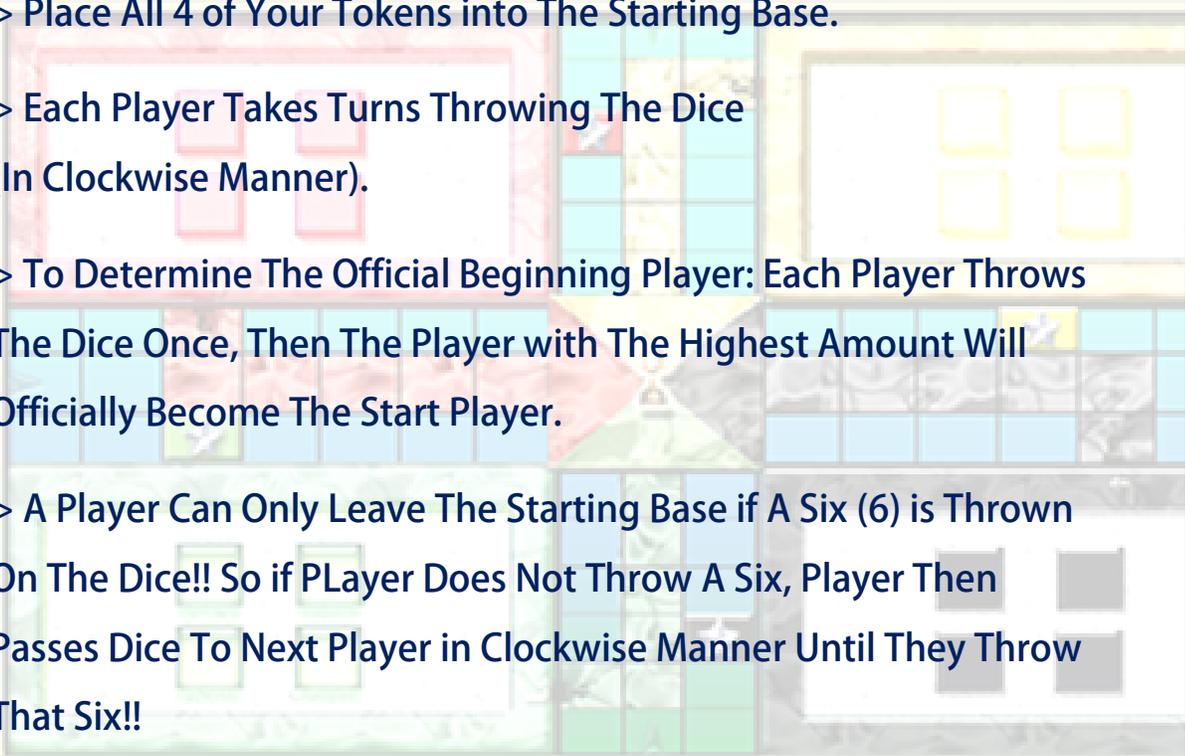


****** A Strategy Board Game for Two to Four Players. ******

Objective: Race Your Four Players Once Clockwise on The Board
Then Be The First to Occupy The Center Winning Triangle with All
Four of Your Pieces According to How The Dice Rolls.

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- > Place All 4 of Your Tokens into The Starting Base.
 - > Each Player Takes Turns Throwing The Dice (In Clockwise Manner).
 - > To Determine The Official Beginning Player: Each Player Throws The Dice Once, Then The Player with The Highest Amount Will Officially Become The Start Player.
 - > A Player Can Only Leave The Starting Base if A Six (6) is Thrown On The Dice!! So if PLayer Does Not Throw A Six, Player Then Passes Dice To Next Player in Clockwise Manner Until They Throw That Six!!
 - > Once A Six is Thrown, The Player Then Moves His/Her Token To The "Start" Square. In This Case, The Square with The Hand.
That Token is Now in Play!
- As A Result of The Six Thrown, The Player Then Has Another Turn at The Dice Throw

***** On The 3rd. Throw, if Another Six is Thrown, Player Stays in Position And Passes Dice to Next Player. Player Thus Loses A Turn on The Third Six *****

> When The Player Throws A Six, He/She Can Move The Token(s) in Play or Advance A Remaining Token from Its Starting Base.

***** Again, if Three (3) Sixes are Thrown in A Row, That Player Stays in Position And Passes Dice to Next Player. Player Thus Loses A Turn on The Third Six Thrown in A Row *****



"Start Base"

>> In This Game, The Starting Square with The "Hand" icon is ONLY A SAFE SQUARE IF YOUR ARE ON YOUR OWN WITH MATCHING COLOUR!!!

To Make This Game More Interesting, THAT "Starting" Safe Square is Sanctuary ONLY for The OWNER of That "Starting" Safe Square!

***** **PASSES Are Not Allowed!!** *****

> If No Move is Possible, The Turn Moves to Next Player



So You Land on A Player, They Are Bounced From That Square, Back to Their Home Base!

(Obviously, That Player Will Need to Roll Another Six to Get Back Out)

That's One of The The Fun Parts of This Game!!

> You Are Also Awarded A BONUS DICE ROLL After Sending The Other Player's Token Back to His/Her's Home Base!!!!

And if You Are Soooooo Lucky to Bounce Another Player's Token off of The Board on That Second Dice Roll, Guess What? ANOTHER Dice Roll!!

*** So You Have Two Tokens on One "Shared" Square!! How Do You Move BOTH After A Dice Roll?

Well, You Only Move HALF The Count if An Even Number is Thrown.

Example: If You Throw A Six And Wish To Advance BOTH Tokens, You Only Move THREE (3) Squares!!!! If You Throw A "4", You Only Move 2 Spaces!! ***



***** BLOCKED Squares! *****

> If A Player Lands on His/Her's Own Already Occupied Square, THAT SQUARE IS AUTOMATICALLY BLOCKED!!

That Means That No Other Player Can Land On Nor Pass That Blocked Square!!!

> A Double Piece Can Certainly Bounce Another Double Piece Back To Its Home Base!! Then Play Again!

(That's Also One of The The Fun Parts of This Game!!)

NOTE: A DOUBLE BLOCK ALSO BLOCKS SUBSEQUENT TOKENS OF THE OWNER OF THAT DOUBLE BLOCK FROM PASSING!!!

THE SAME PLAYER WILL NEED TO THROW EXACT DICE NUMBERS TO LAND ON THAT BLOCK FIRST!!!

NOTE: A DOUBLE BLOCK CANNOT MOVE UNTIL THE BLOCK THAT LANDED UPON IT MOVES FORWARD.

..... WINNING THE GAME

- Once A Player gets Closer And Closer to The Winning Triangle, That Player MUST Throw The EXACT AMOUNT on The Dice To Reach That Winning Triangle!

For Example: If It Shows Four (4) More Blocks to Go Until You Land on The Winning Triangle, Then You Throw A 5 on The Dice, You Must Either Move Another Token in Play or Pass Until Your Next Turn!

Also, The Player Earns A Bonus Dice Throw for Each Token Successfully Entering The Winning Triangle!

- Once All Four of A Player's Tokens Reach The Triangle, That's A Winner!!!!

The Remaining Players Continue to Determine The Second, Third & Fourth Places!

Thank You For Visting!

Thank You for Playing!

Have Fun!!