

NIEUCHESS

INSTRUCTIONS

THIS CARD IS YOUR INSTRUCTION SHEET. Read it through carefully before playing the game. It is not necessary to read the accompanying Reference Leaflet—it merely repeats in diagram form the rules stated on this card.

NIEUCHESS is a 2-player game. Each player "commands" an army of 20 Pawns, all equal in movement and battle capabilities. Game ends when one player has completely destroyed his opponent's army.

PLAYING BOARD—MOVEMENT

The NIEUCHESS Board incorporates a unique principle of movement—Pawns move across hexagons (6-sided patterns), hereafter called "squares".

Both sides of the board are identical. Pawns may move through any square on the Board as follows:

- 1) PLAIN SQUARES—All Pawns may move up to 5 squares per Turn.
- 2) GRAY SQUARES—Pawns CANNOT move onto or through these squares.
- 3) RED SQUARES—Pawns resting adjacent to these squares may "invade" (move to) any RED squares on the 4 corners of the Board in the same Turn.
- 4) RED HOT LINE—Pawns resting on this line may move any number of squares unobstructed by other Pawns along this line in one Turn.
- 5) PURPLE SQUARES—Movement is the same as if they were plain squares. These squares are used for replacement purposes.
- 6) CENTER LINE—Distinguishes between friendly and enemy territory.

You may move all your Pawns during a single Turn, although you are not required to move any Pawn nor do you have to move a Pawn its full allowance of 5 squares. Pawns may move in any direction, or combination of directions per Turn.

TURNS

NIEUCHESS is played in Turns. You move your Pawns and then resolve combat if any; that is a Turn. Your opponent moves his Pawns; then resolves combat if any; that is also a Turn. Together, these two Turns are called a Complete Turn. A Complete Turn is a 4-step procedure:

1) Player "A" moves all the Pawns he chooses—becoming the *attacker*; player "B" watches.

2) Player "A" resolves all existing combat situations one at a time. He rolls the Die once for each battle (1 battle—1 roll; 2 battles—2 rolls, etc.). Player "B" watches.

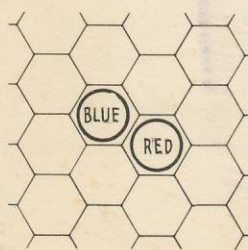
3) Player "B" moves all the Pawns he chooses—becoming the *attacker*; Player "A" watches.

4) Player "B" resolves all existing combat situations; Player "A" watches. The player taking his Turn is considered the *attacker*.

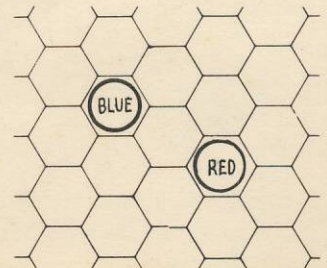
One player watches while the other takes his Turn. The defender cannot move his Pawns while his opponent is taking his Turn. There is no limit to the number of battles that can be fought in one Turn. A player cannot move his Pawns after combat until his following Turn.

COMBAT

All Pawns have a combat factor of 1. Each Pawn applies its combat factor to the square it is on and the 6 adjacent squares in all directions. When an enemy Pawn enters any one of these squares, combat must result. In combat, you compare the Combat Factors of the engaged Pawns (putting the attacker's factor first) and you arrive at an odds comparison—such as 1 to 1 in the example below. Pawns are not in combat unless they are adjacent.



COMBAT POSITION



NOT IN COMBAT

Although a Pawn automatically attacks when it moves adjacent to an enemy Pawn, such combat is not resolved *right away*—the attacking player may move *other* Pawns in *other* areas of the board and then return to resolve each and every battle, one at a time in the order of the attacker's choice. The player precipitating combat by moving his Pawns is always the *attacker*. To resolve such combat, an odds comparison is made and the Die is rolled. For instance, if 2 BLUE Pawns attack 1 RED Pawn, odds are naturally 2 to 1. The Die is rolled and the result can be found under the 2-1 column on the Combat Results Table.

There is no limit to the number of battles that can be fought in one Turn; *but no Pawn may fight, or be forced to fight more than one battle per Turn*. If an attacking Pawn finds itself adjacent to an enemy Pawn *after* combat, the enemy in its Turn has the option to attack or withdraw.

In attack, a player may move as many Pawns as he is able into an enemy zone of control before resolving combat.

However, a player may not pass through a square controlled by an enemy without fighting. A Pawn is in contact with an enemy when it reaches the **FIRST** square that the enemy controls and it must stop to fight on that first square.

