

Mêlée®

Imagine you are the President of a powerful country, engaged in a global conflict against three equally powerful countries, seeking world dominance. Some of your forces can control the sea while others control use of the walls surrounding your empire. Suddenly a country gains an advantage over one, or all, of the other countries. In desperation, two or three of the countries agree to form a provisional alliance; an alliance intended to eliminate that advantage. Who will be first to betray this trust with treachery? Who will become the sole ruler of the Mêlée universe? With up to four players, more playing pieces, and a board with obstacles, you will enjoy more strategic possibilities than with Chess.

Mêlée evolved from the basic principals of Chess to become an exhilarating new strategy game. Unlike Chess, when you play three or four player Mêlée, you learn how to form a three-dimensional strategy that contemplates the use of alliances and deception. This added dimension of intellectual consideration introduces a level of excitement only found in the game of Mêlée.

Created and Made by Vincent Cricchio

Basic Mêlée Rules (2-4 players)

1. Place Mêlée pieces in their '**Start Position**' from left to right along the side closest to you, the order is Army-Navy-Air force-Admiral-President-General-Air force-Navy-Army. Next row is nine Marines. (Refer to the picture).
2. The players' **Home Side** is the nine spaces where the Army-Navy-Air force-Admiral-President-General-Air force-Navy-Army begins the game.
3. The Players' **Domain** is the home side plus the three rows in front of the home side. (The first four rows.)
4. An **Officer** is the Admiral, General, Air force, Navy, and Army.
5. The **order of power** is Admiral, General, Air force, Navy, Army then Marine.
6. The darkest piece goes first.
7. The order of turns is clockwise.
8. Only the Marines can move onto the wall.
9. Only the Admiral, Navy and Marines can land on the water.
10. When a player threatens the President that player must say Mêlée. If he does not, he cannot capture the President on his next move.
11. A President may not move into Mêlée.
12. If a President has no choice but to move into Mêlée then the player who put the president in Mêlée can capture the president and proclaim "Victory!"
13. Each player keeps all pieces he or she captures.
14. The winner is the last player who remains.
15. If a player loses all his pieces then his opponent has twenty-five moves to capture his President and claim victory, otherwise this game is a draw.

2-4 Player Mêlée Rogue Variation

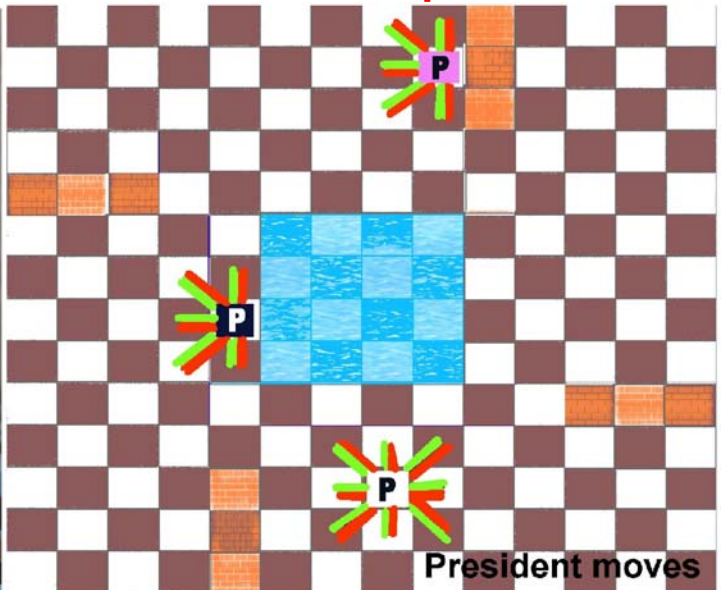
Same basic rules except:

