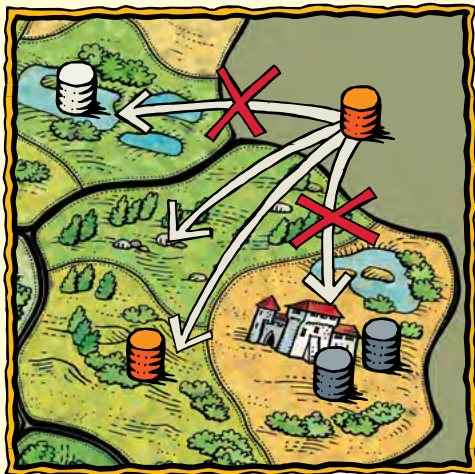


Farlander



drawing I

The aim of the game

This is a strategy game of conquering territories
The player with the highest number of territories at the end of the game, is the winner

Setting up the game

1) Forming the game board

Shuffle the game board elements and form a random game board (see the back of the box)

2) Handing out the game pieces:

- in 2 player game each player receives 36 knights
- in 3 player game each receives 24 knights
- in 4 player game each receives 18 knights

The game

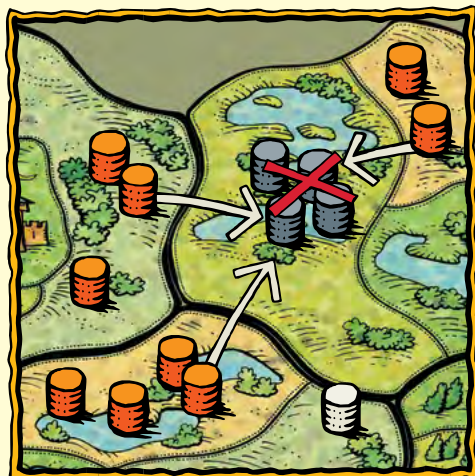
There are two phases of the game - inhabiting and conquering

1) Inhabiting

- The player who begins is chosen randomly
- In turn each player places 1 knight (game piece) into 1 territory
- The knights can be placed only (figure I)
 - into an uninhabited territory
 - into a territory with your own knights
- A territory can not contain more than 5 knights
- The inhabiting phase continues clockwise till all knights are placed

2) Conquering

- The player who begins is again chosen randomly
- Conquering:
 - You can conquer any territory of another player which borders your territory and in which there are fewer knights (figure II)
 - The player with the stronger force removes all the knights of the other player from the territory and may move in 1-5 of his knights from his bordering territories (figure III)
 - Not a single territory can be left empty or contain more than 5 knights
 - If a player can not conquer during his turn, he is skipped
- In every turn you can conquer only one territory
- If conquering is possible, it is compulsory



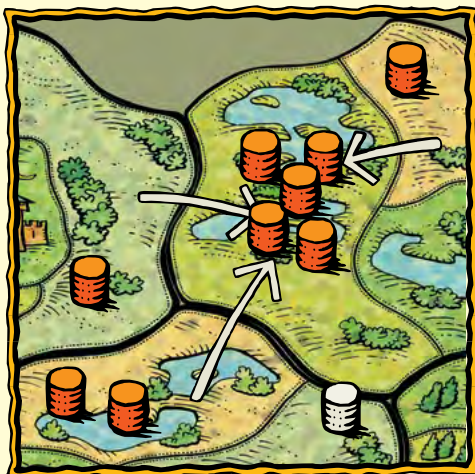
drawing II

Ending the game

The game continues until no player can conquer
Each player counts his territories.
The player with the highest number of territories is the winner

Additional castles rule

- (use only in 3 or 4 player game)
- A castle gives the defender an extra power of one knight
 - A castle does not give the conqueror any extra power
 - At the end of the game the territories with castles give 2 points, other territories 1 point



drawing III

Hints

- In the inhabiting phase reinforce the rear and observe your neighbours
- Don't let your knights get cornered
- Don't get too greedy - having more territories also means having weaker territories