

EQUIPMENT

Two contrasting sets of nine pieces each ("archers"), which must directionally indicate forward and backward (a cut-up photocopy of the archers printed opposite page, far right, may be used, or pieces may be improvised), and the board shown.

SETUP

Each player chooses one of the 3 x 3 "woods" areas to defend, then places his set of archers on his nine woods squares, one archer per square. Archers in the dark woods must be pointed north; those in the light woods must face south.

OBJECT

The first player to move one of his archers into the opponent's woods wins.

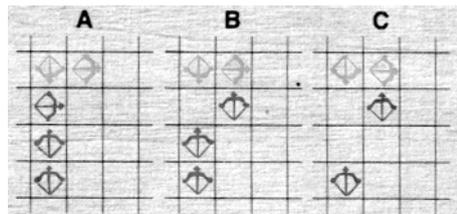
GAMEPLAY

Players move in turn, the first player being chosen randomly. Each turn, a player must make exactly two maneuvers. A maneuver consists of either (1) moving an archer one square, either straight ahead or straight back (in relation to the direction the archer's arrow is currently pointing) onto an unoccupied square, without changing the direction the archer is facing; or (2) rotating an archer 90 degrees. On a turn, a player may perform one maneuver with each of two different pieces, or he may perform two maneuvers with the same piece. A player may use any combination of maneuvers in a turn; that is, he may make two moves, two rotations, or one move and one rotation (in either order). There is just one restriction: Each turn must change the board position in some way. (This rule prevents a player from "passing" by moving or rotating the same piece back and forth.)

ATTACK AND CAPTURE

Each archer exerts a "zone of control" over the three squares directly in front of it, except for squares blocked by intervening archers. (Both friendly and enemy archers block zones of control.) No archer may move into or through the zone of control of an opposing archer. An archer already in an enemy zone of control may leave it (but may not pass through other enemy-controlled squares in order to do so), or may rotate; or may both rotate and move out of the zone. (See Attack and Capture below.)

An archer that finds itself in an enemy zone of control is "under attack." If an attacked archer does not escape from the enemy zone of control immediately, it may be captured. A captured archer is removed from the board (the archer that "shot" it stays where it is). Making a capture is always optional. Capturing an archer does not count as a maneuver, but it must be performed at the *beginning* of the attacking player's turn, before he makes either of his two maneuvers. A single archer may capture only one archer in a turn, even if removal of the captured piece exposes another piece to attack; but a player may make captures with any number of different archers in the same turn (though he will seldom have an opportunity to do so).



Example

In Diagram A, the Red archer facing east may move one square in that direction (the **first** maneuver of the turn), and then rotate 90 degrees counterclockwise (the second maneuver) to attack the Green archer that is facing east: the result is the position shown in Diagram B. The other Red archer now is also attacking a Green archer, since his zone of control consists of the three spaces directly in front of him. But that Green archer has a chance to capture the Red archer first (since captures may only be made at the start of a turn). It does so, leaving the position in Diagram C. Since the Green archer can not make a further capture in the same turn, Green can now save only one of his attacked archers, even though he still has his two maneuvers to make.

Optional Rule

To add variety to the strategy and tactics of Archers, players may adopt this rule. The archer starting in the center of each woods is designated a "king" and is marked so that it is distinguishable from the other archers. Kings move and capture in the usual way. A player wins either by entering the opposing woods (as in the basic game) or by capturing the opposing king.

George L. Stupecky, who works in pharmacological research at the University of California at Irvine, emigrated from Czechoslovakia in 1981. He based Archers on a photo of an old European board game with unknown rules.

ILLUSTRATION BY LARRY AND LOIS JOHANNSEN

