

H. V. Kaltenborn's Game of Diplomacy

This is a realistic game of intrigue and skill designed for education and entertainment, acquainting the players with characteristic products of nations and their flags. It is not a war game.

1. Equipment; The equipment consists of a game board, 4 large pawns in colors, designated "Diplomats", 20 soldiers, 4 bombers, 4 battleships, and 40 round markers called "Consulates", in corresponding colors, also dice, a set of corresponding "Flag Cards" and 3 sets of cards for the 3 Pouches on the game board.

This game is played around a board whose outer border is a path of flags representing various nation and colonies of the world. In order to distinguish them readily, the flags of the nations are on a light blue background and the flags of the colonies are on a orange background. Strategic locations and neutral states are represented by maps and shields instead of flags. Abridge of flags across the board represents the 6 great colonizing nations. This bridge forms a short cut and the means for each player to secure bombers and battleships.

2. Object of game: The object of the game is to build up a "World Empire" controlling essential raw materials, and the player wins who gains the largest number of points as set forth on the "Flag Cards". Each player aims to place 10 consulates, and the player ends the game who thereafter lands on the flag of the World Power Which he selected at the beginning.

3. Rules of the Game: (a) Two, three or four may participate and a fifth person may act as Chief of the Diplomatic Corps" or Official Kibitzer... If the extra person is not available, anyone of the players may act in this capacity. The player casting the highest dice selects the country on the Bridge of Flags which he chooses to represent and receives the block or tile known as the "Diplomat". Players sitting about the board make their selection clock-wise. Each player receives 5 soldiers- 10 consulates, 1 bomber, 1 warship, all the same color as the "Diplomat".
b. Play begins in the corner marked "Start" by the "Diplomat" first chosen

And upon a throw of the dice the player takes the number of moves indicated. A consulate of the corresponding color is left when Diplomat lands on the flag of a "nation" and a soldier of a corresponding color is left when Diplomat lands on the "colony". Each succeeding time around that a Diplomat lands on the colony flag he substitutes a "Consulate" for a soldier of corresponding color, and receives the FLAG CARD . In the event that an opponent lands ahead on the same square, he captures the soldier and supplants it with one of his own color. Consulates are not captured but remain in the possession of the player, unless otherwise removed by the rules of the game. When a Diplomat lands on the flag a nation in contrast to a colony, there is immediately established a Consulate and the player receives at once the corresponding FLAG CARD from the board or "Chief of the Diplomatic Corps". When a diplomat lands on a flag controlled by a Consulate ,the player has the option to draw on any one of the Pouches. When he lands on Strategic location the option on the next play is to move in either direction except if held by a token. Then other players only proceed clock-wise.

Scoring: Each player totals the figures on his FLAG CARDS, adds 10 for each captured soldier, 100 for each Strategic location and 20 for battleships. or bombers. The player with the highest number wins.

RULES GAME OF DIPLOMACY

(to play with skill read the Special Details)

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