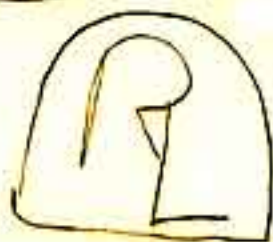
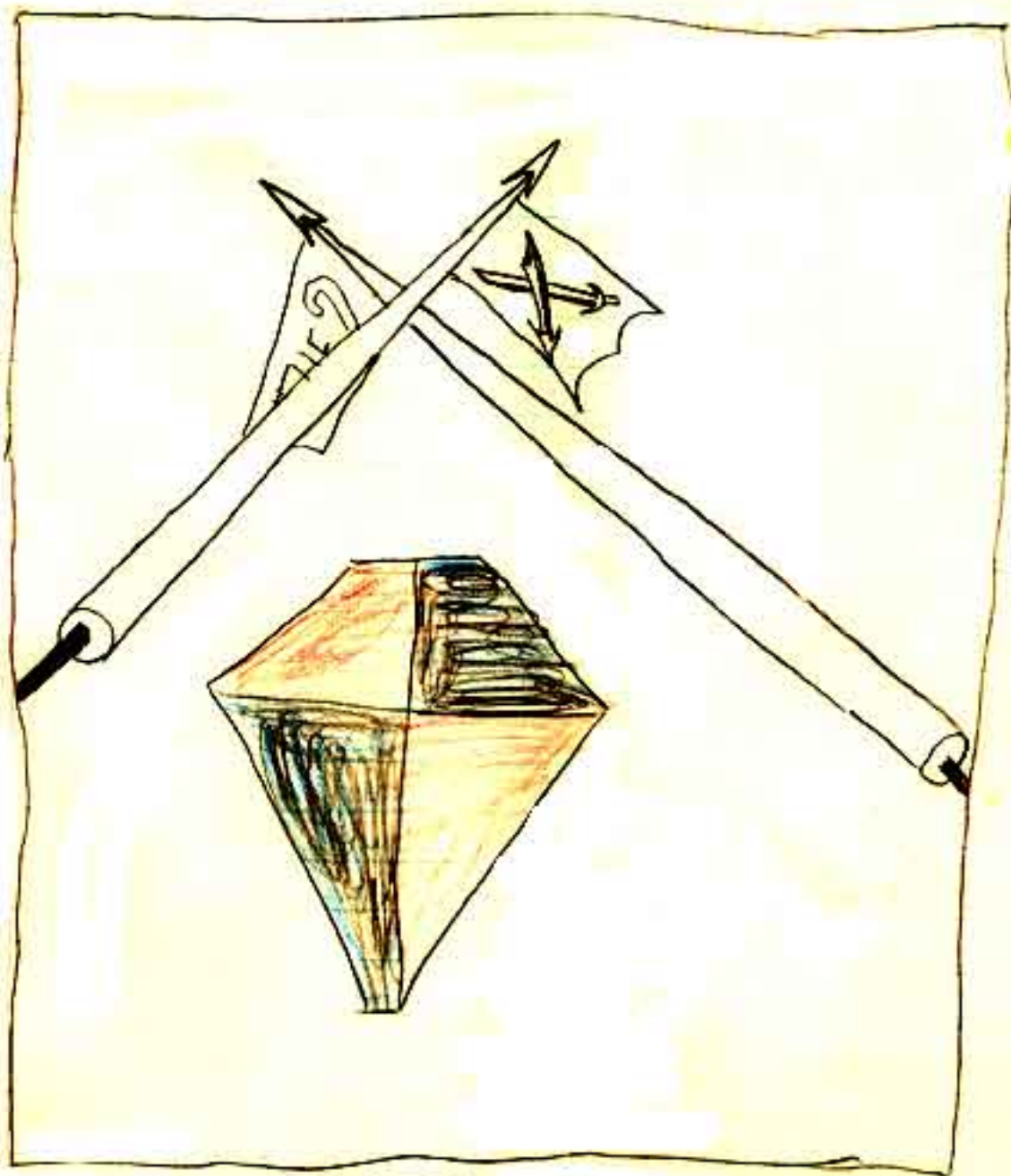


The Ages of Midevil

by: Brian Lawray



Games

Ages 12nd up
for 2 players

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Introduction

THE AGE OF MIDEVIL is not like most games that people have played. First you must defeat each other in Touring and then in a all out war.

