

Rules for Playing

CONFLICT

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For 2, 3 or 4 players

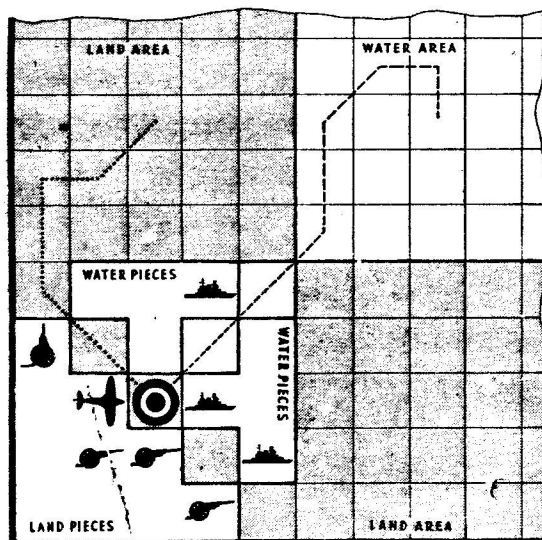
IDEA OF THE GAME

By making use of the various pieces in his possession, each player endeavors to capture other players' pieces or to occupy an opponent's home field. When a player's pieces are all captured or his home field invaded, he is retired from the game and the last surviving player wins the game.

EQUIPMENT

There is a board illustrative of land and water areas ruled off in squares for play and leaving a **home field** for four players, one in each corner. There is also a **reserve square** in the center with a section for each player in the same color as his home field. Land areas are shown in Brown; Water in Blue. There are **two dice** and **four sets** of playing pieces, each set in a different color and each consisting of **two Airplanes**, **four pieces of Artillery**, **one Anti-aircraft gun** and **five Water pieces** (battleships).

DIAGRAM No. 1



PREPARATION

Place the Board on a table and seat the players around the Board. Each player takes all playing pieces of the same color as his corner. Each player then places four of his pieces (1 airplane, 1 artillery and 2 battleships) in his reserve square in the center of the board. He then places the eight remaining pieces in his corner, land pieces and plane in the extreme corner in the large area of his own color, and water pieces in either or both of the two smaller areas of his own color. (See Diagram #1.) This separation makes it easier to start land pieces on land and water pieces on water.

MOVEMENT OF PIECES

Land pieces must travel entirely on Land (the Brown area) and Water pieces on Water (the Blue area). To enter these areas Land pieces must move two spaces diagonally in either direction from the circle on the Brown squares to the land areas and Water pieces must move straight ahead two spaces diagonally along the Blue squares to the Water area. (See dotted lines on Diagram #2 which illustrates an entering move on a throw of 5 and 3 on the dice.)

The airplanes may move over both land and water and so may enter the game by either route to the land or water areas. They may in the same move pass from land to water or water to land.

All pieces may move in any direction—horizontally, vertically or diagonally and not necessarily in a straight line.

For example, a player on a roll of six could move a piece one square forward, two squares diagonally left or right, two squares backward and the sixth square horizontally left or right. (See Diagram #3.) Note, however, that a player cannot move his piece **over** nor **onto** the **same** square twice in any one move. Note also that the nose of the battleship indicates the space on which it rests.

VALUE OF PIECES

Any Land Piece may capture any other Land Piece or an airplane if the plane is resting on a land area. Any Water Piece may capture any other Water Piece or an airplane if it is resting on the Water. An airplane may capture **any** piece **except** an Anti-aircraft gun, although the Anti-aircraft gun may capture a

