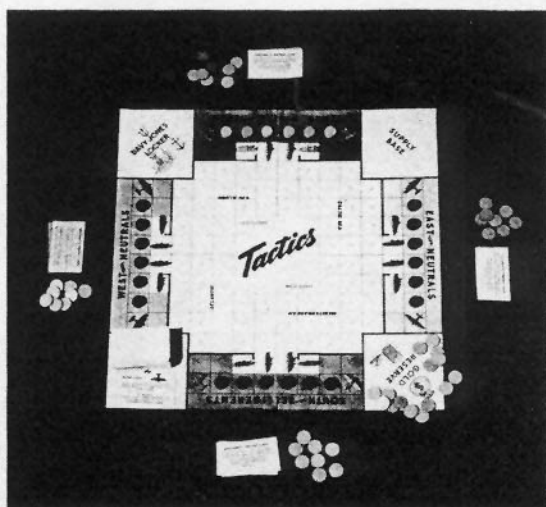


NOT A WAR GAME BUT A GAME OF WORLD STRATEGY



CREATED BY MICHAEL FIELDING & VERNON CALHOUN

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Tactics

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(SEE OUTLINE OF BASIC STRATEGY)

TACTICS duplicates actual world conditions today. It places the player in the position of the head of some neutral or belligerent country and lets him use his own judgment as to how present international problems should be met and overcome.

TACTICS may be played by two belligerents, or by two belligerents and one or both neutrals. Set up playing pieces (as outlined on board) and give each player 8 GOLD COINS and 6 DIPLOMATIC PROTEST CARDS (of their own place color.) Shuffle the "CHANCE" CARDS (white deck), put them face down in their corner, and place surplus COINS in GOLD RESERVE.

THE MOVES

BATTLESHIPS move one square at a time in any direction, but only on water areas (light blue). They destroy TRANSPORTS (SUPPLY SHIPS) (round wooden pieces) by jumping them as in Checkers, and trap and sink opposing BATTLESHIPS by maneuvering so that one is on each side of the BATTLESHIP to be sunk (horizontally across, vertically across or diagonally across). Any player can jump and destroy TRANSPORTS (SUPPLY SHIPS), but *only belligerents* can trap and sink BATTLESHIPS. Jumps cannot be made *into* or *out of* SAFETY ZONE, and a BATTLESHIP in the SAFETY ZONE cannot be used to trap and sink opposing BATTLESHIPS. It may be so used on the move out of the SAFETY ZONE to an adjacent square. TRANSPORTS (SUPPLY SHIPS) move one square at a time forward, backward or sideways *but not diagonally*. They cannot jump or destroy any other playing piece. They may move to any playing space on the board (except plane bases). AIRPLANES move off their bases only on instruction of "CHANCE" CARDS.

PLAY

The object for belligerents is to blockade opponent belligerent's SEAPORT and for neutrals to trade for profit. Blockade is accomplished when a belligerent's SEAPORT is completely cut off from the sea. Trade is accomplished when a SUPPLY SHIP is moved into another player's port. Then each of the two players take one COIN from GOLD RESERVE and SUPPLY SHIP is returned to any square in its HOME AREA in one jump in the same move. Game ends when blockade has been accomplished and final scores are added.

To start play, player moves a piece, then draws a "CHANCE" CARD. Move is not complete until instructions on card are followed (except SUBMARINE cards which are held, concealed, for future use). Used card is discarded face up in a discard pile. Player to the left moves next. SUBMARINE cards may be used *whenever holder chooses whether it is his turn to play or not*.

If a belligerent aggresses against a neutral or a neutral against a belligerent (by destroying one or more of his pieces) he must be given a DIPLOMATIC PROTEST CARD. Any player who accepts three of these cards from any other player is at war with him and becomes an ally of his opponent. A neutral becoming a belligerent, in this way, combines with his ally in blockading opponent SEAPORT and in sinking opponent BATTLESHIPS.

That's all there is to the rules. The rest of these instructions clarify each step and answer all questions which come up during play. Drawings and Outline of Basic Strategy (on separate sheet) show a few examples of blockade, explain certain controversial situations and help you get the most out of the game, even when you are learning.

