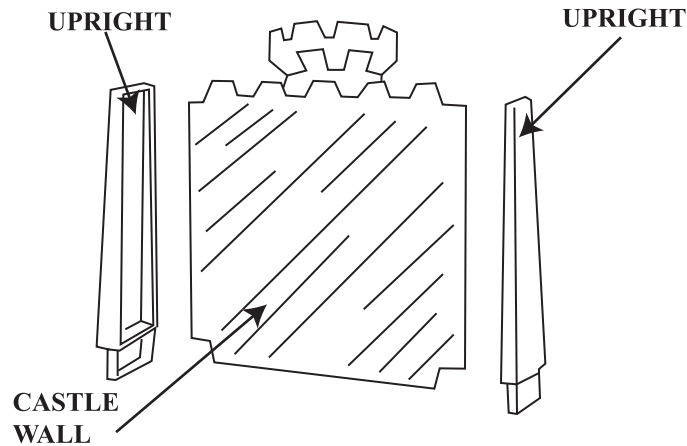




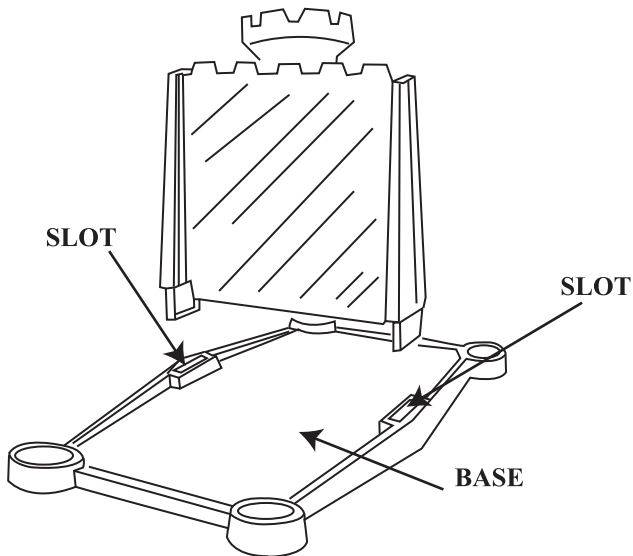
Battlefield Blast

DIAGRAM A1



After TABS are removed from Castle Wall, snap UPRIGHTS onto WALL.

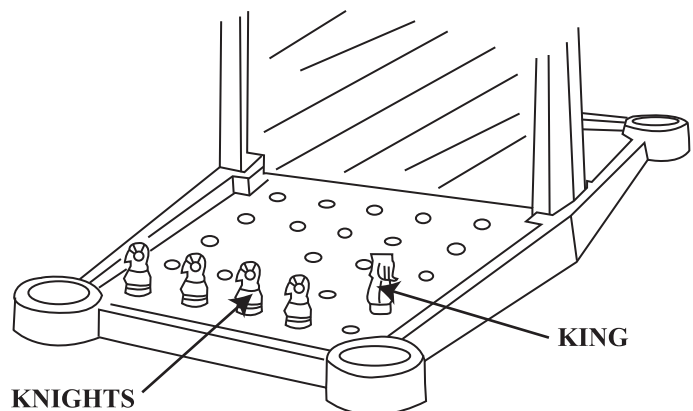
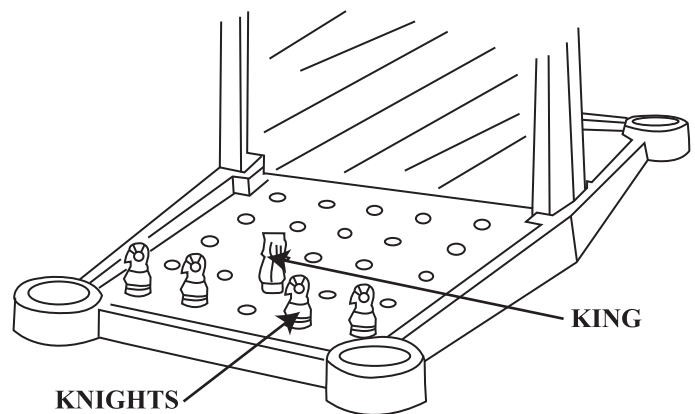
DIAGRAM A2



Make sure SLOTS on BASE are clear, then insert UPRIGHTS into SLOTS.

DIAGRAM B

TWO POSSIBLE EXAMPLES OF PLACEMENT OF MEN AT START OF GAME



Ages 5+

WARNING:
CHOKING HAZARD - Small Parts.
Not for Children under 3 years.



Battlefield Blast

The strategy game that's really a battlin' blast! Kings and Knights advance step by step to storm the Castle Wall... but after every move, players let loose with their Air Catapults, trying to blow opposing men right off the board! The whole family will enjoy the movin' maneuverin' strategy it takes to keep the enemy guessing! Just get 2 men to the Castle Wall and you win it all!

Object:

To be the first player to move his King and one Knight or any 2 Knights into the row of holes next to the Castle Wall.

Material:

*1 Playing Board, *2 Castle Wall Uprights, *1 Castle Wall, *10 Men (8 Knights - 4 of each color, and 2 Kings - 1 of each color), *2 Air Catapults

Preparation:

1. Assemble the Playing Board as shown in Diagrams A1, A2, and A3.
2. Players sit on opposite sides of the Castle Wall
3. Each player takes 4 Knights and 1 King of the same color and an Air Catapult
4. Each player places his 4 Knights ANYWHERE in the horizontal row of holes nearest him. He then places his King in the second row of holes, directly in front of the empty hole in the first row (Diagram B).
5. Decide which player will go first.

How Moves Are Made:

Any one of the Knights or the King may be moved one space forward, backward, or to either side (diagonal moves are NOT allowed). You may have as many men as you wish in any row or file.

Play:

1. A complete turn consists of each player moving one of his pieces and then firing his Air Catapult.
2. Turns are taken as follows:
 - a. The first player moves any one of his Knights or the King.
 - b. The other player then moves one of his men.
 - c. The first player now inserts the nozzle of his Air Catapult into any empty hole on his side of the board and fires the Catapult by placing his hand on top and pressing down vigorously. If an opposing man is in the corresponding hole on the other side of the board, it will be blown out of its hole and is out of the game. The player who blew the man out of the board places it in either of the storage areas at the corners on his side of the Playing Board.
 - d. The other player then fires his Catapult.
3. Play continues in this way: First player moves... second player moves. First player fires his Air Catapult...second player fires his Air Catapult.
4. Whenever a player moves his King into the row next to the Castle Wall, and wishes to retrieve one of his captured Knights, he must announce to his opponent that his King has reached the Wall. The retrieved Knight is placed into any empty hole in the first row. If a player's King reaches the Wall and he chooses NOT to retrieve a captured Knight, he makes no announcement.
5. When a King or Knight reaches the Wall, it need not be left there, but can be moved away on a later move.
6. Remember that men are not "safe" when they reach the row next to the Castle Wall, they may still be blown out of play.

Winning

1. The first player who moves his King and one Knight, or any 2 Knights, into the row next to the Castle Wall is the winner!
2. A player also wins if he blows all his opponent's men off the board, OR, if he leaves his opponent with just 1 Knight left on the board.

Ages 5+

