line. A piece may move forward, backward or sideways, but NOT diagonally. A piece may NOT jump over another piece (even his own), occupy the same dot with another piece, turn a corner, or go back and forth in any one turn.
3. Only the Chief Shield has the privilege of moving onto or through the center Chief Shield dot. This is the only difference the Chief Shield piece has in moving from any other piece.



## CAPTURING PIECES

1. Capturing takes place on three adjacent dots in a straight line. When 2 swords occupy dots, each side of a shield, the shield is captured and removed from the game. The same is true when 2 shields occupy dots each side of a sword. The Chief Shield may capture like any other shield.

DIAGRAM I

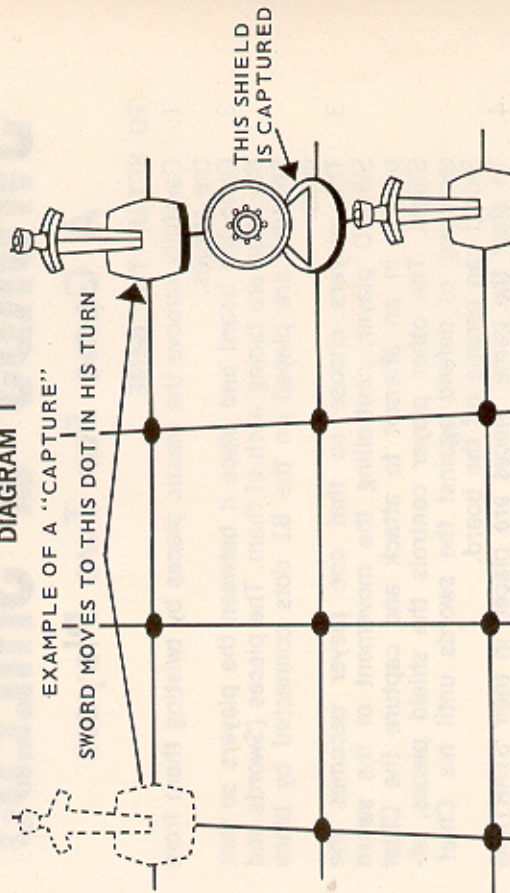
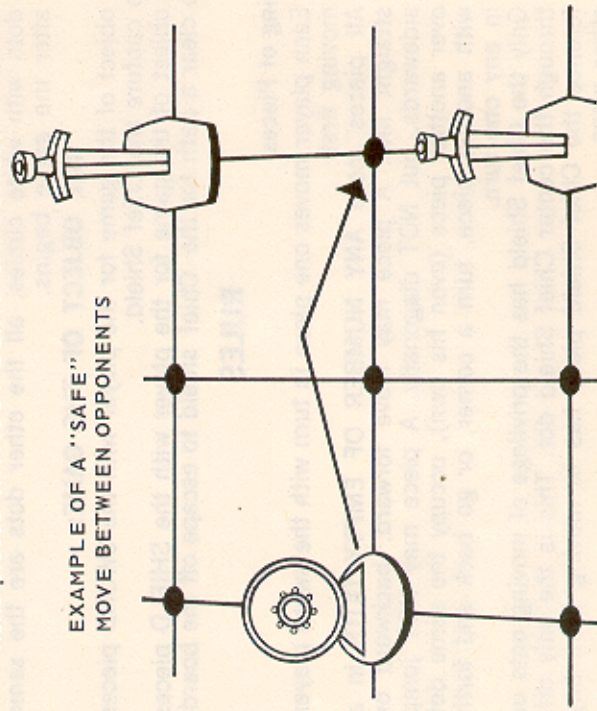


DIAGRAM II

2. A piece may move onto the middle dot between two opponent pieces or move through a dot between two opponent pieces WITHOUT BEING CAPTURED.

EXAMPLE OF A "SAFE" MOVE BETWEEN OPPONENTS



3. Two or more alike pieces on adjacent dots are not captured even if they are between two opponent's men.

DIAGRAM III

EXAMPLE OF A "NO CAPTURE"