The things included in this game

- 1 playing Board
- 1 Touring wall
- 1 Royal Box
- 1 rule book
- 1 6 sided Die.
- 16 black playing pieces
- 16 white playing pieces

The playing pieces

There are the same amount of each type on both sides.

- 2 Generals - Armored knights on horses
- 1 king - large figure with crown and scepter
- 1 queen - medium figure with braided hair down back
- 2 castle towers - figures that resemble towers
- 2 priests - medium figures holding a scroll and large cross
- 8 Footmen - smallest figures resemble knights with a shield set in front of them.

Game play

Game play consists of 2 parts:

1. Jousting
2. Warfare

part I: Jousting

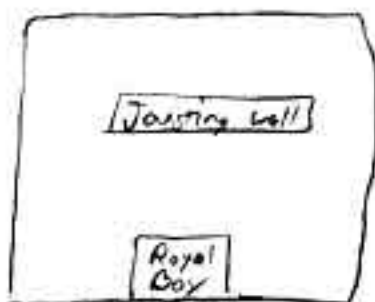
first set up the board.

lay the board flat on a flat solid surface.

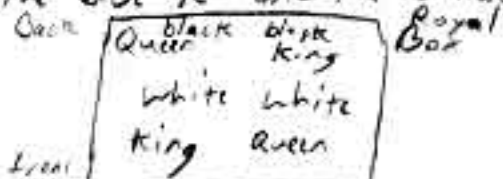
take the jousting wall and lay it on all of the squares with black open circles.



Then take the Royal Box and set it the same way on the 4 blue circles. Now the board should look like this:



Now set the Queens in their place in the Royal Box. Put the White Queen on the blue 'Q' and the black on the black. Then put the blue king on the blue 'K' and the black on the black 'K'.



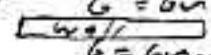
you are now almost ready to play Part 1,
The last thing you must do is take a black
and a white General. Set the white General on the
Blue "X" and the black general on the black
"X".

Now both players roll die, then both players
move their figures up that many - 1 as he rolled.

ex Player 1 rolls $4-1=3$ and player 2 rolls $3-1=2$
So player 1 moves 3 and player 2 moves 2.

Exception = when a 1 is rolled Nothing is subtracted
when a 6 is rolled -2 is subtracted instead
of -1.

players continue until they meet side-by-side. (usually in the "Normal Hit Area")

ex.  = Jousting wall

Then both players roll the die and the lowest roll
loses.

after they Joust write down who won.

repeat this process again with the 2 remaining
Generals.



PART 2:
WARFARE
Begins

PART 2: WARFARE

first take off every thing on the board used during Testing. keep the records of winners.

Now set up the board in the following way

G = General

K = King

Q = Queen

CT = Castle tower

P = Priest

F = Footman

White

White

P	F			CT	Q	K	CT				F	P
F		F						F				F
G			F		F					G		
	0	0	0	0	0	0	0	0	0			
	G	F		F						G		
F	F			0	0		F				F	
P	F		CT	Q	K	CT				F	P	

5

Black

Black

movement and combat are simply in This section of the game. Simply follow the charts. each figure can move only as far as the chart says or less. figures can move in any direction.

Figure	Squidgame
General	5
King	2
Queen	2
Castletower	0*
Priest	4
Footman	3

* Castletowers cannot move they are permanent structures, unless eliminated.

Combat - Happens when 2 figures are beside each other in any way.

Combat - each player rolls 1 die and adds +1.

