

CONTACT

(Trade Mark)

A fascinating new game of skill and amusement for two, three or four players, each one for himself or the two opposite players as partners.

EQUIPMENT:—

A playing board of 256 squares with 26 tiles, though never more than 24 tiles are used at one time. See DIAGRAM NO. 1 for starting set-up and follow this exactly. Each player uses a set of six tiles of the same color. There is an extra red tile and an extra blue tile, numbered 3, 4, 5, 6, which replace a red and a blue tile, numbered 1, 2, 3, 4, when two people play with 12 tiles each. See DIAGRAM NO. 3.

The 1, 2, 3, 4 tiles, which have No. 4 on each corner of the reverse side, are called TWO STEP tiles. They always move two corners. See DIAGRAM NO. 2. The 3, 4, 5, 6 tiles, which have No. 5 on each corner of the reverse side, are called ONE STEP tiles. These tiles **advance only to the next corner, not two corners.** See DIAGRAM NO. 2.

OBJECT OF THE GAME:—

The object of the game is to contact a **corner** of your opponent's tile with a **corner** of your tile. The corner of the player's tile showing the higher number determines whose tile shall remain. The tile with the lower number on the contacting corner is then removed from board. See DIAGRAM NO. 4.

In case the two contacting corners have the same numbers, both tiles are removed from the board, which is sometimes a wise move. See DIAGRAM NO. 5.

The player having the last tile on the board is the winner.

RULES FOR PLAYING CONTACT:—

Anyone may start, and each person to the left moves in turn. A player moves a ONE STEP or a TWO STEP tile along the line on which it is located, and in any direction as long as center of tile is on a line. Tile may be moved forward, backward or sideways but never diagonally across a square. Sides of tile always remain parallel to the line on which tile is moving. When the move is completed the center of the tile must be exactly on a corner, **not inside** of a square. REMEMBER that the 3, 4, 5, 6 tiles only move to the next corner but the 1, 2, 3, 4

tiles move two corners. It may be an advantage to sometimes move the 1, 2, 3, 4 tile only one corner and for the second step to return to the corner.

At the end of the move of a ONE STEP or a TWO STEP tile, always give the tile a QUARTER SPIN to the RIGHT. DIAGRAM NO. 2 shows lay of tiles after each player has made one move and the necessary QUARTER SPIN to the RIGHT.

Times will arise when one tile may contact two tiles of an opponent at one time. Then, the numerical sum of each player's two contacting numbers is the deciding factor. The one tile may destroy the two tiles or vice versa. See DIAGRAM NO. 6. The decision is only made after the QUARTER SPIN to the RIGHT.

When a tile first arrives at a ringed spot on the opposite side of the board, it is turned over and all corners have the same value; either all are 4 or all are 5. If a contact is made at this spot, be sure to remove the tile with the lower numbered corner before turning the tile over.

No place on the board is safe. Tiles can be attacked on the starting line by **corners contacting corners**, but in no case can opponents contact side by side any place on the board. Tiles of **same color** may lay along side of each other as they do on the starting line; or if playing partners, partner's tiles may lay along side of each other.

When playing partners, each may move the others tiles instead of his own, when it is his turn, if in so doing he prevents the partner's tile from being taken or if he can remove an opponent's tile from the board.

If only two opponent's tiles are left on the board and both tiles have all corners No. 4 or both have all corners No. 5, the game is a tie. If, however, both tiles have the 1, 2, 3, 4 face upward, or both tiles have the 3, 4, 5, 6 face upward, each tile moves seven steps and makes a QUARTER SPIN to the right, instead of the usual ONE or TWO STEP move. During these moves the tile can attempt to arrive on a ringed spot on the opposite side and be turned over. After ten turns for each player, the game is a tie if both tiles succeed in staying on the board.

