

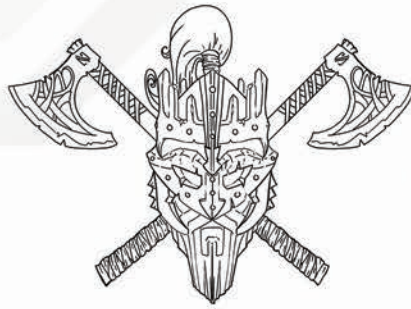
Edition Studio Twin
games - France
Auteur : David Allanic
Designer : Alx

Print and Play Edition
April 2020

Game made in France
disponible after Covid

Asymétric Game 2 players - 8 years

Light version of Catch the king



CATCH THE KING



Dawn rises over the city of Jomsborg where two Viking clans will fight. An ambitious Jarl, landing with many drakkars, tries to seize power by invading his suzerain's land to take his crown. Surrounded on all sides, exceeded in number of warriors, the King has only one solution, to flee to the home of one of his vassals. The battle promises to be epic! Between territory control and Viking savagery, you will have to choose...

A Catch the King print and play consists of:

- 16 attackers of orange color
- 8 blue defenders
- 1 King of blue color
- 1 board game of 9X9 squares.
- 2 forest - exclusive print and play



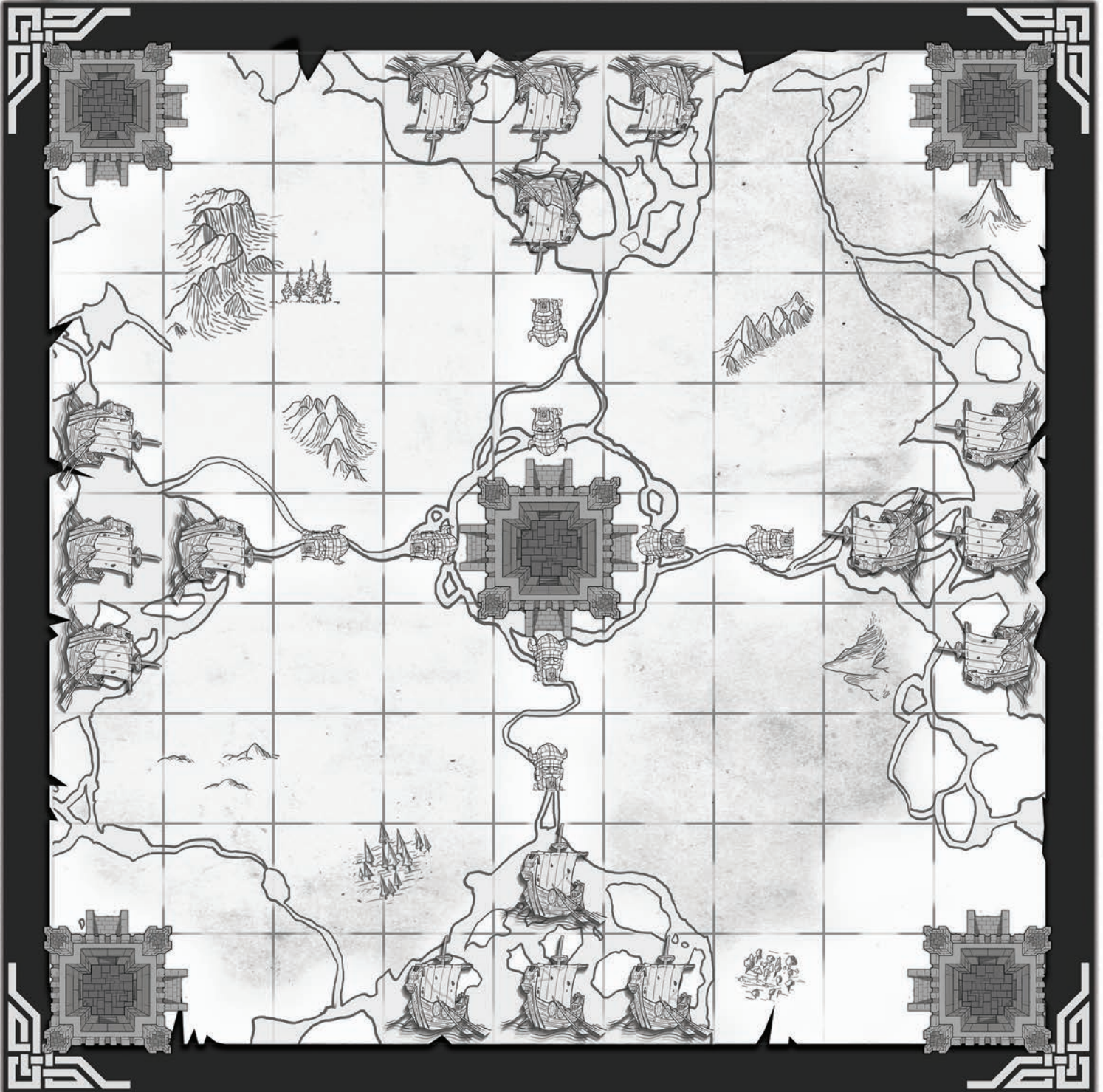
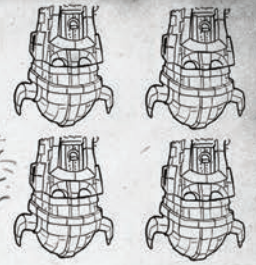
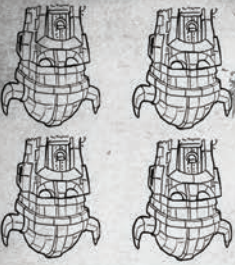
The full game will offer new variants upon release as well as extensions.