Then they look on the combat chart and add the roll to that figures 'combat Numeral'. They then compare the two figures complete 'combat Numeral' after die roll is added.

Figure	Combat Numeral
General	6*
King	2
Queen	1
Castletower	11
Priest	3**
Footman	5

* a General that wins a fight has a 'combat Numeral' of 2 not 6.

** a priest can automatically destroy any figure once per game.

Objective - The objective of the game is destroy all of your opponents figures.

Part II B : Foot men warfare

line all 16 foot men in 2 8 men rows completely across the board.



Then have them charge moving at Normal speed and using the Normal "Combat Numerals", but instead of only moving 1 figure a turn you can move 4.

for a really fast moving and exciting game use the Foot men Warfare rules only allowing movement to be 5 instead of 3 and being able to move all 8 figures instead of 4.

also allowed each figure to have 10 "Combat Numerals" instead of 4.

also allow for 2 to one combat by adding the 2 foot men from the same sides "Combat Numerals" together and subtracting -5. then use Normal combat the result should be 15 to 10 with out die roll.

TO Players of this game:

I hope that all of
you players of this game
liked it as much as I have
creating it.

Author,

Brian Farnsworth

This Game is
Dedicated TO:

All players
of this
game.

Ende

Thanks for playing

The ages of
Middleville.