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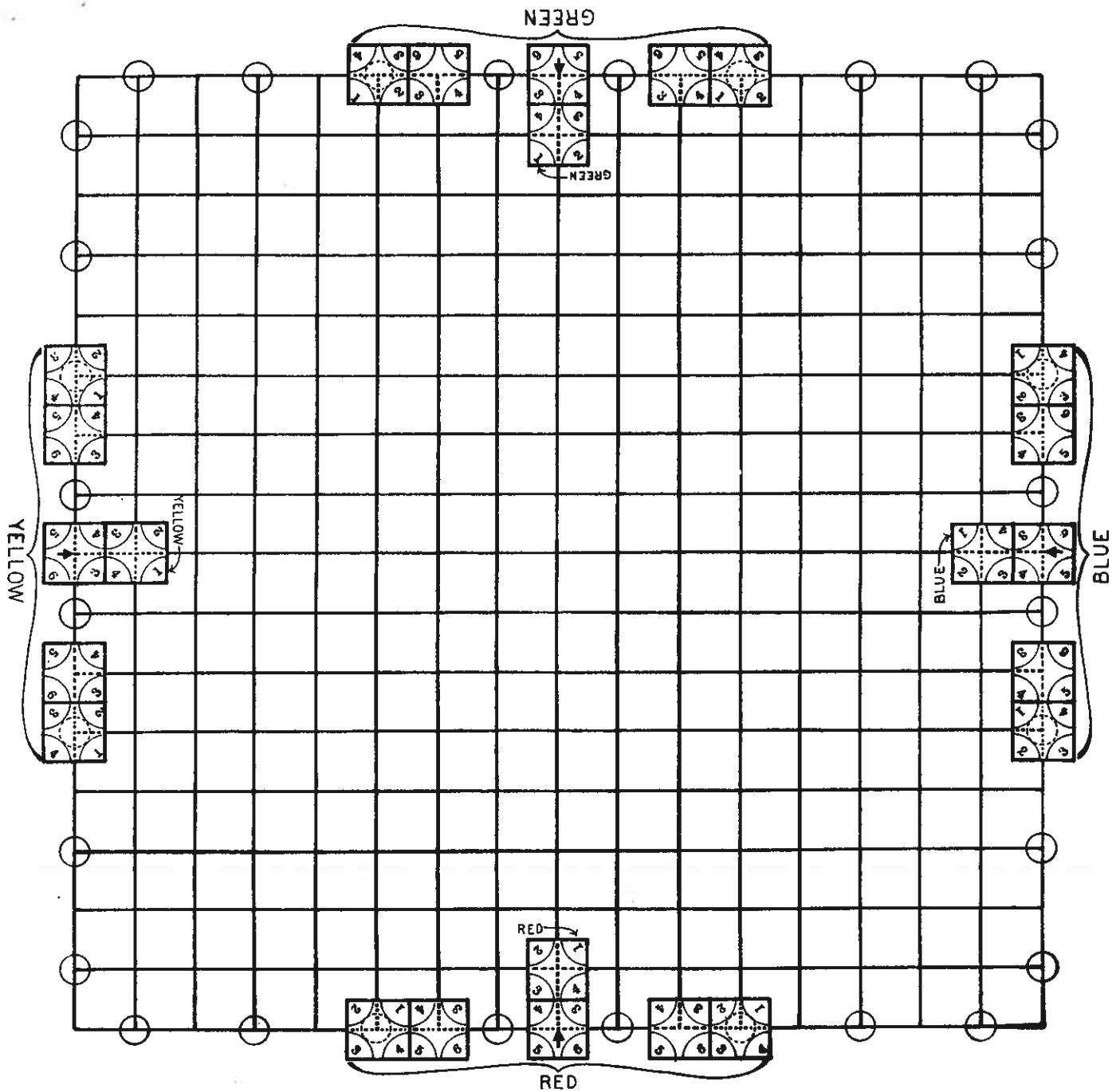


DIAGRAM NO. 1

Position of tiles for four players, each playing for himself, or the two opposite players as partners. Two or three players may use same arrangement with six tiles each.

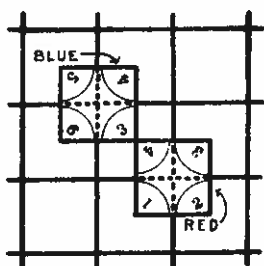
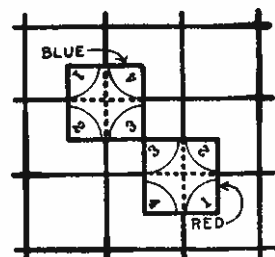


DIAGRAM NUMBER 4

The Blue tile is removed from the board.