1. **Rogue pieces:** When **Player-B** captures the **President of Player-A**, **Player-B** will immediately put in play and command all of **Player-A** pieces he captured, except the **President**, as **rouges**.
2. Place captured **rouges** to their start positions closest to the wall: If there is a piece already in the start position, that **Player-A** piece cannot become a **rouge piece**.
3. Any remaining **Player-A** pieces already on the board remain at their present location as **rouges!**
4. **Player-B** must have his **President** and one other **Player-B** piece to command **rouges**.
5. If **Player-C** captures the last piece, other than the **President**, of **Player-B**, then **Player-C** gains control of all the **rouges** in play so long as **Player-C** **president** controls another **Player-C** piece and as long as **Player-B** **president** is in play.
6. If **Player-D** captures the **Player-B** **president**, remove all the captured **rouges** from play, and then refer to rule #1.
7. When the game comes down to two players, and If **Player-A** loses all his pieces, then **Player-B** has twenty-five moves to capture the **President of Player-A** and claim victory, otherwise this game is a draw
8. Note: If **Player-B** puts **Player-D** in Mêlée and the only move the **president of Player-D** can make is to enter the capture zone of **Player-C**, then **Player-B** claims victory and gets the **Player-D** pieces as **rouges**.

The President

The President can move and capture one space in any direction, but cannot go over walls, water or another piece. It cannot land on water or on a wall. If you lose the president, you lose the game.

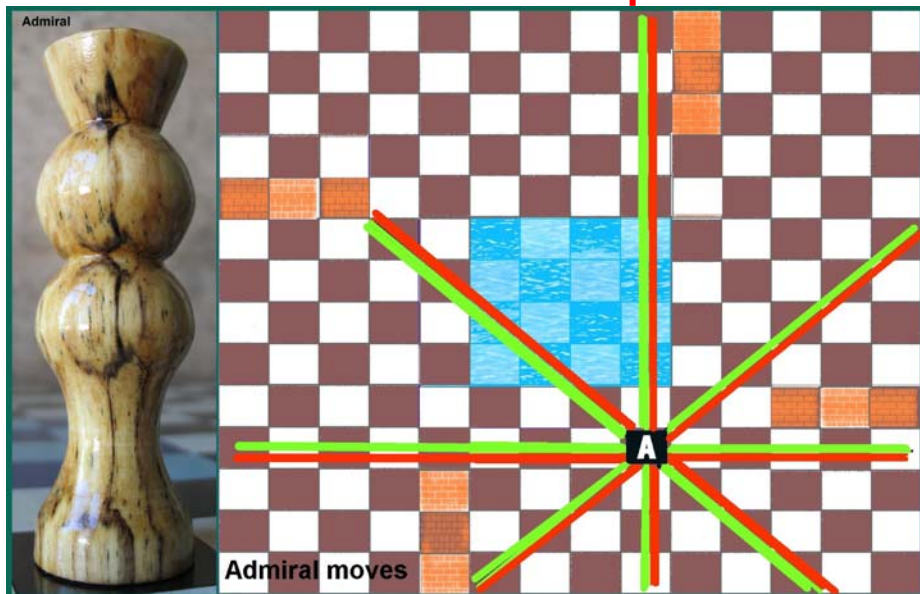
Green=Move Red=Capture



The Admiral

The Admiral can move and capture any amount of spaces in any direction, but cannot go over walls or another piece. It can land on water but not on a wall.

