

# SUMMIT

## FOR 3 TO 6 PLAYERS

A game of fun and action! Strategy, aggressiveness, luck and suspense make Summit one of the World's best games. The rules seem lengthy, but they are simple to learn. Each game is a rewarding experience.

The game is played on a world map. The players as Major Powers shape its destiny. They vie with each other to win the smaller, less fortunate Foreign countries to their side. The Summit Conference at the end of the game can be a masterpiece of Strategy.

The Major Powers set up Air Bases, Steel Mills, and Consumer Goods Factories at home and in foreign countries.

The Object of the Game: To Score the Most Points. . . . Points are scored during the game for all Factories, and at the end for Bases and Factories. Mills do not score points but are needed to produce "I" Beams, the materials needed to build Bases and Factories.

### IMPLEMENTS FOR PLAYING THE GAME

1. The game board is a World Map. The six bright colored countries are "Major Powers": United States, Russia, South America, Western Europe, China, and India. The others are the "Foreign" countries. Each country has a number in it, which is used to score points at the end of the game.

2. Bases — These round pieces, colored to match the six Major Powers, are Air Bases.

3. Mill and Factory Units — These square pieces also in six colors are used either side up. When "Auto" side up, they are Consumer Goods "Factories." When "Steel Mill" side up, they are "Mills" which produce Black "I" Beams.

4. Black "I" Beams — The "INCOME" from the "Mills" are used to build new Bases, Mills, and Factories. Two "I" Beams are required to build each unit. . . . Five Black "I" Beams equal one Orange "I" Beam.

5. Flags — There is one colored Flag for each Major Power. They are placed in pairs in the Black Summit Disc to show ALLIANCES.

6. Power Chips — These are the Red, White, and Black Chips. They are the units of strength that one Major Power can use against another to remove its Bases from Foreign countries.

7. Red Power Chips — Represent Military strength . . . For every three Bases a player has on the board, he gets one Red Power Chip. . . . as INCOME each turn.

8. Black Power Chips — Represent Economic strength. For every three Mills a player has on the board, he gets one Black Power Chip. . . . as INCOME each turn.

9. White Power Chips — Represent Popular strength. For every three Factories that a player has on the board, he gets one White Power Chip. . . . as INCOME each turn.

The booklet in the tray (1) Describes the similarity of the Game of Summit to present world situation. (2) Explanation of the Practice Rounds, (3) A few Special Rules and Suggestions for playing a Better game.

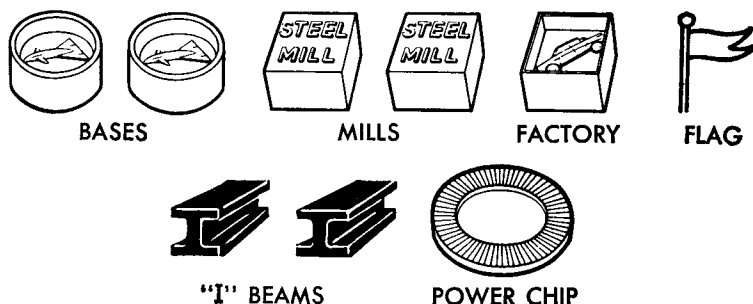
### STARTING THE GAME

1. Each Player chooses a "Major Power" for his "Home" Country, and uses pieces colored to match it. (When less than 6 play, the Major Powers not chosen as "Home" Countries are considered Foreign Countries.)

2. One Player is the Banker who takes care of the trays of playing pieces and keeps score.

3. Separate the cards into 3 groups: 6 Reference cards, 12 Practice cards, and 24 Current Events Cards. Give each Player a Reference card, lay the Practice Cards aside (until after reading Current Events).

4. The Banker gives each player the Flag, 2 Bases, 2 Mills, and 1 Factory of his color: also 2 Black "I" Beams, and 1 White Popular Power Chip. For example, each player receives:



5. The player places his 2 Bases, 2 Steel Mills, and 1 Factory in his "Home" country. His Flag, "I" Beams and Popular Chip are kept in front of him in full view.

6. The Banker deals out the Current Events cards, one at a time to each player, face up, until the SUMMIT card comes up. THE PLAYER WHO GETS THIS CARD PLAYS FIRST. (He also is the first player in the Summit Conference Round.) The cards are reassembled WITHOUT the Summit

card, shuffled, and placed face down in a pile. The SUMMIT card is placed at the bottom of the pile.

7. Players take turns in a clockwise order.

## PLAYING THE GAME

Each turn is played in four (4) Parts: Part 1 "Income" . . . Part 2 "Current Events" . . . Part 3 "Power Play" (the most important part) . . . Part 4 "Building."

### Part 1 Income

At the beginning of each turn, a player receives "I" Beams and Power Chips from the banker:

- One Black "I" Beam from each of his Home Mills.
- Two Black "I" Beams from each of his Mills in Foreign Countries.
- One Red Power Chip for every 3 Bases that he has on the game board.
- One Black Power Chip for every 3 Mills that he has on the game board.
- One White Power Chip for every 3 Factories that he has on the game board.