BASIC STRATEGY

TACTICS reproduces actual conditions today. Players are permitted to do just what actual belligerents and neutrals are now doing, or they may adopt any course they consider wiser or better. The outcome of the game depends upon the strategy used by each player — the moves he makes, the advantages or disadvantages encountered through the "CHANCE" CARDS and the attitude and tactics of the other players. Thus, skill, strategy, luck, psychology and the ability to judge your fellow players all enter into the winning of the game.

Belligerent Strategy — A belligerent's basic strategy should be to get a sufficient number of his BATTLESHIPS and TRANSPORTS across the board to blockade his opponent's SEAPORT as quickly as possible. At the same time, he should guard his own SEAPORT against blockade. He should also try to destroy as many of his opponent's playing pieces as possible to make it easier to blockade the latter's SEAPORT, as well as to prevent him from including them in his final score. This is the extent of strategy in a 2-handed game when no neutrals play.

In a 3 or 4-handed game in which neutrals participate, it is important to watch the neutrals carefully. You should size them up and determine which one is friendly to you and which unfriendly. For example, West neutral may show a marked preference for your opponent in trading or, if he is instructed to serve a DIPLOMATIC PROTEST CARD, he may select to serve the card on you instead of your opponent. This would normally indicate that if, during the game, that neutral came in as a belligerent, he would probably try to join up with your opponent in preference to you. To offset this, you should do everything to win East Neutral's goodwill. Make it easy for him to trade with you or, if you are instructed to serve a DIPLOMATIC PROTEST CARD, serve it on West Neutral and thus show East Neutral that you are friendly to him.

Remember also that a neutral may become a belligerent if he wishes, by deliberately "picking on" a belligerent, thereby forcing the service of sufficient DIPLOMATIC PROTEST CARDS. He may want to do this if he concludes, say, that North Belligerent is likely to lose and, to win a share of the GOLD RESERVE "jackpot", he may decide to aggress against North Belligerent and himself come in as an ally of South Belligerent who he thinks will win. As a belligerent you, too, may wish to force a neutral in as a belligerent. You may feel, for instance, that you are winning and that the neutrals are cutting down the GOLD RESERVE "jackpot" (which comes to you as the winning belligerent) through too much trading. In this event, you may elect to force a neutral in as a belligerent, even against you, and thereby stop his trading. There are many situations of this kind and judgment must be used to determine the best and most favorable course to adopt.

Neutral Strategy — A neutral possesses the same advantages as a belligerent. He has the same number of playing pieces, with a greater chance of retaining them for scoring purposes at the end of the game. WHILE THE BELLIGERENTS DESTROY EACH OTHER'S PLAYING PIECES AND THUS REDUCE EACH OTHER'S FINAL SCORES, THE NEUTRALS CONSERVE THEIR PIECES AND INCREASE THEIR FINAL SCORES THROUGH TRADING.

Therefore, neutral strategy should be to get as many of your SUPPLY SHIPS as possible into other player's SEAPORTS for trading. Use your BATTLESHIPS to guard your SEAPORT or convoy your SUPPLY SHIPS. Remember, one of the belligerents may, for his own ulterior purposes, try to drag you in as a belligerent by aggressing against you and destroying your playing pieces; so try to determine as soon as possible which belligerent is most friendly to you. Let's say you decide to "play along" with North Belligerent. Then, if you are instructed to serve a DIPLOMATIC PROTEST CARD, serve it on South Belligerent so that if later you are forced in as a belligerent, you will come in as the ally of North Belligerent whom you wish to join.

Of course, if you yourself wish to get in as a belligerent (to win a share of the Gold Reserve "Jackpot", for example) you may attempt to do so by aggressing against one or the other of the belligerents thus forcing the service of sufficient DIPLOMATIC PROTEST CARDS. Bear in mind, however, that it is to your advantage to stay neutral and trade — unless you are skillful enough to pick the winning belligerent and get in on his side at the right moment so as to share the "jackpot" with him.

SAMPLES OF BLOCKADE

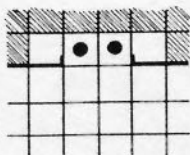
There are many other variations

NO

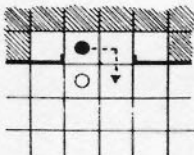
YES

FIG. A

Open SEAPORT squares defended by TRANSPORTS only.