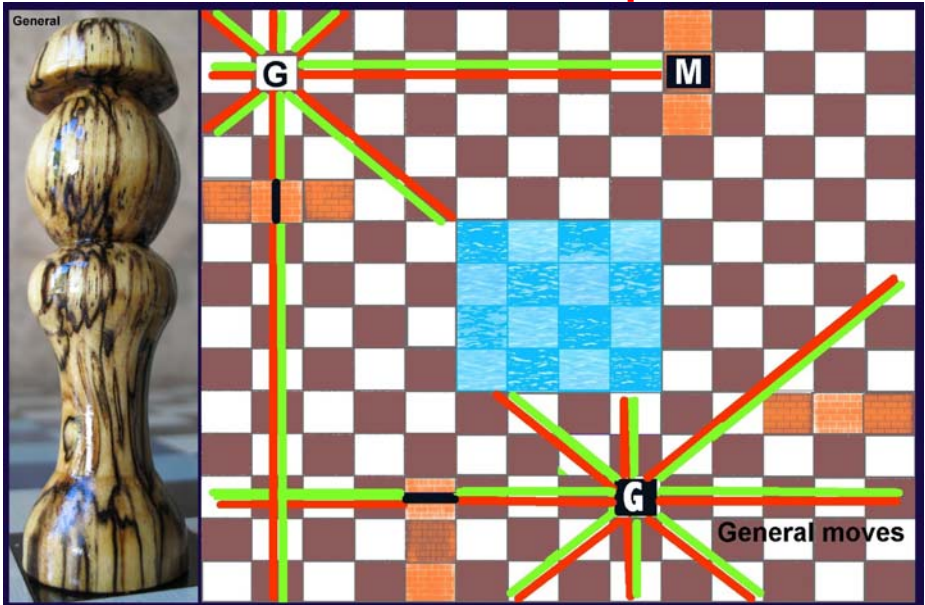
Green=Move Red=Capture



The General

The General can move and capture any amount of spaces in any direction, but cannot go over water or another piece. It cannot land on the water or on the wall. It can go over a wall.

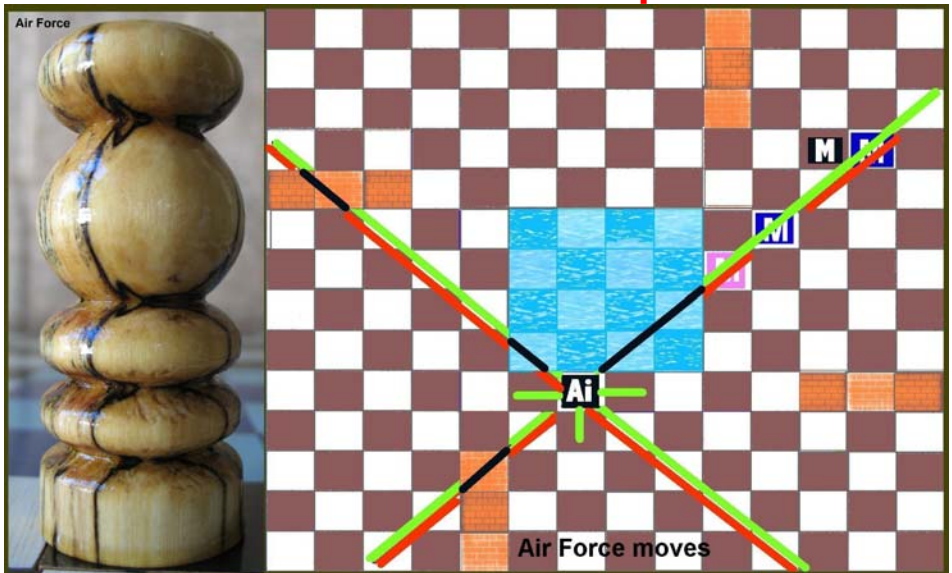
Green=Move Red=Capture



The Air Force

The Air Force can move and capture diagonally any amount of spaces; can fly over walls, water, and other pieces. It can move, but not capture, one space up, down, left or right. If **The Air Force** flies over another **Piece**, it can not capture an **enemy piece** during that move unless the **enemy piece** is next to a **piece of the same color** as the **Air force**. (Ex: A **Player-A** Air force flies over a **Player-C** to a position occupied by a **Player-B** piece next to a **Player-A** piece, the air force captures the **Player-B** piece. Pretend that the **Player-A** piece radiates in location of **Player-B** to **The Air Force** for air support.) The Air force cannot land on the water or on the wall.