NOTE: When a player has 5 units of a kind, he gets only one Power Chip; for 6 units of a kind, he gets two Power Chips.

f) The Power Chips and "I" Beams that each player has, must be kept out in the open where all players can see them!

### Part 2 Current Events

A Player draws the top Current Events card from the pile, does what it says, and places it on the bottom of the pile.

NOTE: If the card drawn is a "Standard of Living Census" card, see Scoring.

## PLAYING YOUR FIRST GAME

Before reading any further, play a couple of rounds using the Practice cards.

Set up the game using the "Starting the Game" Rules 1 through 7.

Separate the Practice Cards into 2 piles: Round 1 and Round 2.

Each player in turn draws a Round 1 card and does what it says, then they play Round 2.

There is an explanation of each Round in the booklet found in the tray.

### Part 3 Power Play

As the game progresses, players occupy foreign countries by placing Bases, Mills, and Factories there. When a PLAYER wishes to move into a Foreign country occupied by an OPPONENT, he must Dismantle any units that are there. Bases protect Mills and Factories, so they must be Dismantled first. To Dismantle Bases, a player uses Power Chips.

A Power Play consists of one or more Demands made by the PLAYER. He makes the Demands, one at a time, for each Base he wishes Dismantled.

a) He places a colored Power Chip of his choice on the board beside an OPPONENT'S Base in a Foreign country and Demands that it be Dismantled.

b) The OPPONENT may either YIELD to his Demand or CANCEL it.

c) If he YIELDS, the Base and the Power Chip are removed from the board and returned to the Bank. The Banker gives the OPPONENT one Black "I" Beam as "Salvage" for his dismantled Base.

d) If the OPPONENT wishes to CANCEL the Demand, he must place a MATCHING COLORED CHIP over the Demanding PLAYER'S CHIP. The two Cancelled Chips then are returned to the Bank.

e) Whether a Demand is "yielded" or "cancelled" by an OPPONENT, the PLAYER may continue making further Demands if he wishes, in that turn.

f) He may make Demands on ONE or MORE OPPONENTS and in one or more Foreign Countries occupied by each OPPONENT if he wishes, and has enough Power Chips to do so.

g) When the last Base is Dismantled in a Foreign Country, the Mills and Factories there are also Dismantled. They are returned to the Banker who gives the opponent who owned them one "I" Beam for each Dismantled Unit.

For each Demand, the PLAYER may use any colored Power Chip he chooses, which may be Cancelled only by a Power Chip of the SAME COLOR.

### Part 4 Building

During this last part of his turn, a PLAYER increases his power in the world. This is done by building Bases, Mills, and Factories. They may be built in his Home and in Foreign countries, following these rules:

a) TWO BEAMS are required to build each unit. The BEAMS are returned to the Banker who gives out the Units.

b) A player usually builds as many Units as he can in each turn. A left over Beam may be kept for his next turn.

c) All Units built must be placed on the board at once. (See Location of Bases etc.)

d) Once placed, a Unit cannot be moved to a new location unless it is Dismantled, as described later.

## Location of Bases — Mills — Factories

The different units are limited as to where they can be built.

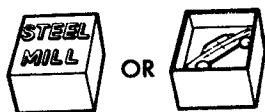
### BASES CAN BE BUILT:

- In a Player's own Home country.
- In unoccupied Foreign countries; including the countries from which units have been dismantled in this turn.
- In Foreign countries where the Player already has his own Mills, Factories, or Bases.

### BASES CANNOT BE BUILT:

- In a Foreign country occupied by one or more Opponent's Bases.
- In an Opponent's Home country.
- A Player may NOT HAVE MORE BASES in any Foreign Country than he has in his Home country. For example: U.S.A. must have at least 3 Bases at Home in order to build 3 Bases in Central Africa.
- A Player may not Dismantle a Base in his Home country if this would leave more bases in any Foreign country than he has at Home.

### MILL AND FACTORY UNITS CAN BE BUILT EITHER SIDE UP:



- In a Player's Home country.
- In Foreign countries where the Player already has his own Mills, Factories, or Bases.
- Mill and Factory Units may also be built with Bases in unoccupied Foreign countries.

d) There are no restrictions on the NUMBER of Mills or Factories that a player may build in Foreign countries.

MILL and FACTORY units CANNOT be built in a Foreign country occupied by an Opponent's Base, Mill, or Factory unit, EXCEPT when the OPPONENT is an ALLY. See Alliances.

What you build and where you build it has a great bearing on the outcome of the game.

## DISMANTLING

Dismantling is an important function in the game. Bases, Mills, and Factories can be Dismantled in TWO ways:

- Removed by an Opponent during the Power Play.

### Voluntary Dismantling

2) Removed by a Player, voluntarily, during the Building part of his turn. ~~Either way they are returned to the Banker, who gives the player who owned them one "I" Beam for each Unit as Salvage.~~ It is to a player's advantage to Dismantle one or more of his OWN units:

- When he has one extra "I" Beam and needs two BEAMS to build another unit in that turn.
- When he needs more Mills for "INCOME" or more Bases for Protection.
- When he wishes to relocate Units from one country to another.
- When all of his units are on the board, (12 Factories — 15 Mill-Factory Units) he may dismantle some and relocate them in higher scoring countries.
- A player may NOT Dismantle a unit during the same turn in which it was Built, or CONVERTED TO A FACTORY.