If a losing Pawn's retreat is blocked by friendly Pawns, enemy zones of control, or gray squares, it is eliminated. Any Pawn forced off the board is also eliminated.

PREPARE FOR PLAY

Each player rolls the Die once; the winner has the choice of whether or not he wants to move first in each Complete Turn. The player who elects to move first starts the game by placing all 20 of his Pawns on any squares (except GRAY) on his half of the Board. After all his Pawns are placed, his opponent does the same. Players cannot place their Pawns past the center line in opponent's territory at the start.

ROUTINE OF PLAY

The first player begins play by moving up to *all* of his Pawns in *any* direction to *any* square on *both* halves of the Board. After the movement portion, he then resolves each battle, if any. When all battle is finished, the second player takes his Turn likewise. Play continues in this manner throughout the remainder of the game until one "army" is eliminated.

REPLACEMENTS

Each player has two Replacement Centers on his side of the board. At the **END** of each *Complete Turn*, each player may place on a purple-star on his side of the board **ONE** previously eliminated Pawn if:

- 1) He controls one of his two Replacement Centers, and
- 2) He has at least one Pawn on the enemy half of the board.

The Replacement Pawn is placed on the purple star *not* controlled by the enemy.

Each player may bring back **TWO** previously eliminated Pawns if:

- 1) He controls **BOTH** of his Replacement Centers, and
- 2) He has at least **two** Pawns in enemy territory.

A player has control of his own Replacement Centers merely by keeping enemy Pawns *off* the Purple squares. A player does not have to keep a Pawn in his own Replacement Centers to have control; he merely has to keep them out of enemy hands.

Each player can bring back no more than one Pawn per Replacement Center in a Complete Turn. Replacements do *not* accumulate from one Complete Turn to the next.

A player may move his Replacement Pawns off the purple stars immediately in his Turn following the replacement.

INVASIONS

Each player is allowed two invasions per game—up to 5 Pawns per Invasion. Both Invasions can be launched in the same Turn. Pawns must leave from embarkation squares (any squares adjacent to RED squares) and placed on any vacant RED squares anywhere on the Board in friendly or enemy territory. Invading Pawns may leave from one or both sides of the Board in the same Turn. Pawns may be placed on enemy RED squares on one or both sides of the Board in the same Turn. Pawns may also be transferred in friendly territory from one side of the Board to the other.

In an Invasion, Pawns are moved to embarkation squares in one Turn, transferred to any RED Squares preferred in the next Turn, and moved forward *if desirable* in the Third Turn. This action can be reduced by one Turn by placing the Pawns on embarkation squares earlier in the game and leaving them there until such time as an Invasion is desirable. Invasions are most desirable in conjunction with overland attack of the enemy's Replacement Center. **TO REPEAT:** Only two invasions per game—no more than 5 Pawns per Invasion are allowed. Combat on RED Squares is treated the same as on plain squares.

HOT LINE

Once a Pawn reaches a square containing the hot line, that Pawn may ride to any square along that line. A Pawn may move onto, and then "ride" the line in the same Turn but may not move off the line until the following Turn. A Pawn may *not* move through hot line squares occupied by friendly or enemy Pawns. One Pawn may attack an enemy Pawn while one, or both are on the hot line.

MULTIPLE PAWN BATTLES

When several Pawns in different squares attack several enemy Pawns in different squares, the attacker has the choice of dividing combat into more than one battle as long as three conditions are met.

- 1) He must fight every defending Pawn in whose controlled zone he has attacking Pawns.
- 2) He must be in the controlled zone of the defending Pawn(s) he is attacking.
- 3) No Pawn may attack more than once in the same Turn—even if it finds itself adjacent to an enemy Pawn *after* combat. The enemy has the option to attack or withdraw in its Turn.

COMBAT RESULTS TABLE

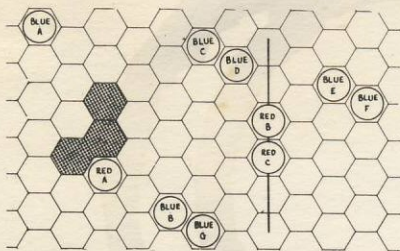
When battle odds are determined (3 Pawns attacking 1 Pawn would be 3 to 1, etc.) the Die is rolled and the result of combat is obtained from the Combat Results Table.

For instance, if odds are 3 to 1 and a 6 is rolled, the defending Pawn is eliminated. A roll of 4 means the defending Pawn must retreat any 2 squares chosen by the winner. A roll of 5 means both players lose 1 Pawn, selected by attacker. Odds are always determined by the number of Pawns engaged in combat. Two Pawns against 1 is 2 to 1; 1 Pawn against 3 is 1 to 3, etc.