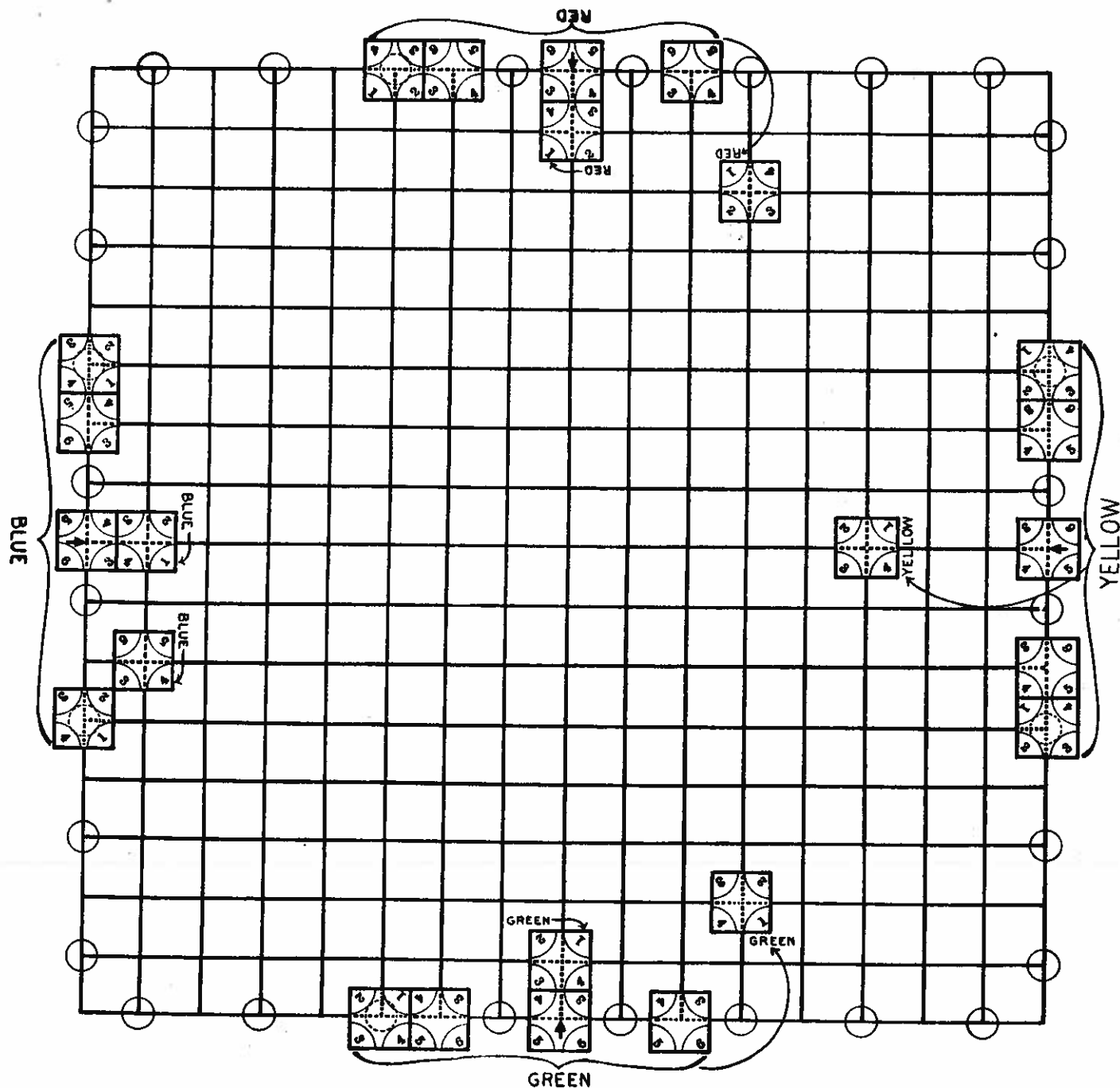


DIAGRAM NO. 2

Position of tiles after each player has made his first move and a **QUARTER SPIN** to the **RIGHT**. Any tile may be moved in any direction along the line, and parallel to it, keeping **CENTER** of tile on the line. Tile 3, 4, 5, 6 has been moved only one corner; tile 1, 2, 3, 4 has been moved two corners, as per rules.

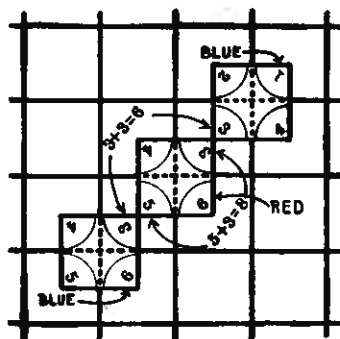


DIAGRAM NUMBER 5

oth tiles are removed from the board.

DIAGRAM NUMBER 6

The two Blue tiles are removed from the board.