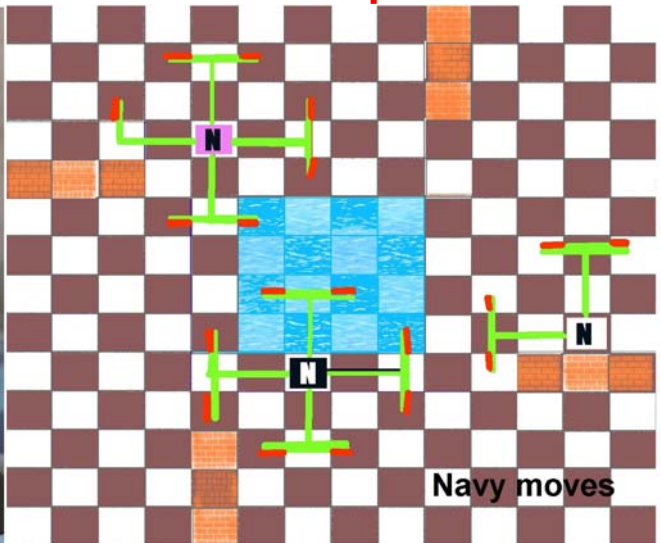
Green=Move Red=Capture



The Navy

The Navy moves two spaces forward, back, left or right and one space adjacent. The Navy can only capture the piece that is in the final position of its move. The Navy cannot go over walls but can go over water or another piece. The Navy can land on the water.

Green=Move Red=Capture

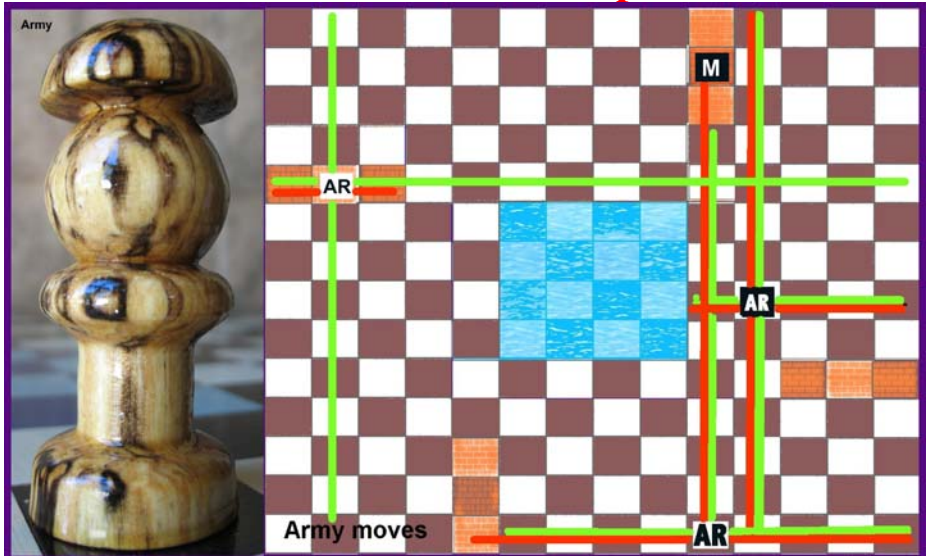


The Army

The Army can move and capture up, down, left or right any amount of spaces, but cannot go over walls, water or another piece. It cannot land on the water or on the wall.

The Army can capture a piece on the wall. When the Army is on the wall it can only capture pieces on a wall. It can move off the wall from any wall tile but it cannot capture another piece when moving off the wall.