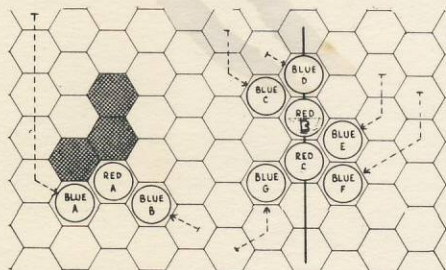
NIEUCHESS REFERENCE SHEET

This is **NOT** an Instruction sheet. The following examples and diagrams merely clarify many of the rules of the *Instruction Sheet*.

EXAMPLE OF A PLAYER'S TURN

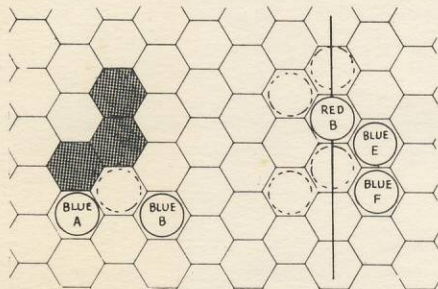


The Situation (above) as it might appear at the beginning of BLUE's Turn.



BLUE decides to move all his Pawns in this area. BLUE-A is moved its maximum number of squares (5) to help BLUE-B attack RED-A at 2-1.

BLUE-C and D attack RED-B at 2-1; and BLUE-E, F, G attack RED-C at 3-1. BLUE-E has option to attack RED-B instead of RED-C, but elects to do otherwise. Although 3 separate battles are precipitated by this movement, no one battle is settled until all the Pawns have been moved into position. Defender cannot move his Pawns at this time.



Each of the 3 battles is resolved one at a time at attacker's choice.

The result of BLUE-A,B vs. RED-A battle called for "D-back 2", but since RED-A's retreat is blocked on all sides by a combination of gray squares and BLUE zones of control, RED-A is eliminated.

BLUE rolled a 6 in the other 2-1 situation, therefore both BLUE-C and D are eliminated in its attack on RED-B.

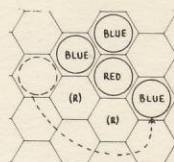
The result of the 3-1 situation called for an EXCHANGE, both sides automatically lose 1 Pawn so RED-C and BLUE-G (attacker's choice) are eliminated.

This completes BLUE's Turn. Even though BLUE-E and RED-B are still in combat position, no Pawn may fight more

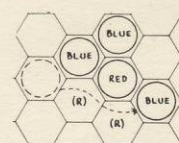
than once in the same Turn—therefore it now becomes RED's Turn. RED-B has the option to attack BLUE-E or withdraw.

DETAILS ON COMBAT

In attack, a player may move as many Pawns adjacent to an enemy Pawn as he is able before resolving combat. However, no Pawn may pass through more than one controlled square without attacking.



THIS

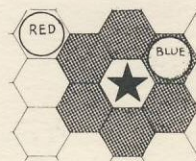


NOT THIS

In the above, The moving BLUE Pawn cannot move through the RED's controlled squares (R) as shown in the second example.

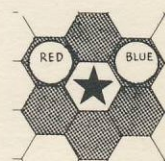
DETAILS ON REPLACEMENTS

Each player is entitled to a maximum of 2 Replacement Pawns per Turn, provided he controls BOTH of his Replacement Centers and has at least TWO Pawns in enemy territory.



BLUE CONTROLS HIS REPLACEMENT CENTER

Blue may place a previously eliminated Pawn on the star square, providing he has one Blue Pawn in enemy territory.

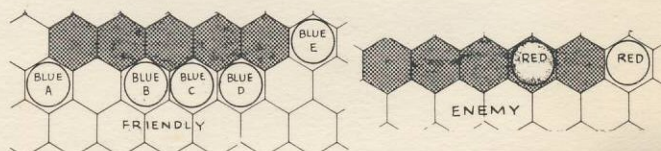


BLUE DOES NOT CONTROL HIS REPLACEMENT CENTER

Blue must eliminate or force back the Red Pawn to regain his replacement capacity for this center.

DETAILS ON INVASIONS

Pawns resting on squares adjacent to Red squares, friendly or enemy, may be picked up and placed on any vacant Red squares anywhere on the board.



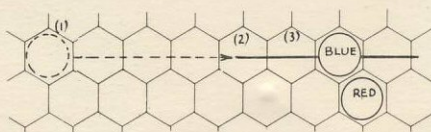
BLUE's A—E are all resting on *embarkation* squares (those adjacent to red squares).