This is **NOT** BLOCKADE because dotted lines show how defend- ing pieces may leave port.



This is **BLOCKADE** because of placing of additional pieces (marked by heavy arrows) makes further movement out of port impossible.

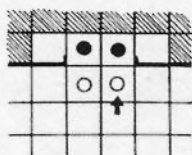


FIG. B

Open SEAPORT squares defended by TRANSPORT and BATTLESHIP.

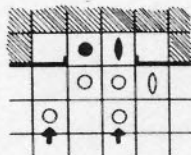
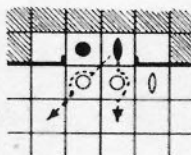
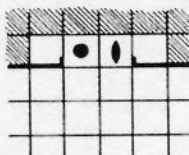
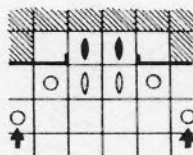
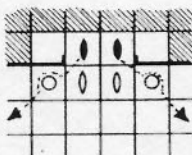
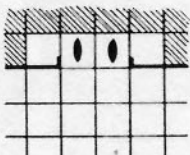


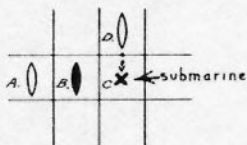
FIG. C

Open SEAPORT squares defended by BATTLESHIPS.



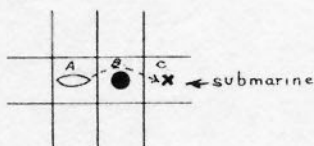
CONTROVERSIAL SITUATIONS

FIG. D



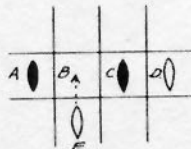
A **SUBMARINE** always has precedence. When **BATTLESHIP D** moves into square C, it does **NOT** sink **BATTLESHIP B** because it is *itself* first sunk by **SUBMARINE** in square C if the holder of the submarine card produces the card.

FIG. E



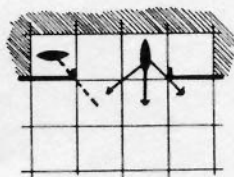
If **BATTLESHIP A** jumps opposing **TRANSPORT (SUPPLY SHIP)** in square B, playing piece in square B is sunk. However, there is a **SUBMARINE** in square C and **BATTLESHIP A** therefore is also sunk if holder of submarine card produces the card.

FIG. F



Player whose move it is, always has the advantage. Assuming it is **BATTLESHIP E's** turn to move, and it moves into square B, opponent's **BATTLESHIP C** is sunk, thereby rendering **BATTLESHIP A** ineffective.

FIG. G



Movement in or out of a **SEAPORT** must be made through the two open center **SEAPORT** squares. Therefore, moves in or out of port as shown by solid lines are permissible, while move in or out of port as indicated by broken line is **NOT** permissible.

RULES

1. PLAYERS—Game is for from 2 to 4 players. In a 2-handed game, play the belligerents, disregard the neutrals. When 3 play, play the 2 belligerents and 1 neutral. In a 4-handed game, play both belligerents and both neutrals.

2. PURPOSE OF THE GAME—Purpose for the belligerents is to defeat each other by blockading each other's SEAPORTS (Rule 13); for the neutrals to trade with ANY or ALL the other players, and to make money (Rule 14).

3. BOARD—There are 2 belligerents and 2 neutrals. Each has his HOME AREA (colored) including a SEAPORT (the 4 sea squares within the HOME AREA). There are 4 oceans, separated from each other by heavier lines (three hair lines close together), running from the center of each SEAPORT to the edge of the SAFETY ZONE in the center of the board. Each ocean is divided into 20 numbered squares. The four corners of the board are made up of DAVY JONES LOCKER, where BATTLESHIPS destroyed during the game are placed; SUPPLY BASE, where all other destroyed playing pieces are placed; GOLD RESERVE, where surplus COINS are placed, and a corner for the deck of white "CHANCE" CARDS.

4. SAFETY ZONE—Within this zone a player's playing pieces are safe from attack, and, when player decides to move a playing piece out of the zone, he may move it to any adjacent square in any direction he chooses.