Green=Move Red=Capture



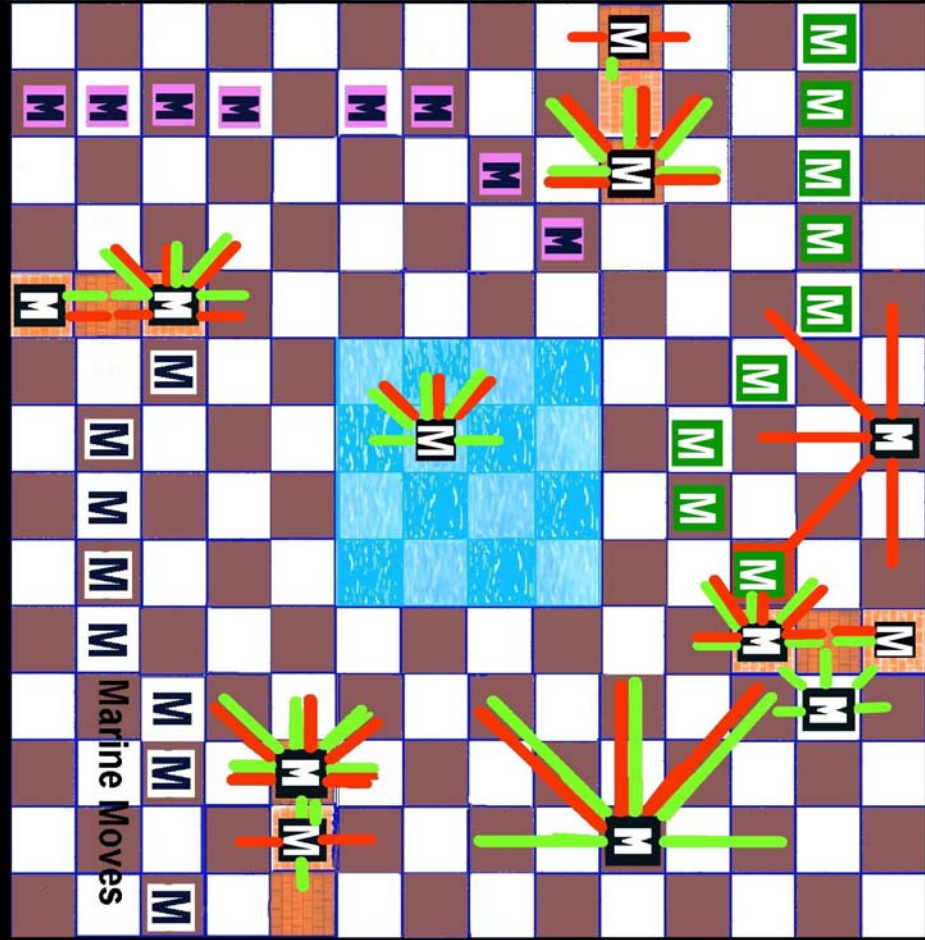
The Marines

Marine board and sea rules:

1. A Marine can move one space in any forward direction and laterally.
2. A Marine can move and capture two spaces **only** on its first move.
3. A Marine can capture in any three forward directions, but not laterally or backwards.
4. A Marine can move anywhere on water and onto the wall.
5. A Marine who is off a wall cannot capture a Marine who is on the wall.
6. If a Marine reaches an opponents' home side it will explode, **killing** all pieces in a two-space radius. The Marine is placed back into play on the second row of its home side closest to the wall.
7. Any opponent pieces **killed** in step #6 can never become a **Rogue**.

Marine On-Wall Rules:

1. A Marine can only move along a wall.
2. A Marine can only capture laterally on the wall.
3. A Marine can move off the wall **only** at the front end of the wall.
4. A Marine can move and capture in any forward direction and laterally **only** at the front end of a wall.
5. A marine can move backward on two walls: the wall that contacts his home side and the one on the opposite end of the board.



2 Player Mine Field Mêlée

Same basic rules except:

1. Each player selects three marines of a different un-played color for their mines.
2. Place these three marines anywhere on the board except in your opponents' domain or on a wall.
3. A mine will detonate if the opponent's player lands within one square in any direction.
4. When a mine detonates, remove it and all pieces within two squares in every direction.
5. You deactivate your mine by placing your marine next to it.
6. If the opponents' Marine lands next to your deactivated mine, it will kill your deactivating marine and your mine becomes your opponents mine.
7. The Air force can land next to its own mine, but when it does, that player will lose a turn.
8. If the opponents' Air force lands next to your deactivated mine, the mine will detonate killing every piece in a two-space radius including the opponents' air force.
9. You win when you capture your opponents' President.