BLUE's B, C, D are placed on the enemy Red squares in BLUE's Turn. Both RED Pawns must be attacked in BLUE's Turn. BLUE's A and E are moved to Red squares on the other side of the board (not shown) in exactly the same manner.

No more than 2 invasions per game—up to 5 Pawns per invasion allowed.

DETAILS ON THE HOT LINE

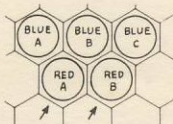


BLUE may move from square (1) its full movement allowance to land on the hot line square (2) and then move along the line as shown *all in the same Turn*.

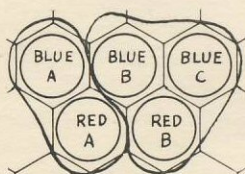
BLUE must stop where shown because its path along the hot line is blocked by RED's zone of control. BLUE could avoid this combat by stopping on the preceding square marked (3).

A Pawn may not leave the hot line until the following Turn.

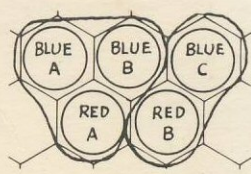
DETAILS ON MULTIPLE PAWN BATTLES



1) RED's are attacking, and must fight all 3 BLUE Pawns because they are all in RED zones of control.

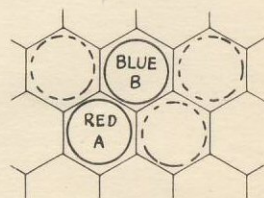


(a)



(b)

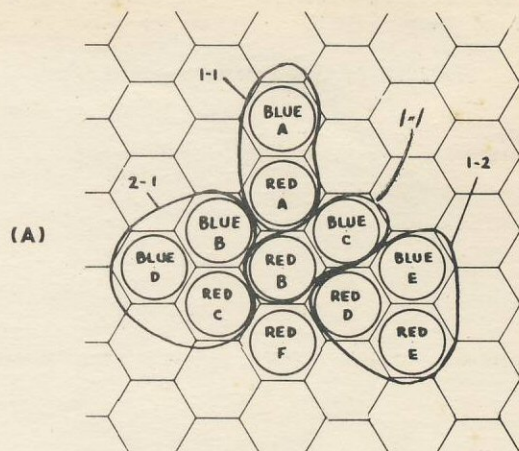
2) RED must divide battle in the only two possibilities shown. BLUE-A and RED-B are not in each other's zones; nor are RED-A and BLUE-C; therefore they cannot be engaged in the same battle.



3) If the above situation is like this after both battles have been resolved, RED-A cannot attack BLUE-B because both

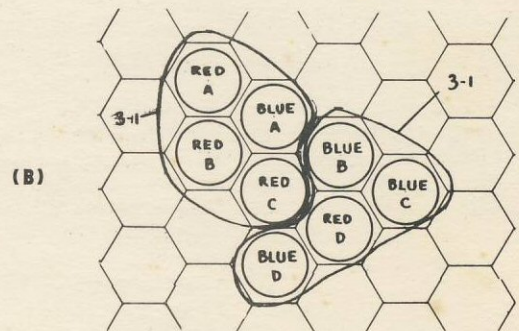
have already fought in this Turn. In BLUE's Turn, BLUE-B has the option to attack or withdraw.

The following are examples of multi-pawn battles:



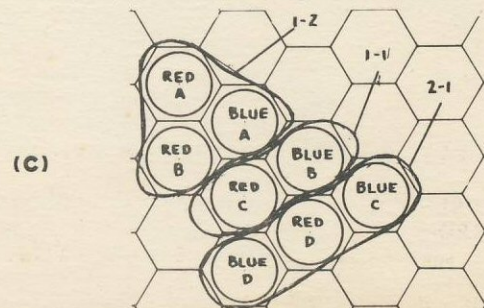
(A)

In (A) above, BLUE is the attacker. BLUE-A has no choice but to battle RED-A since it is in no other RED Pawn's zone of control. RED-F is in no BLUE zone of control, therefore it cannot aid in the defense. This situation could be divided any number of ways; for instance, BLUE-D could attack RED-C leaving BLUE-B to aid BLUE-C in its attack on RED-B, etc.



(B)

In (B) above, BLUE-A is sacrificing itself at 1-3 to give BLUE-C, D, E more advantageous odds (3-1) over RED-D.



(C)

Same situation as (B), but attacker chooses to fight 3 battles instead of two. In both examples (B) and (C), battle could not be resolved in one large battle because all the BLUE Pawns are not in all the RED Pawns zones of control.

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