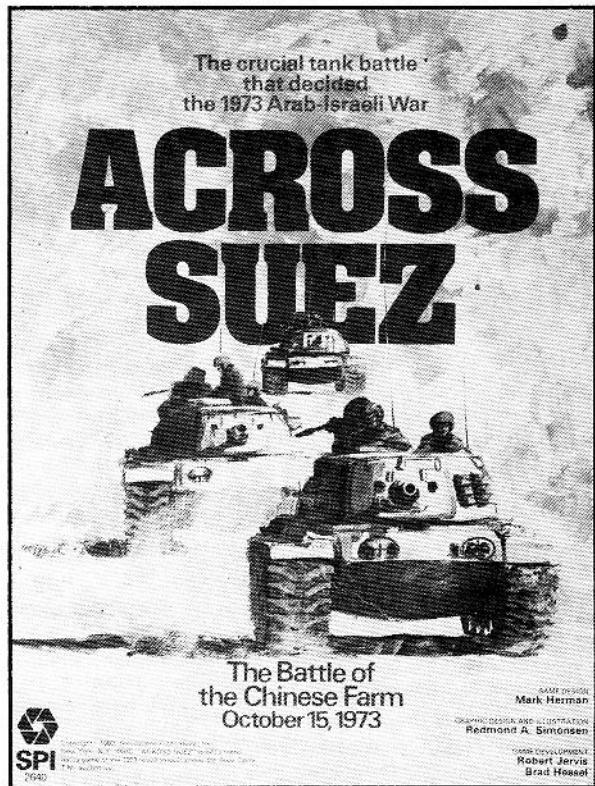


ACROSS SUEZ

The Battle of the Chinese Farm October 15, 1973

Across Suez is an operational level simulation of the Battle of Chinese Farm, 15 October 1973. The Israeli high command planned to cross the Suez Canal in order to isolate the Egyptian Third Army, but two Egyptian divisions threatened to block the Israeli counteroffensive. *Across Suez* is a relatively simple, yet challenging recreation of the wildest and most important battle of the October War. Such elements as surprise and shock of first combat, combined arms combat, Canal crossing, as well as artillery bombardment and support have been captured in a game system that is easily grasped and yet allows subtle strategic decisions on both sides. *Across Suez* contains an 11" x 17" map of the area around Chinese Farm in the Sinai, 100 cardboard playing pieces, rules booklet, and various playing aids.



Buyer's Guide for *Across Suez*

Age range: 12 years through adult.
Number of Players: 2 (suitable for solitaire play)
Average playing time: Two hours.
Complexity: Low (4.5).

For purposes of comparison, the game of *Monopoly* has a complexity rating of 2.34.

[3.0] Basic Procedure: The Sequence of Play

THE ISRAELI PLAYER-TURN:

Step One: The Israeli Movement Phase

The Israeli Player may move his units. He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

Step Two: The Israeli Combat Phase

The Israeli Player may attack adjacent enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

THE EGYPTIAN PLAYER-TURN:

Step Three: The Egyptian Movement Phase

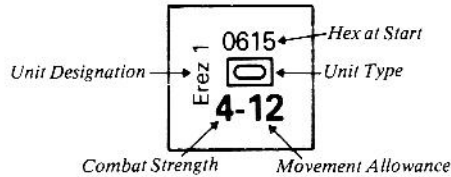
The Egyptian Player may move his units. He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

Step Four: The Egyptian Combat Phase

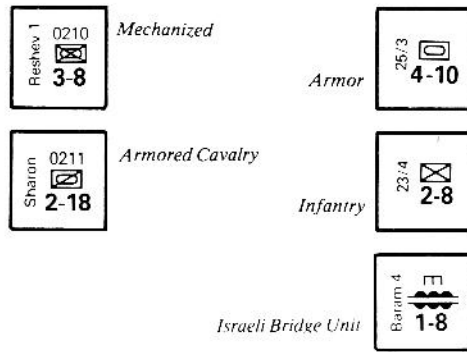
The Egyptian Player may attack adjacent enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

These four steps are repeated seven times. The game is then over and the Players determine the victor according to the rules on How the Game Is Won (14.0).

How to Read the Units SAMPLE UNIT (Front)



Summary of Unit Types



**Now available for \$5.95
in retail stores nationwide!**