



**Martial is a II-player abstract strategy board game of movement, stacking and points accumulation.**

**COMPONENTS: a square game board of XXXVI squares in a VI-by-VI grid, XII II-sided pieces, bag, rules.**

**Each player begins the game with IV of each coin-like pieces - numbered on either side (heads & tails) with: I & VI, II & V, III & IV.**

**OBJECT: the goal is to martial the coins to stack up the most points - by capturing as many of the opponent's coins possible.**

**A stack consists of two or more alternating-color coins.**

**Ownership of a stack is determined by the color of the top coin.**

**SETUP: the coins are divided into gold and silver sets. Players choose a color which represents them throughout the game.**

**The coins are placed in the bag and the first player to draw their own color will start the game.**

**The game board comprises VI rows (ranks) and VI columns. The coins are positioned in numerical order on the back rank and in reverse numerical order on the next-to-back rank on the opponent's side of the board - which is situated on a 'Lazy Susan'.**

**MOVEMENT: a coin is inverted then moved in any direction to an adjacent square. It may leap over its own-color coin or stack to a square immediately beyond.**

**A stack top coin is inverted and the stack is then moved in any direction to an adjacent square. It may not leap over a coin or stack.**

**Players alternately move one coin or stack at a time, to either an unoccupied square or one occupied by an opponent's coin or stack - which is then captured.**

**After each coin or stack is moved, the board is rotated clockwise XC°.**

**Players may also move the opponent's coins - but not stacks.**

**Do not return the last coin or stack moved to its previous position.**

**CAPTURE: players capture the opponent's coin or stack only with their own-color coin or stack.**

**A coin captures when inverted and moved onto the opponent's coin (or stack) if:**

**I. the (top) numbers match**

**II. the (top) numbers total VII**

**III. the opponent's (top) coin is next in descending numerical sequence**

**A stack captures when the top coin is inverted and the stack moved onto a lower-numbered opponent's coin or stack with a lower-numbered top coin.**

**Players agree on a target score - e.g. XIII or XXI points and, throughout the game, keep a tally of the top numbers on all the pieces in their respective stacks. The first player to capture and stack sufficient pieces, to reach the agreed total, is the winner.**