

RULES OF KOP THE KAISER

PATENT APPLIED FOR

The object of the game is for each player to equip himself with a counter, which represents some branch of our army, to start this army from one of the six ports marked on the game board, and by throwing the dice advance this army around the blue path (dodging the submarines) until the army has completed the circuit of the board, whereupon this army is further advanced up the pink path to the center of the board and by first arriving in the circle (in Berlin) KOPS THE KAISER and wins the

1. Each player selects a counter which are the large ports on the Atlantic Coast: New York, Boston, Norfolk, etc. He then chooses a counter. These represent the different branches of our army: Infantry, Artillery, Aviation, etc. He places his counter or army in the space he chooses as a starting point.

2. Each player in turn from left to right then rolls the dice to determine who shall be the first to try to move his counter or army. The player rolling the highest number on the dice has the first chance. In case two or more tie in rolling the dice, the dice are again rolled by those who have tied until the tie is decided.

Roll

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|----|---|---------------------------------|
| 7 | Advance 7 spaces; retain dice. | Player to left retreats seven. |
| 11 | Advance 11 spaces; retain dice. | Player to left retreats eleven. |
| 2 | Retreat 2 spaces; retain dice. | Player to left advances two. |
| 3 | Retreat 3 spaces; retain dice. | Player to left advances three. |
| 12 | Retreat 12 spaces; retain dice. | Player to left advances twelve. |
| 4 | Roll dice three times; if 4 is rerolled advance 4, if not, surrender dice to player on the right. | |
| 5 | Roll dice three times; if 5 is rerolled advance 5, if not, surrender dice to player on the right. | |
| 6 | Roll dice three times; if 6 is rerolled advance 6, if not, surrender dice to player on the right. | |
| 8 | Roll dice three times; if 8 is rerolled advance 8, if not, surrender dice to player on the right. | |
| 9 | Roll dice three times; if 9 is rerolled advance 9, if not, surrender dice to player on the right. | |
| 10 | Roll dice three times; if 10 is rerolled advance 10, if not, surrender dice to player on the right. | |

NOTE: This summary applies only while an army is *Dodging the Submarines*. In the pink horizontal spaces, the rules of this summary change in accordance with previous instructions.

3. The player thus winning the first chance to move his army, again rolls the dice. Should this first roll be a 7 or 11 he is entitled to advance his army 7 or 11 spaces, as the case may be, to his right around the blue path marked *Dodging the Submarines* (starting points are not to be counted as spaces). This also means a defeat for the army of the player at his left, and this player must retire his army 7 or 11 spaces from his starting point in the opposite direction, or to this defeated player's left. *Note here that when an army has passed its starting point to the right the side of the counter printed ADVANCE is always face up. When it has not passed its starting point and has retired to the left of the starting point the side of the counter printed RETREAT is always face up. Thus as soon as an army advances past its starting point it is signified by ADVANCE as long as it remains there. Should it have to retire to the left past its starting point it is signified by RETREAT as long as it remains there.* Now means a victory for the player at his left and this player is entitled to advance his army 2, 3, or 12 spaces, as the case may be. If a player's first roll is a 7, 11, 2, 3, or 12 he is entitled to another roll. If he again on his initial roll makes any of these numbers he is again entitled to roll, and so on. Now should the player roll any other number on his first roll than these exceptions mentioned; say for instance a 5, he is entitled to roll the dice three times, if necessary, to try and repeat this number. If he succeeds in repeating this number he is entitled to move that many spaces in advance, or in this case, five. If, however, in three attempts he does not

succeed in repeating this number, he must surrender the dice to the player on his right, who in turn rolls the dice in accordance to the rules above, and so forth with each player around the board.

4. The player thus advances around the board until he approaches again his starting point. From the last division, or space directly to the left of his starting point, he advances into the horizontal division marked *In France*. He cannot advance further than this on one roll no matter how many spaces he is entitled to advance from *Dodging The Submarines*. When the player thus advances his army *In France* the rules of the game as applied to his army change in two respects: (1) The player cannot advance upward through more than one division at a time and then only on an initial roll of his own by rolling a 7 or 11 or by repeating a number. (2) He can not retreat through more than one of the pink divisions at a time, and then only on an initial roll of any roll of the player to his right. When the player has to retreat from *In France* to *Dodging the Submarines* the rules apply without these exceptions just as before.

5. Should a player be so successively defeated that he is forced to retire the complete circuit of the board, coming back to his starting point, his army is considered completely vanquished, is forced to surrender, and out of the game.

6. The player who first succeeds in entering BERLIN, KOPS THE KAISER and wins the game

SUMMARY

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