## ALLIANCES

Alliances may be formed by any two players at any time, except during another Player's "Power Play." Players join by placing their Flags into two adjoining holes in the Summit disc, and putting it in the center of the Board.

### Advantages of an Alliance

1) One member of an Alliance may build Mills and/or Factories (not Bases) in Foreign countries occupied by the other member's Bases, Mills, or Factories. Note: Mills or Factories cannot be built in any Ally's Home Country.

2) DEFENSIVELY, one Ally may use his partner's Power Chips to protect his Bases IF his own Chips of the color needed are exhausted. However, he must FIRST get approval from his Ally, since the Ally is NOT obligated to sacrifice his chips.

3) OFFENSIVELY, one Ally may CONTINUE making demands on an Opponent AFTER his chips of a color are exhausted, by using his Ally's Chips of the same color. Here again, he must first get his Ally's approval. He CANNOT START a new Power Play with his Ally's Chips.

### Double Cross

A Player may "Double Cross" his Ally in his turn and make Demands against him just as if he were an Opponent. Here he must use only his OWN Power Chips. Immediately after a "Double Cross", the Alliance MUST BE BROKEN.

### Broken Alliances

An Alliance may be broken ANYTIME, EXCEPT during a CENSUS count by merely a statement from either one of the Allies.

- BOTH Players remove their Flags from the SUMMIT disc.
- Each must dismantle and return to Banker for Salvage, ALL MILL and FACTORY units from the countries where they were protected by his Ally's Bases.

## SUMMIT CONFERENCE

When the SUMMIT card is drawn from the Current Events pile, the regular play of the game is temporarily stopped. The CONFERENCE begins, followed by one more round of play, called the SUMMIT ROUND.

### Conference Preparation

1) Remove the Summit and 4 Census Cards from the deck. Shuffle the remaining 19 cards and place them face down in a pile.

2) Give each player his INCOME, as in Part 1 of a regular turn, for this round immediately, (except the Player who drew the SUMMIT CARD. He got his INCOME just before he drew the card).

3) After the SUMMIT CARD is drawn, no new Alliances may be made. Existing Alliances may be broken, however, at any time before or during the playing of the SUMMIT ROUND.

4) The Banker should look over the scores and game board and let ALL the players know approximately how many points each Player has at this time.

NOW, knowing that there is ONLY ONE more Round to play and the OBJECT OF THE GAME IS TO SCORE THE MOST POINTS, the Players should plan how they will play their SUMMIT ROUND.

NOTE: Power Chips and "I" Beams have no scoring value, so now may be the time to use them wisely in Power Plays. A game may be Won or Lost during this final Round of Play.

### Playing the Summit Round

There are only 3 parts to each player's turn during this round. Part 2 — Current Events, Part 3 — Power Plays, Part 4 — Building.

The player who played FIRST at the START of the GAME, plays FIRST in this ROUND. He starts Part 2 by drawing a Current Events card and doing what it says.

Part 3 — Power Plays are as before except that NO ONE gets Salvage "I" Beams for Dismantled Units.

Part 4 — Building as before except that NO ONE will voluntarily Dismantle any units as there are no Salvage "I" Beams given for them.

## SCORING

Points are scored at several intervals DURING the game and at the END of the Game. A convenient pad is provided for this purpose.

### Standard of Living Census

1. During the game, score is counted when a Current Events Card is drawn that calls for a "STANDARD OF LIVING CENSUS." There are 4 such cards. When one of these is drawn, ALL PLAYERS may convert as many MILLS to FACTORIES as they choose. They merely turn them over, IN PLACE, so that the FACTORY side is up. When the conversion is completed, the score is counted, ONE point for each HOME FACTORY and TWO points for each FOREIGN FACTORY.

One of the cards is a "SPECIAL CENSUS" card. When this is drawn, each FACTORY scores DOUBLE that amount.

NOTE: Count only the FACTORIES, not the MILLS.

A FACTORY built early in the game may add many points to a player's score. . . . But keep in mind that MILLS produce "I" BEAMS . . . "I" Beams are necessary to build units.

### Summit Bonus Score

After the SUMMIT ROUND is played, each Player scores BONUS points for every country still occupied by one or more of his Bases. He scores 10 points for his HOME country, and the amounts printed there for each FOREIGN country. These totals are written in "SUMMIT BONUS SCORE" spaces on the score pad.

### SUMMIT CENSUS

Each Player scores points for all FACTORIES of his color left on the game board after the SUMMIT ROUND. 2 Points for each HOME factory and 4 points for each FOREIGN factory.

### FINAL TOTAL

Add the numbers in each Major Power's column: the 4 CENSUS SCORES, SUMMIT BONUS SCORE, and SUMMIT CENSUS together.

**THE PLAYER WITH THE HIGHEST TOTAL WINS THE GAME!**

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