5. PLAYING PIECES—Each player has 26 playing pieces—4 BATTLESHIPS, 2 AIRPLANES, 6 wooden TRANSPORTS (neutrals play these as SUPPLY SHIPS), 6 DIPLOMATIC PROTEST CARDS, all the same color as players own HOME AREA, and 8 GOLD COINS. Remaining COINS are placed in GOLD RESERVE from which players draw or to which players forfeit during the game.

6. "CHANCE" CARDS—These introduce the element of luck in the game. They represent the unforeseen conditions, good or bad, which normally arise for belligerents or neutrals. After each player moves, he draws one of these cards from top of the deck, which has been thoroughly shuffled and placed face down in its allotted corner of the board. Card advises the player of the condition imposed upon him. After instructions have been followed, card is discarded, face up, in a used pile (so all other players can see and check it). If all the cards are drawn before the game ends, reshuffle pack and use over again.

Instructions on the cards are clear and simple. Whenever instructions to a belligerent refer to an ENEMY BATTLESHIP, ("PLANE VS. BATTLESHIP") or an ENEMY PLANE, or an ENEMY TRANSPORT (SUPPLY SHIP) ("PLANE ATTACK" and "PLANE RAID"), said belligerent will normally "pick on" the playing pieces of his belligerent opponent. However, if he wants to regard either of the neutrals as his enemy, he may "pick on" the playing pieces of that neutral. (See BASIC STRATEGY on separate sheet).

"SURPRISE MANEUVER" card permits the moving of a TRANSPORT (SUPPLY SHIP) to any square on any sea, but forbids the "blocking" of a SEAPORT. This means that a TRANSPORT (SUPPLY SHIP) can be placed anywhere in any sea, including the SAFETY ZONE, except within any HOME AREA or on the 2 squares directly in front of the 2 open sea squares of a SEAPORT; nor can piece be so placed as to block opposing player's movement out of his port in that move.

"PLANE VS. BATTLESHIP" card requires player drawing it to return opposing player's damaged BATTLESHIP to its own SEAPORT for repairs. If, at the time, all 4 SEAPORT squares are occupied, one of the TRANSPORTS in the SEAPORT must be moved back to the closest open square in its HOME AREA to make room for the BATTLESHIP.

7. DIPLOMATIC PROTEST CARDS—These are used one at a time when any player who is not in conflict with you deliberately destroys or damages one or more of your playing pieces. Belligerents, being already in conflict, do not use these cards on each other. But if, with neutrals playing, one of the belligerents decides to "pick on" a neutral, then that neutral MUST serve the offending belligerent with one DIPLOMATIC PROTEST CARD for each piece so destroyed. In other words, each act of deliberate aggression by any belligerent against any neutral or by any neutral against any player must be followed immediately by the service of a DIPLOMATIC PROTEST CARD by the injured player against the offending player. However, any player wishing to avoid acceptance of a DIPLOMATIC PROTEST CARD may do so by paying 1 COIN to the protesting player. ACCEPTANCE OF 3 DIPLOMATIC PROTEST CARDS OF THE SAME COLOR AUTOMATICALLY RESULTS IN A STATE OF WAR BETWEEN THE PROTESTING AND RECEIVING PLAYERS.

If a neutral accepts a third DIPLOMATIC PROTEST card from the other neutral, then the one against whom the third aggression has been made has the choice as to which belligerent he wishes to join as an ally, and the other neutral automatically becomes the ally of the other belligerent.

8. TO START THE GAME — Players choose playing position by common consent, by throw of dice or by any other desired method of selection. High man gets preference on position, next high gets next preference and so on. Each sets up his playing pieces, as outlined, on the board, according to his place color (see illustration on front cover). High man moves first (Rule 9). After moving a playing piece, player draws a "CHANCE" CARD from the top of the pack and follows instructions printed on the card. Player's move is then completed, and the turn goes clockwise to the next player on his left. **THUS, A MOVE IS NOT COMPLETED UNTIL PLAYER HAS MOVED HIS PLAYING PIECE AND DRAWN AND ACTED UPON A "CHANCE" CARD.** The game continues until one belligerent blockades another belligerent's SEAPORT, whereupon the game ends and players figure their finishing scores (see Rule 19).

