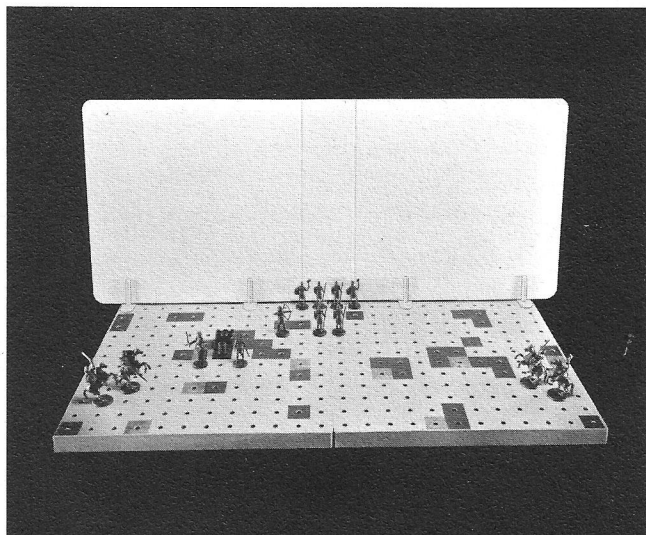


SAMPLE SETUPS FOR FEUDAL

There are an infinite variety of possible setups for Feudal; players will develop numerous strategies for positioning their pieces as they gain experience. Until he becomes familiar with the game, the inexperienced player may wish to use the sample setups suggested here as a guide in positioning his pieces.

TWO-PLAYER GAME

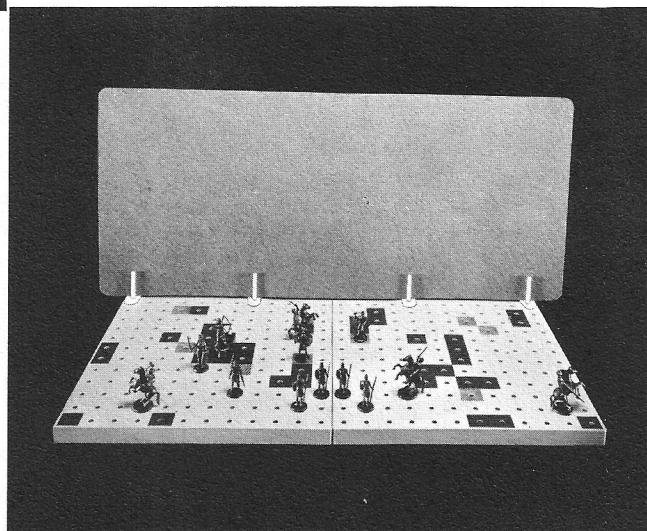


First player sets up to attack . . .

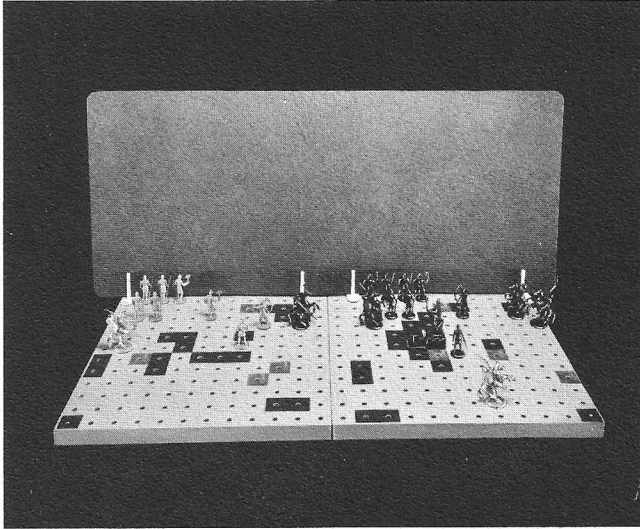
- 4 *Pikemen* and 2 *Sergeants*, grouped in center of board, are ready to invade enemy territory.
- *Archer* is positioned between *Castle* and center of board as backup for attack and for possible defensive maneuvers.
- *Mounted men*, positioned at corners of board, are also ready to attack or, if necessary, to defend *Castle*.
- *King* and *Squire* are kept near *Castle* strictly for defensive purposes; these pieces work best together because of their restrictive moves.
- *Castle* placement is weak; defense will be difficult as there are five possible entrances to *Green*.

Second player, anticipating opponent's attack, sets up defensively . . .

- *Castle* placement allows only three entrances to *Green*; one entrance is over rough terrain (forbidden to mounted men).
- *Archer*, positioned on *Green*, provides additional protection for *Castle*.
- *King* and *Squire* (pieces which work best together) are placed near *Castle* for further defensive purposes.
- Certain *mounted men* as well as 2 *Pikemen* and *Sergeants* in center of board are positioned so they may either defend or attack.



FOUR-ARMY GAME (for 2, 3 or 4 players)

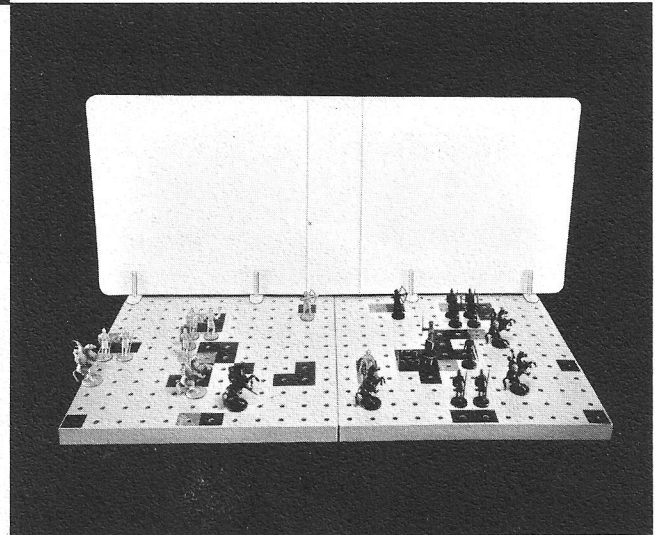


First team sets up to attack . . .

- *Castle* is placed in good defensive position with three difficult entrances to Green.
- *Mounted men* are protected but still able to move out to support attack.
- Some *footmen* are deployed for frontal attack to right side as team feels opponent's *Castle* is probably hidden on this side. More *footmen* are deployed for left flank attack in case opponent's *Castle* is on that side.

Second team sets up defensively . . .

- *Castle* placement is good with only three entrances to Green; one entrance is over rough terrain (forbidden to mounted men).
- *Footmen* and *mounted men* are deployed strictly in defensive formation behind mountains, mainly to rear of kingdom.
- *Footmen* and *mounted men*, protected from initial attack, are also positioned to protect each other. Within two or three moves, these men may begin own attack on enemy, if desired.



SIX-ARMY GAME (for 2 to 6 players) As a guide to the six-army game, players may wish to refer to the setup shown in the illustration on the back cover.