3 Player Abandoned Kingdom (AK)

Same basic rules except:

1. Set up the Abandoned Kingdom (AK) in the domain that has no player,
2. An AK piece cannot move out of the AK domain.
3. Only capture an AK piece from within their domain.
4. The AK Marine or President will only kill an invading Navy when the AK initiates a first kill.
5. After any first kill in an AK domain, all AK pieces activate and move to kill up to four invaders within the AK domain.
6. The AK can move again after a player moves.
7. The AK moves only if it is able to kill an invader.
8. AK pieces will move in their domain until they kill up to four invaders.
9. An AK Marine cannot move two spaces.
10. The closest AK piece will kill the invader first.
11. The most powerful AK piece will kill an invader that is equally distant between two AK pieces,
12. If multiple invaders enter the AK, the AK must first kill the invader that threatens their President.
13. If multiple invaders of equal power enter the AK, the AK must kill the closest vulnerable invader.
14. A player who loses their president is out!
15. Capture the AK President to win!

2-4 Player Mêlée for points

Same basic rules except:

1. The object of the game is to get 45 points.
2. The game ends when a player gets 45 points.
3. The president is the only piece with a negative point value.
4. If you lose the president, you are still in the game.
5. If you lose the General and the Admiral, you are out of the game.
6. Before you take a General or the Admiral, you must say Mêlée.
7. If you fail to say Mêlée, you cannot take the General or the Admiral on your next move.
8. Points are as follows:

Piece Name	Point Value
President	-10
Admiral	9
General	8
Air Force	6
Navy	5
Army	4
Marine	1

Solitaire Mêlée

Same basic rules except:

- Set up an Abandoned Kingdom in any domain.
- The AK moves only if it is able to kill an invader.
- The AK pieces must stay within their domain.
- The AK will first kill an invading piece with the greatest power that threatens the AK President.
- The AK will kill an invading piece closest to the AK President if two or more invaders of equal power are in its domain.
- An invader must be within the AK domain to put an AK officer in Mêlée.
- If you lose your king, you lose the game.
- The first two AK Marines score 0 pts, all others score -5 pts.
- Every piece you lose score -1 point.
- A perfect game is 57 points.
- Points are as follows:

Piece Name	Out of Order	In Order
President	-10	10
Admiral	-9	9
General	-8	8
Air Force	-6	6
Navy	-5	5
Army	-4	4
Marine	-5	-5
Lose your piece	-1	-1

Four Player Team Mêlée

Same basic rules except:

1. Teams members sit opposite from each other.
2. Team members cannot capture each other's pieces.
3. The Rouge variation is not allowed.
4. The team that captures the first President wins the game.



Mêlée is painstakingly hand crafted and is one of a kind!

Every game is signed and numbered to ensure authenticity.

Mêlée®

"It's Like Chess on Steroids!"

Playmelee.com Is The Official Website

Mêlée © Copyright 2001, Vincent Cricchio Patent pending.

Keeping it Green:

Up to 90% of this game is from recycled materials!

Warning: Choking Hazard: Keep this game out of the reach of Children

Mêlée a French word that means to rumble; a free for all battle waged in a state of confusion, where you make and lose allies in the blink of an eye.

One to four people can play Mêlée, since there are seven ways to play the game. You can play Mêlée for points, solitaire, against the game AK Mêlée, basic rules, team Mêlée, mine field and rogue Mêlée.

The object of Mêlée is to have the last living President.

The game of Mêlée is a Chess-like board game. The pieces move in a comparable fashion as in Chess and differ in how they interact with the board and with other pieces. The Board has four walls that protect each kingdom, and a sixteen square sea in the center. The domain is the home side and the three rows directly in front of the home side. The Officers and the President start the game on their home side. The home side is the nine spaces between the wall and the corner of their kingdom along the furthest side of the board. Place the pieces from the corner: Army, Navy, Air Force, General, President, Admiral, Air Force, Navy, and Army. Place a Marine in the next row before each officer and the President. The rulebook describes how each piece move. The game of Mêlée has 96 playing pieces. Each player controls 18 playing pieces.

The game of Mêlée board has 196 squares compared to the 64 squares of Chess. Sixteen of these squares are the water. Depending upon the board chosen, four to sixteen of the squares are the wall. A wall originates from the fifth square, from the left corner, along the edge of the wall, and continues away from the edge of the board. The prototype has a total of fourteen wall squares. Future games favor twelve wall squares. The amount of wall squares varies from game to game.

This is the official rulebook: Updated on July 7, 2009