9. MOVEMENT OF PLAYING PIECES — As in checkers, movement of playing pieces is one square at a time. No two pieces may occupy the same square at the same time. **MOVEMENT OF PLAYING PIECES IN OR OUT OF ANY HOME AREA MUST BE MADE THROUGH EITHER OF THE TWO OPEN CENTER SQUARES OF THE FOUR SQUARES COMPRISING THE SEAPORT.**

BATTLESHIPS move in any direction — forwards, backwards, sideways, and diagonally, but can maneuver on sea squares and SAFETY ZONE only, and may not enter either their own or any other player's HOME AREA beyond the SEAPORT squares. **TRANSPORTS (SUPPLY SHIPS)** move straight forward, backward and sideways ONLY. **THEY MAY NOT MOVE DIAGONALLY.** **AIRPLANES** do not move off their bases except upon the direction of "CHANCE" CARDS.

10. DESTRUCTION OF PLAYING PIECES — A **BATTLESHIP**, belligerent or neutral, can destroy any other player's **TRANSPORT (SUPPLY SHIP)** by "jumping" it, as in Checkers and, as in Checkers, any continuous number of "Jumps" can be made in the same play. No "jump" is permitted into or out of SAFETY ZONE, nor may a **BATTLESHIP** "jump" a **TRANSPORT (SUPPLY SHIP)** into a HOME AREA beyond the SEAPORT squares of that HOME AREA. A **BATTLESHIP** cannot "jump" another **BATTLESHIP**, nor can a player "jump" his own **TRANSPORTS (SUPPLY SHIPS)**. A **BATTLESHIP** is itself destroyed when it is trapped between two opposing belligerent **BATTLESHIPS** in opposite adjacent squares, either straight or diagonally across. Thus, while belligerent **BATTLESHIPS** can "trap" and destroy a neutral **BATTLESHIP**, neutral **BATTLESHIPS** cannot trap and destroy any other **BATTLESHIP**. However, if during the game a neutral becomes a belligerent, his **BATTLESHIPS** may then of course "trap" and destroy opponent **BATTLESHIPS**. He may even combine his **BATTLESHIPS** with those of the belligerent with whom he is allied to "trap" and destroy opponent **BATTLESHIPS**. (Rule 15).

TRANSPORTS (SUPPLY SHIPS) cannot destroy anything, nor can they "jump" any other playing piece. **AIRPLANES** destroy other playing pieces only upon direction of "CHANCE" CARDS.

11. SUBMARINES — Introduced only through the "CHANCE" CARDS. There are 16 such cards — 4 spotted in each ocean. Each card advises the player that he has a **SUBMARINE** in the sea square designated upon the card. Card is held by the player, its location kept secret, and used only when and if the holder wishes to use it. **SUBMARINE** cards are so designed that they may be held in the player's hand just as one would hold a hand of playing cards.

The moment any other player's playing piece completes its move and enters the square in which the **SUBMARINE** is located, holder of the card may, if he wishes, destroy the playing piece by exposing the card. He does not have to use the card unless he wants to, but he may do so at any time even though it is not his turn to play. After use, card is discarded to used pile of "CHANCE" CARDS. A **SUBMARINE** ALWAYS HAS PRECEDENCE (see Diagrams D and E under **CONTROVERSIAL SITUATIONS** On separate sheet).

12. DISPOSITION OF DESTROYED PLAYING PIECES — Destroyed playing pieces are removed from the game. **BATTLESHIPS** are placed in **DAVY JONES LOCKER**; **TRANSPORTS (SUPPLY SHIPS)** and **AIRPLANES** in **SUPPLY BASE**. Destroyed pieces are out of the game for good with one exception. The "CONSCRIPTION" CHANCE CARD permits return of a **TRANSPORT (SUPPLY SHIP)** to the game.

13. BLOCKADING OPPOSING BELLIGERENT'S SEAPORT TO END GAME — Only a belligerent's SEAPORT can be blockaded, and only a belligerent can do the blockading. Neutrals playing pieces cannot interfere with the blockading of a SEAPORT. If a neutral piece does so interfere, neutral must move it out of the way on his next move if the blockading belligerent demands.

