

conspirateurs

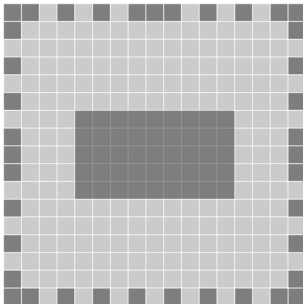
A traditional board game for 2 to 4 players

INTRODUCTION

Conspirateurs is a traditional board game from France. It was probably invented sometime before 1800, but after the French Revolution (1789) as it seems to be inspired by the rivalling factions of that time. The game resembles *Halma* and *Chinese Checkers* - players hop over friendly or enemy pieces to get to their destinations. The players attempt to bring their 20 'conspirateurs' into the 39 shelter holes.

EQUIPMENT

- Board (2 pads)
- 68 'cone-spirateurs': 21 black, 21 white, 15 red, 11 blue
- Carrying case

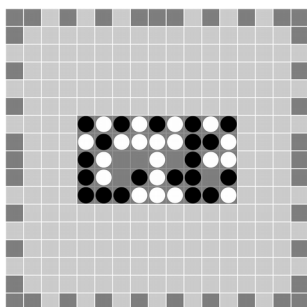


The game board comprises 17×17 square cells. At the centre there is a specially coloured area of 9×5 cells representing a "secret meeting place". On the board perimeter, 39 cells are coloured to identify sanctuaries.

RULES FOR 2 PLAYERS

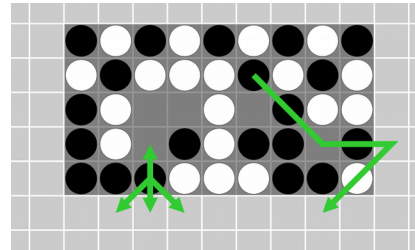
Play begins with an empty board. Players choose a colour (black or white) and take all the 21 cones (the *conspirateurs*) of that colour, placing one before them so everybody knows which colour corresponds to each player. Black goes first. Players alternate turns. The game proceeds in two phases:

Drop phase: Players place one cone per turn on any vacant cell on the special 9×5 centre area of the board. Players may not move a cone until all their cones have been placed. After the drop phase is completed, one of the players shouts a warning that they have been discovered, and the *conspirateurs* scatter to hide in sanctuaries. A sanctuary may hold at most one man. *The first to bring all his conspirateurs to sanctuary wins the game.*



Setup example.

Move phase: If a conspirateur starts the turn already on a sanctuary then it can't move. Players move one man per turn to a vacant point one step in any direction orthogonally or diagonally, or players may leap over an adjacent man (friend or foe; and whether the jumpee is on a sanctuary or not) and land on the vacant point immediately beyond. Multiple leaps are allowed in a single turn: a man may continue to leap in any direction as long as there are jumps to be made, and may stop jumping at any point (leaps are not compulsory). A jumped man is not captured (there is no capturing in *Conspirateurs*).



Example of valid openings for Black.

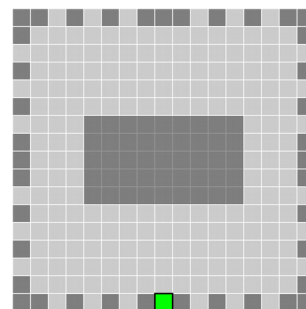
GAME END

The game ends when a player brings all her *conspirateurs* to shelter holes (sanctuaries), thus winning the game.

ADAPTATION FOR 3 PLAYERS

In a 3-player game, each player takes 15 cones of the same colour (Black, White or Red) and places one before her (leaving the remaining 14 for the *Drop Phase*).

Play as usual, in clockwise order, and with the following exception: The cell indicated below (in green) is also considered a *sanctuary*.



The exception sanctuary

ADAPTATION FOR 4 PLAYERS

- based on online sources -

This variant is played by two partnerships with its members sitting in opposing sides of the board (Black+Blue vs White+Red).

Each player takes the 11 cones of her colour (black, white, red or blue) and places one before her (leaving the remaining 10 for the *Drop Phase*).

Play in clockwise order. *The first partnership to bring all his conspirateurs to sanctuary wins the game.*