It was funded on Kickstarter thanks to 80 backers. This version is as much for those who are waiting for it as for any couple of players who want a little entertainment during this very special period.

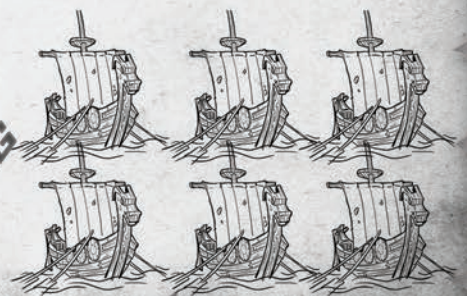
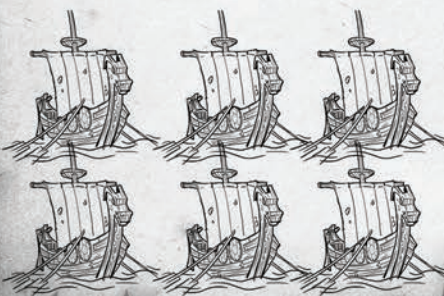
Roi



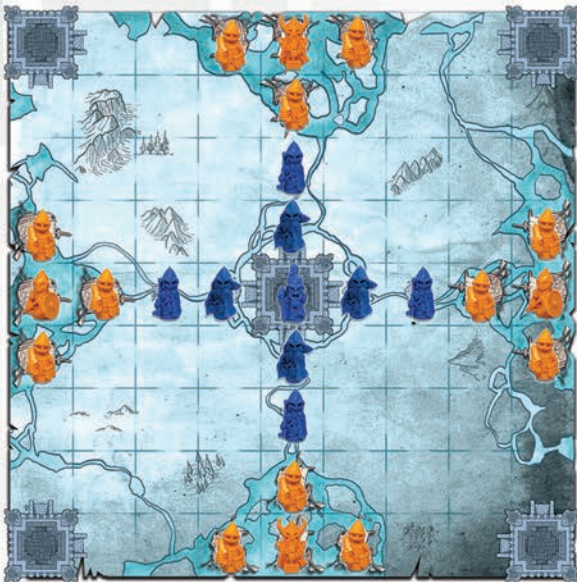
DEFENDER
CATCH THE KING



ATTAQUER
CATCH THE KING

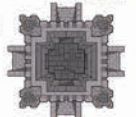


CATCH THE KING



Set up :

- The attackers take place on the drakkars squares.
- Defenders take place on the outpost squares.
- The King takes place on the central castle.



Game purpose :

- The attacker's goal is to catch the King to win the game. To this end, the King must be surrounded on all four sides, so he can no longer make any movement.
- The defender's goal is to escape the King, though one of the four castles located at the four corners of the game board.



How to play :

- Attackers always start first.

Unless otherwise indicated (variations or extensions), all pawns follow these rules:

- A pawn moves orthogonally (horizontally or vertically) in any direction, by the number of squares of its choice.
- **A pawn cannot enter a castle square**, except, of course, the King.
- **CAPTURE** : To remove an opponent's pawn, a pawn must create an orthogonal surrounding at the end of its movement, meaning the opposing pawn is flanked by two friendly pawns, either horizontally or vertically. It is called an assault movement and support from the already existing pawn, as opposed to the one that has just moved.



- Multi-capture is possible. If during an assault, a pawn simultaneously creates several surroundings, all enemy pawns are removed.
- It is quite possible to move between two opposing pawns without losing your pawn, because there is no assault on them.
- **Castles count as neutral support for everyone.** The pawn is back to the wall. If he is attacked, he will be counted as a loss.
- The edge of the game board is **not** a neutral support.

- As long as the **King is inside** the central castle, he is a **supporter of the defender**.
- When the King leaves the castle, he burns it. He cannot go back to the castle and becomes neutral for assaults.
- If the central castle is **empty, it can be crossed**, but it is **not possible to stop there**.
- **The King never gives his support** (a King does not offer his support, he orders), **nor makes an assault**. He is old and his sword is only an ornament of his power.

End of game :

The Defender wins the game :

- When the King reaches one of the four castle placed at the corner.

The Attacker wins the game if the King is surrounded:

- By four attackers.
- By one edge of the game board or the central castle, and three attackers.
- Or If he undergoes an assault when he is between a Viking, a edge of the game board and a corner castle. Even if during his next turn, he could enter the castle. He is surrounded and then loses the game at the foot of his vassal's castle.
- If the king is joined to one or more defenders who are themselves surrounded on all sides and can no longer make any movement, then the King is captured.



Variation :



The Forest (exclusive Kickstarter and trade shows) :

- The Forest use is not recommended in the early games.
- At the beginning of the game, each player places a Forest on a free square of the game board of their choice. Forest blocks the square on which it is located. It **cannot be crossed**, blocks the firing lines and **provides no support**.



Unlike the forest which is exclusive, other variants, such as Godi, Jarl or even bowmen are available directly in the game box.

We invite you to discover Catch the King in store as you return to a "more normal" life.



We hope you enjoy discovering this game and that it will help you have a pleasant 20 to 30 minutes of your days.



Stay home

Playfully

www.studio-twin-games.com
www.twinples.com