Have fun

and

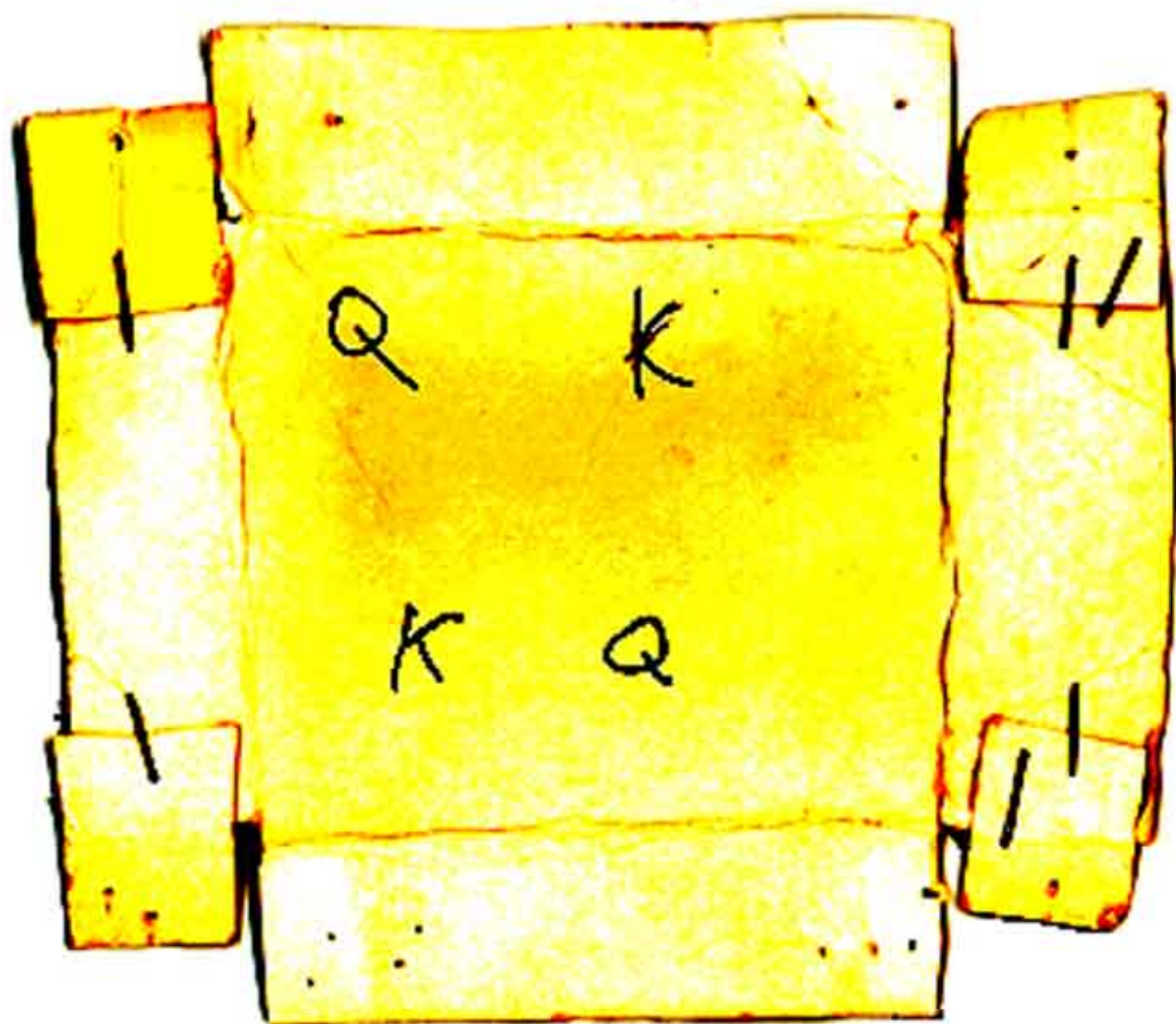
Good

luck

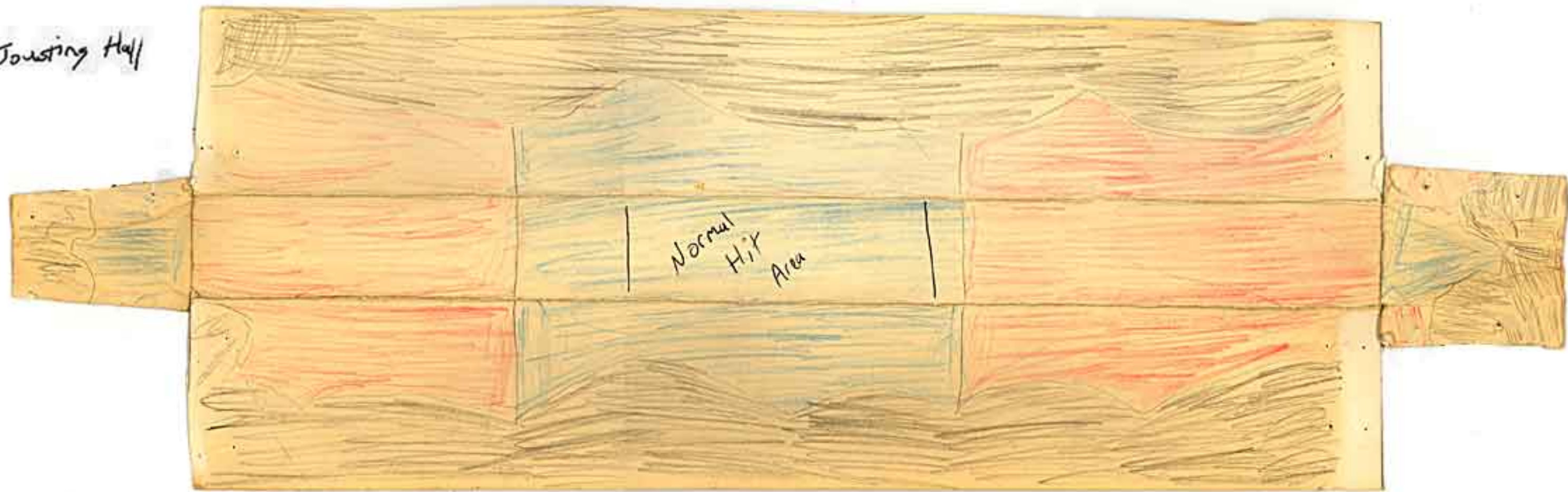
fighting

Ha! Ha! Ha!

Royal
Box



Jousting Hall



The Age of Midevil



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Games