



# ACROSS THE BOARD ASSAULT

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## **CONTENTS**

Game board, velvet pouch, twenty-four black marbles and two red marbles

## **OBJECT**

Both the Attackers and Defenders are trying to occupy the Castle.

## **PLAYERS**

Game is designed for two players – Attacker (24 black marbles) and Defender (2 red marbles)

## **PLAY**

Game begins with Defenders choosing their location (two of the nine Castle spots). Attackers occupy the 24 spots outside the Castle.

Attackers move first then players alternate moves.

The Attackers can ONLY move towards the Castle along the black lines; they cannot move backwards or along the gray lines.

The Defenders can move in any direction. In addition, they can “capture” Attackers by removing them out of the game by jumping over them in a straight line to the spot beyond. A single Defender can jump more than one Attacker in a single move, if it is a continuous path.

A Defender MUST make a capture whenever possible. If more than one Defender has an opportunity to jump, the player can elect which jump to make.

## **WINNING THE GAME**

The game always has a winner.

The Attackers win when they have occupied all nine spots in the Castle, or when they have ambushed the Defenders so they cannot move.

The Defenders win when the Attackers cannot move forward any more, but have not occupied the Castle, or when they are insufficient Attackers to occupy the Castle.



WARNING: Choking Hazard. Small Parts. Not for children under 3 years.  
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