

THE THREE MUSKETEERS

A Game of Skill for Two Players

THE GAME BOARD: This represents a castle and the field of action. The seventeen circles fronted by the three marked "X" denote the castle area. The fifty circles in front of the castle indicate the field of action. (Circles are referred to as points in the Rules.)

THE PLAYING PIECES: These consist of THE THREE MUSKETEERS, represented by three dark men, and the attacking force by fifty light men.

TO SET UP THE BOARD: Place THE THREE MUSKETEERS on the circles marked "X" at the entrance to the castle. (This "X" has no other significance in the game than to show the starting place of THE MUSKETEERS.)

The men of the attacked should be set up on the fifty circles in the field of action.

The game being played by two persons, one player defends the castle with THE THREE MUSKETEERS and the other player attempts to take the castle with his attacking force.

THE OBJECT OF THE GAME: The object of the game is to get control of the castle.

If the attacking force succeeds in placing men on all of the seventeen points within the castle, then the attacking force wins the game.

If THE MUSKETEERS prevent the attacking force from getting complete control of the castle, then THE MUSKETEERS are the winners of the game. In other words, even if all points within the castle are occupied by the attack, except one point, THE MUSKETEERS win.

If, at any time during the game, THE MUSKETEERS have reduced the attacking force to less than seventeen men, they are of course the winners and there is no need to continue the game, as it is obvious that the attack cannot completely occupy the castle.

MOVES OF THE ATTACKING

FORCE: The men move one point at a time forward direct or diagonally ~~along the~~ along the Blue roads only. There is, however, one exception to this: On the points touched by the wide Blue roads (marked 1, 2, 3, 4, 5 on the diagram) the attacking force may move either to the right or to the left.

MOVES OF THE THREE MUSKETEERS:

THE MUSKETEERS are not limited as to the direction in which they may move. Moving one point at a time, they may use all the Blue and Green roads forward, backward, diagonally, left or right.

JUMPING: A MUSKETEER is obliged to jump his opponents whenever possible. This occurs whenever a point in a straight line beyond an attacker is unoccupied. The man thus jumped is removed from the board and is considered out of the game.

Should there be a string of two or more men of the attacking force each with an unoccupied space behind it, THE MUSKETEER is required to jump and remove all of them. Such a series of continued jumps counts as one move.

In jumping, THE MUSKETEER may at will change his course after each individual jump. Thus his power of moving in any direction over the board enables him to jump and remove from the board as many of his unprotected opponents as possible.

The attacking force cannot jump. THE MUSKETEERS must jump whenever possible.

The MUSKETEERS can never be removed from the board but the attacking force can surround or pocket them.

The reason for the forced jump rule is to enable the attacking force to sacrifice a man, thus dislodging a MUSKETEER from a coveted point.

OPENING THE GAME: The first move is always made by the attacking force, and the play alternates thereafter, each player moving to one point in turn. The exception to this is when a MUSKETEER is jumping a series of attacking men.

The attack has only two choices for its first move, these being to advance a front line man to either of the two unoccupied spaces between THE MUSKETEERS at the entrance to the castle.

RULES TO DETERMINE THE CONTROL OF THE CASTLE

The attacking force wins when all seventeen points within the castle are occupied. If all but one of the points are occupied, THE MUSKETEERS are the winners.

If one or two MUSKETEERS become surrounded within the castle and cannot escape, and all other points there are occupied by the attacking force, the game must be continued if the free MUSKETEERS in the field of action can in any way liberate the imprisoned MUSKETEERS.

If the free MUSKETEERS fail to liberate the MUSKETEERS imprisoned within the castle, and the attack has moved its remaining men as far forward as possible, the attack wins, providing all seventeen points are occupied.

FOR EXAMPLE: We will assume there are two MUSKETEERS imprisoned within the castle, and the third MUSKETEER in the field of action is unable to come to the assistance of his comrades. Fifteen of the castle points are held by men of the attack; the remaining two points are held by the unfortunate MUSKETEERS. In this case, the attack wins the game.

On the other hand, if all THREE MUSKETEERS become surrounded either within or without the castle and cannot escape, and there are one or more points to be occupied within the castle by the attack, the game becomes a tie, for the attack cannot move in turn.