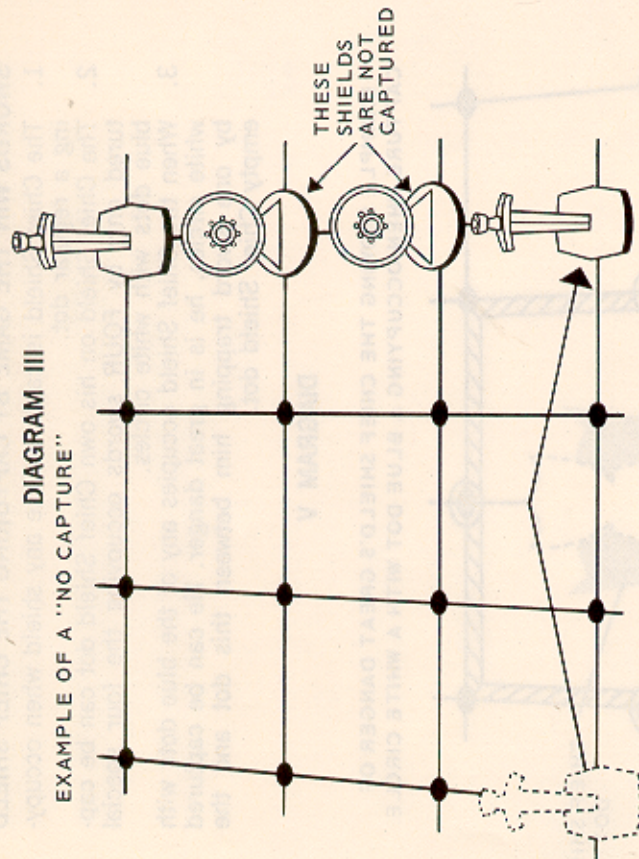
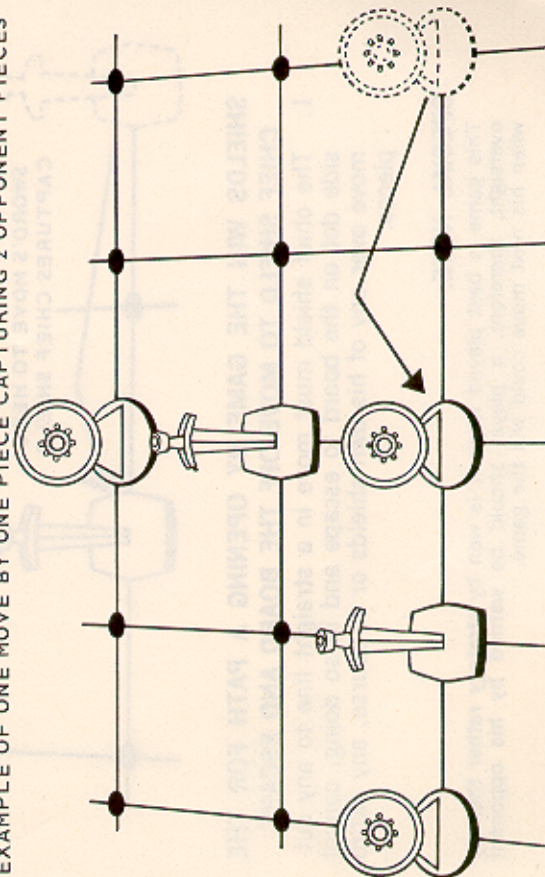


DIAGRAM IV

4. Two or three pieces could be captured by an opponent in one turn.

EXAMPLE OF ONE MOVE BY ONE PIECE CAPTURING 2 OPPONENT PIECES

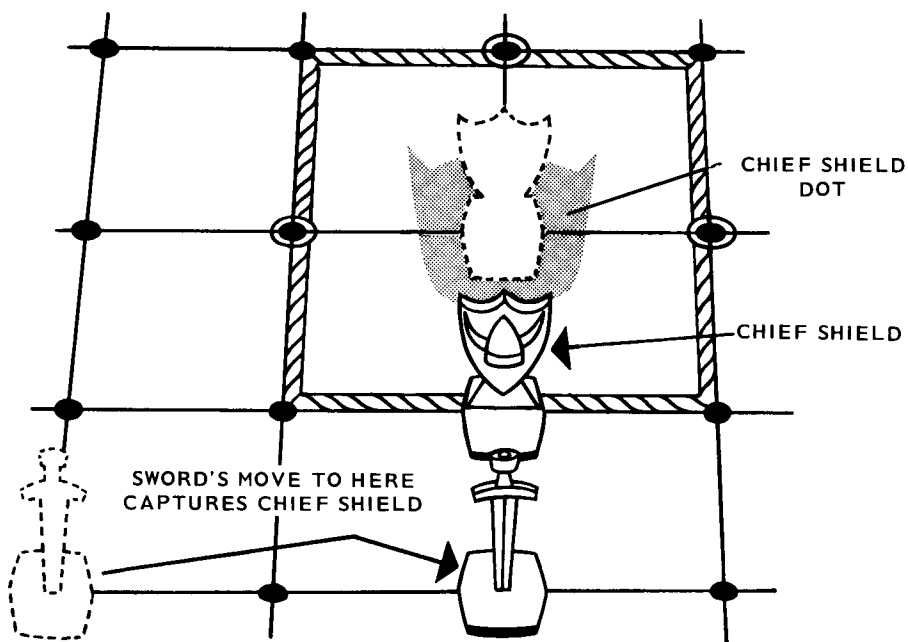


## **SWORDS WIN THE GAME BY CAPTURING THE CHIEF SHIELD**

1. The Chief Shield is captured like any shield when occupying a regular dot.
2. The Chief Shield on his own Chief Shield dot can be captured only by FOUR swords occupying the four special blue dots with white circles.
3. When the Chief Shield occupies any of the blue dots with white circles, he is in great danger. He can be captured by one sword trapping him between this dot and the empty Chief Shield dot.

### **DIAGRAM V**

**EXAMPLE SHOWING THE CHIEF SHIELD'S GREAT DANGER OF CAPTURE WHEN OCCUPYING A BLUE DOT WITH A WHITE CIRCLE.**



## **SHIELDS WIN THE GAME BY OPENING A PATH FOR THE CHIEF SHIELD TO MOVE OFF THE BOARD AND ESCAPE**

1. The chief shield must move in a straight line to any outside dot on the board to escape and in so doing, cannot move over any of his own shields or of course, any sword pieces.

### **SPECIAL NOTE:**

This game is best played when it is won by strategy rather than by oversight, therefore, a player should be warned by his opponent when his next move could win the game.