RULES OF THE GAME

DO YOU HAVE WHAT IT TAKES TO LEAD YOUR ARMY TO VICTORY?

As Commander, you’ll need to use strategy and deception to break through your opponent’s lines and find the flag. Your Marshal is your highest rank, but you must advance him carefully or he will fall to the deadly stealth of the Spy. Send your Scouts to identify enemy pieces. When the time is right, move-out your Miners to defuse the bombs that protect the enemy flag.

THE MINER: Miners pilot mechanized blast-armor, allowing them to disarm bombs without injury.

Miner Special Attack: When a Miner attacks a bomb, the bomb is removed from the board. The Miner then moves into the bomb’s square.

THE SPY: The Spy has one mission: Destroy the Marshal!

Spy Special Attack: The Spy has a very valuable ability:
If a Spy attacks a Marshal (10), the Marshal loses and is removed from the game. However, if the Marshal attacks the Spy first, the Spy loses and is removed.

A Spy has no rank. If the Spy is attacked by any piece, it is removed.

SUGGESTED STRATEGIES

How you place your pieces at the beginning of the game can determine whether you win or lose. You may want to employ one or more of these strategies:

• Place your Flag somewhere on the back row, so you have many pieces in front to defend it. Place Bombs around your flag to protect it.

• Consider placing a few Bombs away from your Flag. Using Bombs as decoys can fool your opponent into moving pieces in the wrong direction.

• Scouts can be useful in the front lines. Use them to probe the strength of your opponent’s pieces. You might also want to keep some Scouts in the back to help you capture your opponent’s flag.

• Miners are important later in the game, so keep some of them in the back rows.

CAPTURE YOUR OPPONENT’S FLAG, AND VICTORY IS YOURS!
CONTENTS
• 30 Red Playing Pieces
• 30 Blue Playing Pieces
• Game Board
• 1 Red Label Sheet
• 1 Blue Label Sheet

ASSEMBLY
Apply the labels to the playing pieces. The Red labels go on the Red pieces, and the Blue labels go on the Blue pieces. Carefully place each label within the recessed area, on the opposite side of the “S” logo.

SET UP
1. Decide which player will command the Blue Army, and which will command the Red Army. The Red Army always goes first.
2. Unfold the game board, placing the blue side in front of the Blue player, the red side in front of the Red player.
3. Each player places their 30 playing pieces on the board, one piece per square in the first three rows in front of them (10 across x 3 deep).
   The two rows in the middle of the game board remain unoccupied.

RULES FOR MOVING
1. Only one piece can be moved per turn, and it can move only one square per turn (except Scouts; see "Specialist Pieces" on Page 5). Pieces can move forward, backward or sideways, but never diagonally.
2. Two pieces cannot occupy the same square at the same time.
3. Pieces cannot jump over or move through an occupied square.

RULES FOR ATTACKING
1. To attack, pick up your piece and tap your opponent’s piece, calling out your piece’s rank (name and number). Your opponent must call out his or her piece’s rank.
   • If your piece’s rank is HIGHER than your opponent’s, you win the attack and capture his or her piece. Your winning piece now occupies that square.
   • If your piece’s rank is LOWER than your opponent’s, you lose the attack and your piece is captured. Your opponent’s piece stays in its square.
   • If your piece’s rank MATCHES the rank of your opponent’s, both pieces are captured.
   Captured pieces are immediately removed from the board.
   When a piece attacks a Bomb:
   The attacking piece loses and is captured. The Bomb remains in its square.
   Only a Miner can attack and remove a bomb! See “Specialist Pieces” on Page 5.

NOTE: The Flag and the Bombs cannot attack. They can only wait for the opposing player to attack them.

WINNING THE GAME
The game ends when:
• A player attacks and captures his/her opponent’s flag. The attacking player is the winner.
• A player cannot move a piece or attack. The opposing player is the winner.