



2 players



8 and up



25 min

BACKGROUND

Asalto is an English military game from the 19th century. The uprising of Indian soldiers against the British colonialists in 1857 inspired the invention of this game. Asalto resembles the hunting game “Fox and Goose” from medieval England.

MATERIALS

- A board divided into 12 squares (each square is divided into 8 orthogonal triangles)
- 50 pawns representing Indian rebels
- 3 pawns representing English military officers

Object of the game

For the rebels: To either immobilize the military officers or to conquer all 17 points of the fort (see shaded area shown in the image)

For the military officers: To imprison the rebels until the rebels can no longer win the game.

PROGRESS OF THE GAMES

The players choose a camp: rebels or military officers. Once both players choose a side, the player representing the rebels places rebel pawns in all cross-sections of the board except for the fort. The player representing the military officers places the military officer pawns inside the fort as he or she wants.

Rules for the rebels:

- The rebels move only one point at a time and forward (straight or diagonally).
- Only certain rebels (the red dots shown in the image) can be moved sideways to besiege the fort.

Rules for the military officers:

- The military officers have the right to move in all directions. However the military officers can also move only one point at a time.
- Military officers capture rebels by jumping over them to an empty point.
- The military officer must capture a rebel when possible or else the military officer is removed from the game

It is recommended to try playing in both camps to fully understand how to play the game.