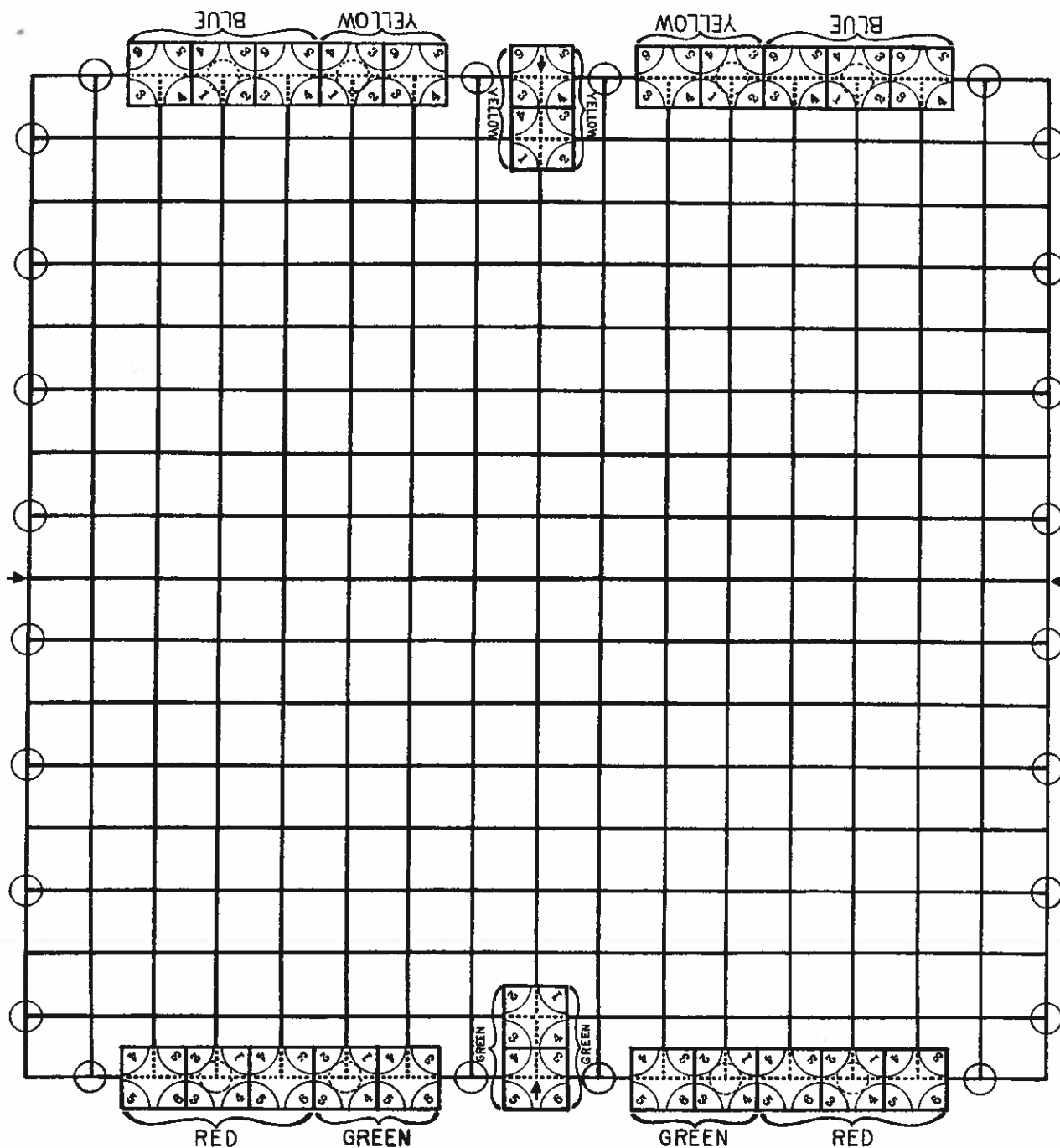


DIAGRAM NO. 3

Position of tiles for two players. Green and Red tiles play against the Blue and Yellow tiles, set up as follows:—

Four Red 3, 4, 5, 6
 Three Green 3, 4, 5, 6
 Two Red 1, 2, 3, 4
 Three Green 1, 2, 3, 4

Four Blue 3, 4, 5, 6
 Three Yellow 3, 4, 5, 6
 Two Blue 1, 2, 3, 4
 Three Yellow 1, 2, 3, 4

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