DIAGRAM No. 2

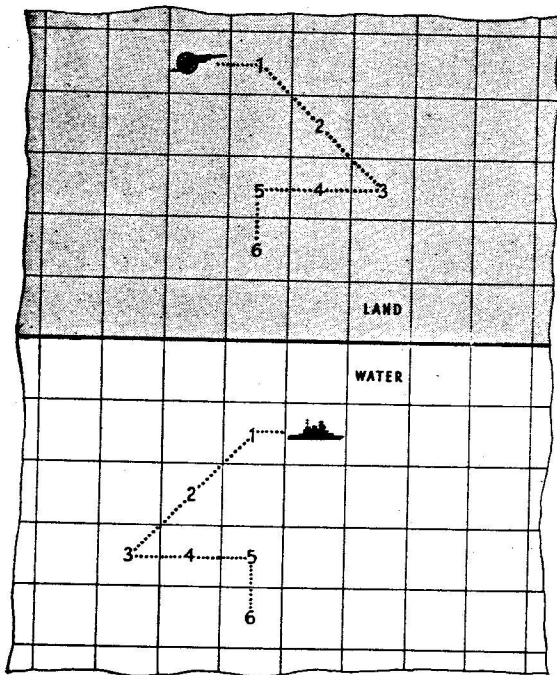
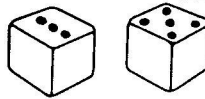
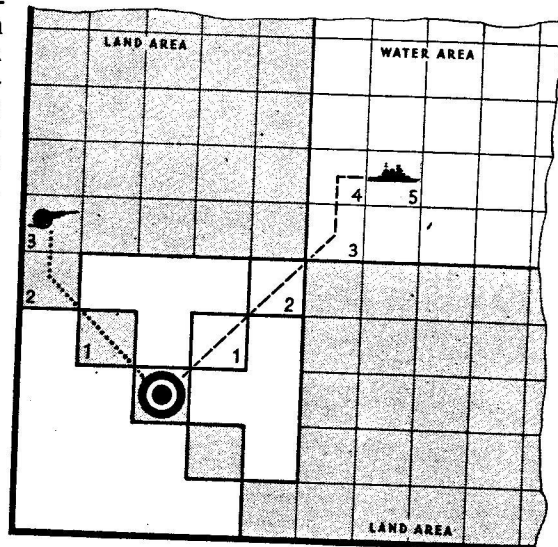
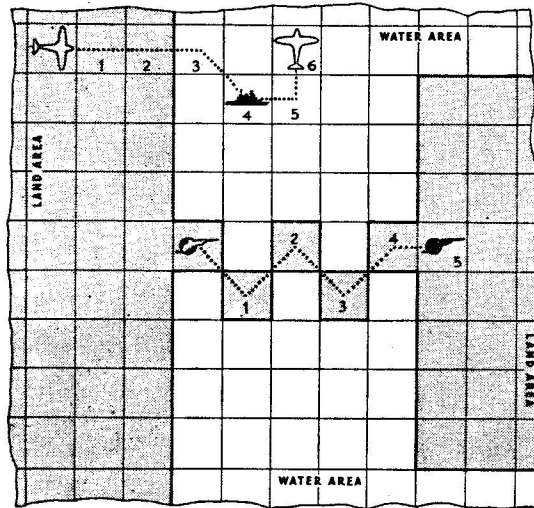


DIAGRAM No. 3

plane on the land area and may capture or be captured by any other Land Piece. In play, therefore, it is important to keep your planes distant from your opponents' Anti-aircraft guns.

A piece is captured when another piece lands exactly on or passes through the square it occupies. (In Diagram #4 on a throw of 6, light plane captures dark battleship by moving through the space battleship occupies. On a throw of 5, light artillery captures dark artillery by landing on space dark artillery occupies.)

DIAGRAM NO. 4



BRIDGES

Since pieces do not have to move in a straight line and may move on the diagonal, land pieces may cross the Water areas on the Brown squares that serve as bridges to the Island area in the center of the board. (No pieces may move in to the Reserve Spaces.) Water pieces may also pass the bridges by moving on the diagonal, and thus moving only on blue squares.

PLAY

To start the game each player throws the dice once and the one who rolls the highest total moves first. He rolls both dice and moves **any two** pieces onto the playing field from the circle in his corner moving land pieces along the land route (brown squares) to the land area and water pieces along the water route (blue squares) to the water area. The air piece may enter the game by either route. To enter a piece, place it on the home square (black and blue circle) and count the adjacent square as #1 for either Land or Water pieces.

He must move two pieces as the **sum of the dice can never be used** to move one piece. If only one piece remains it can be moved only the face of one die but in this case players may choose which die to use.

When the first player has moved, the turn passes to the next player on the left and so on in turn throughout the game.

The purpose of each player is to land **any one** of his pieces on his opponent's starting circle by **exact** count. He may do this by manoeuvring a piece in or may capture sufficient opponent's pieces so that the defense is weakened or eliminated and he can move in without resistance.

A piece left on the starting circle (home square) is subject to capture and therefore is not protected by it.

When the piece of one player reaches an opponent's starting circle (home square) that opponent and all his pieces are retired from the game,

and the capturing player takes **all** of that opponent's pieces, as well as all pieces that opponent holds as captured pieces, retains the captured pieces of other opponents, and puts his **own** recaptured pieces in play in the same manner that he used to start the game, either immediately or later as he chooses.

If a player rolls doubles he has another throw on that turn and if he throws doubles on the second throw he has still another turn. However, should he throw a third set of doubles he has no further throw and must put one of his pieces (any one he selects) **back in the reserve**.

SEVENS

If at any time during the game a player throws **a total of seven** on the dice **he may take one piece** from the reserve and place it on its proper starting area in his corner. He may now move this piece or any other piece as on any other throw.

MINES

In the water area are black dots. (These dots are near each corner.) These black dots represent mines. A player's water pieces resting on or crossing **his own** mines **are safe** but any other player resting on or crossing these black dot squares loses his piece to the player in whose starting corner the mines are situated.

MINE EXCEPTION

The exception to this rule is the airplane which may be blown up if it **comes to rest** on a mine but which **may pass over** it in safety. Should any piece other than an airplane take a water piece resting on its own mine the water pieces of both players are destroyed and each player receives his opponent's piece.

ALLIANCES

Usually each player plays for himself although alliances may be made before or during the game in an attempt by two players to wipe out a third.

Partnership games may be played if agreed upon before the start of the game.

*Questions on Conflict will be answered
gladly if a three-cent stamp is enclosed.*

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