The blockading of a SEAPORT is accomplished when a belligerent, (alone or together with an ally belligerent) is able to completely cut off opponent's SEAPORT from the ocean. This is done by placing a sufficient number of playing pieces within or surrounding opponent's SEAPORT in such a way as to prevent any of his playing pieces, actually in the vicinity, from getting in or getting out of his SEAPORT on his next move. (See Diagrams A, B and C under **SAMPLES OF BLOCKADE** on separate sheet). The fact that the losing player might, on his next move, be able to destroy one of the blockading pieces, does not void the

blockade. However, if one of the losing player's pieces is trapped *within* the blockade, but *outside* the SEAPORT, it must be blocked from making any further move before a blockade has been accomplished. The *very moment* this happens and the move is complete (Rule 8), the blockading player shouts "BLOCKADE", and the game comes to an immediate end regardless of any *future* moves the blockaded player might have been able to make. No further moves by any player are permitted. If no defending pieces are in the vicinity, blockade may be accomplished most simply by occupying the two OPEN SEA SQUARES within the SEAPORT or the 2 directly in front of them. Player about to be blockaded cannot delay or avoid blockade by meaningless moves of his playing pieces.

14. TRADING BY NEUTRALS — Only a neutral may trade. A trade is completed when neutral's SUPPLY SHIP enters any other player's port, belligerent or neutral. Upon completion of move into port, neutral returns his SUPPLY SHIP to his HOME AREA in one jump and collects 1 COIN from GOLD RESERVE. Country traded with also obtains 1 COIN from GOLD RESERVE. When and if a neutral becomes a belligerent during the game, HE MUST IMMEDIATELY CEASE TRADING. His SUPPLY SHIPS, wherever they may be, automatically become TRANSPORTS.

15. ALLIED BELLIGERENTS — When a neutral comes in as a belligerent, he becomes an ally of the opponent of the belligerent with whom he is at war. He may consult with his ally and should cooperate fully with him to blockade opposing belligerent's SEAPORT, as well as to "trap" and destroy opposing belligerent's BATTLESHIPS. If he happens to be on the *winning* belligerent's side, he shares with him in the GOLD RESERVE "Jackpot" at the end of the game. (Rule 19).

16. DESTRUCTION OF TRANSPORTS AND AIRPLANES BY CARDS — When "CHANCE" CARDS direct the destruction of player's own or opponent player's TRANSPORTS (SUPPLY SHIPS) or AIRPLANES, and if player has no such specified piece left, he must forfeit its equivalent value of 1 COIN to the opponent player drawing the card, or to GOLD RESERVE if he himself draws it.

17. PROCEDURE WHEN PLAYER IS UNABLE TO PAY "CASH" FORFEIT — When a player is unable, due to lack of COINS, to pay "cash" forfeit to GOLD RESERVE or to another player, he must sacrifice a piece of equivalent or greater value and forfeit it to SUPPLY BASE or DAVY JONES LOCKER, taking change, if any, from GOLD RESERVE. If "cash" forfeit is to another player, he draws value of sacrificed playing piece from GOLD RESERVE and pays off.

18. VALUE OF PLAYING PIECES — All COINS and other pieces, except BATTLESHIPS, count 1 point each. BATTLESHIPS count 5 points each.

19. SCORING — As soon as Blockade is achieved, individual scores are added. *Losing Belligerent*, whose SEAPORT is blockaded, loses all playing pieces *outside* his HOME AREA, those in sea squares or SAFETY ZONE being placed in SUPPLY BASE or DAVY JONES LOCKER, and those in other players' HOME AREA being forfeited to such players, and counting three times their value in the latter's scores. *Winning belligerent* wins the "jackpot" of all remaining COINS in GOLD RESERVE, retaining them himself or dividing them with allied belligerent player (s) if any. Each player then counts up his individual finishing score according to the table below, and settles with every other player by figuring the difference between individual finishing scores.

GOLD COINS IN PLAYER'S POSSESSION	Regular Value
PLAYER'S OWN PLAYING PIECES IN HIS HOME AREA, SEA OR SAFETY ZONE	Regular Value
PLAYER'S OWN PLAYING PIECES IN OTHER PLAYER'S HOME AREA(s)	Double Value
LOSING BELLIGERENT'S PLAYING PIECES IN PLAYER'S HOME AREA	Triple Value

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