

CENTER POINT™

**** A FAMILY GAME ****

For Ages 6 to Adult

OBJECT

Become the first person to reach the inner circle with all four colored markers. This new, exciting, easy to play game for two, three, or four players blends chance and luck with skill and planning. While a marker may require as many as 110 moves to progress from start to finish, good fortune and strategy can enable the capable player to reach the inner circle in as few as 20 moves.

EQUIPMENT

Game board, one die and four markers for each player, the color of the markers corresponding to the selection of position at the playing board.

PREPARATION

Place the board on a table or flat surface. Position each player's four markers in the properly colored beginning position. Each player rolls his die. The player rolling the highest number starts the game, with each other player following in a clockwise direction.

PLAY

1. To move a marker to the start position, a player must first roll a one ☐. **Option:** a six ☒ may be used as a one ☐ to move a marker to the start position. See Example: 1.
2. Each player is required to roll his die in turn and move a marker for the full number of positions in a likewise direction. If a player rolls a six ☒, he may roll again, unless he elects to use the six ☒ as a one ☐ in order to move a marker to the start position.
3. Players cannot refuse to move on their roll.
4. A player may have as many as four markers in play on the board at the same time. However, in moving, a player may not allow one of his markers to pass over another of his own markers.
5. Players may not split the roll of the die.
6. If a player lands on a position occupied by another player, the first occupant is sent back to the beginning, unless the first player's marker is resting on his own color "safety" or "bypass." (See **SAFETY** and **BYPASS.**)
7. To enter the inner circle, the exact number is needed on the roll of the die. Example: a player is 3 positions from the final "bypass," and a four ☒ would be needed to enter the inner circle. If a five ☓ or six ☒ is rolled, the player may move to the last "bypass" and stop. Upon rolling a one ☐, the player may move his marker into the inner circle. See Example: 2.
8. The first player to move all four markers into the inner circle, makes the center point and is the winner of the game. See Example: 3.

SAFETY

"Safety" is the color position on the playing board corresponding to a player's colored markers. See Example: 4.

- a. A player's marker may not be sent home when resting on its own colored "safety."
- b. When another player rests his marker on your color "safety," you may send his marker back to the beginning by either landing on his marker or passing over it. See Example: 5.
- c. When a player is resting on his own color "safety," another player may not pass (the path is blocked.) See Example: 6.

Exceptions: (when the path is blocked) other players may pass if they have no other move and the roll of the die allows them to move onto their own color "safety" or "bypass." If the move requires travel of more than six

spaces, then one or more sixes plus the exact number needed to reach "safety" must be rolled on the turn. See Example: 7.

BYPASS

"Bypass" is the color position on the playing board linking the circles of play.

- a. All rules to "safety" also apply to "bypass." See Example: 8.
- b. Players may move around the playing board until reaching their color "bypass" and using the "bypass" to move into the next circle. See Example: 9.
- c. **Short Cut:** A player may take a "short cut" into the next circle by landing on another color "bypass" on an exact number roll of the die, provided the bypass is not occupied. See Example: 10.

