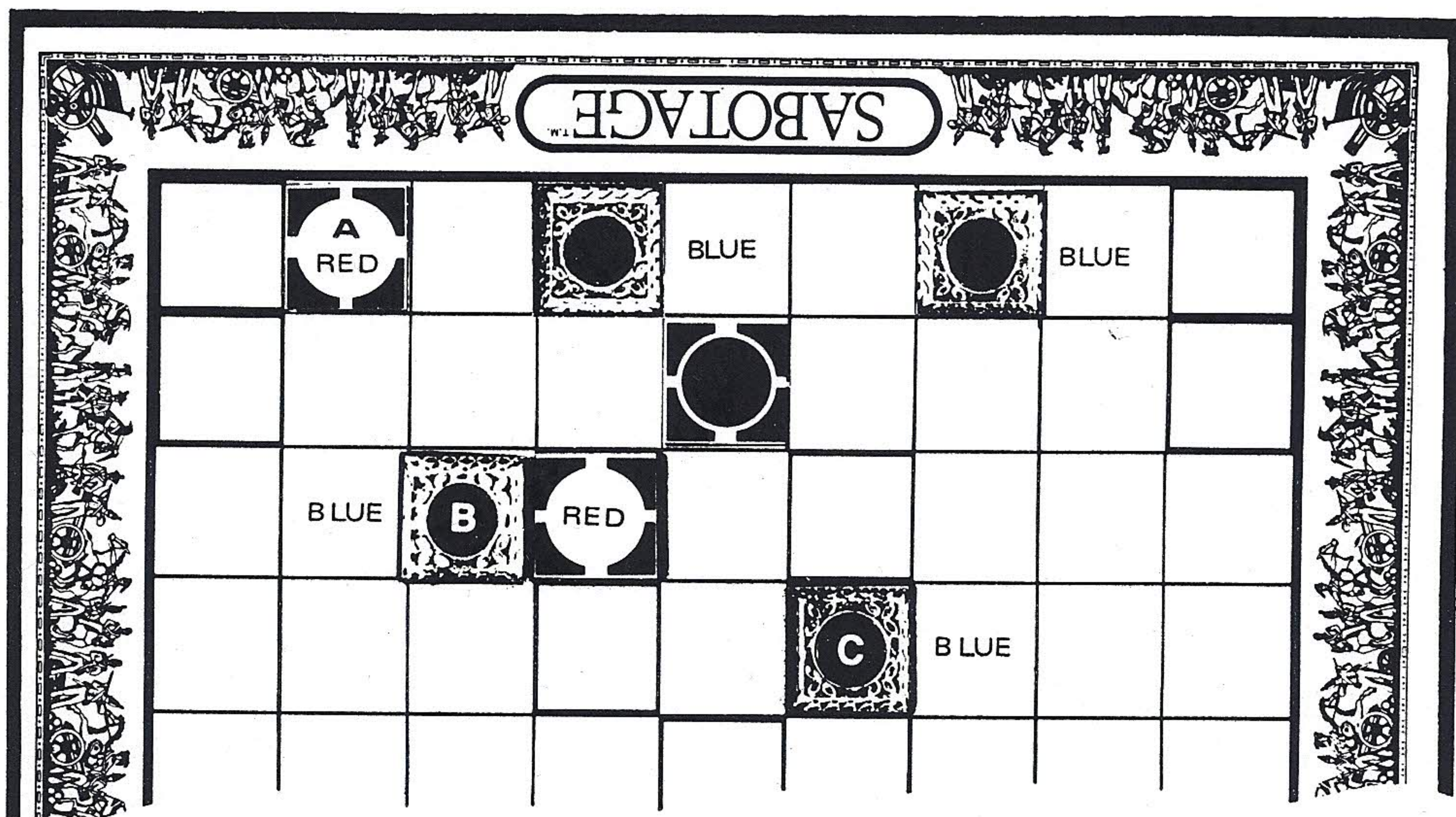


- THE CONTENTS:** 1 Game Board, 1 Crown; 18 playing pieces (9 red; 9 blue).
- THE PLAYERS:** Two people or two teams.
- THE OBJECT:** To capture the crown and return your playing piece with the captured crown to your home base (the square with the circle of your color).
- THE START:** Place the crown in the middle square on the board. Place the red and blue playing pieces in the squares outlined in red and blue respectively. Decide who is red and who is blue.
- THE PLAY:**
- (1) Players alternate moves.
 - (2) Playing pieces can be moved in a straight line forward, backward, sideways and/or diagonally, *except*: when a playing piece has captured the crown it can only be moved forward, backward or sideways (never diagonally).
 - (3) When moving a playing piece (with or without the crown) the number of spaces the piece *must* move is equal to the total number of red and blue playing pieces on the horizontal plane of the piece to be moved.

EXAMPLES:



If you wish to move the red piece shown as "A" above, you must move it 3 spaces. The blue piece "B" must be moved 2 spaces. The blue piece "C" can only be moved 1 space.

- (4) There is *no* jumping in Sabotage.
- (5) If a move lands on a square occupied by an opponent's piece, remove the opponent's piece from the board and it is out of the game.
- (6) You capture the crown by a) landing on the center square when the crown is there in the beginning of the game, or b) by landing on the square occupied by the opponent's piece which has the crown. In either case, place the crown atop your playing piece, and remember, that piece can no longer move on a diagonal.

THE WIN: Move your playing piece that has the crown to your home base — the square with your colored circle. This, as you will soon discover, is easier said than done.

If you have any questions write to:

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