



INSTRUCTIONS

CONTENTS:

- 24 Pawns (4 nos. x 6 colours).
- Gameboard
- 1 Dice

SETTING UP:

Each player selects four pawns of the same colour and places them on the matching circles in their respective colour spaces. Each player throws the dice in turn, and the first player who throws a six starts the game-the rest follow clockwise.

OBJECTIVE:

The aim is to reach "HOME" before the rest of the players.

HOW TO PLAY:

Having thrown a six, the first player may move a pawn out of his/her corner and on to their respective coloured arrow square. He/she then throws again and moves his/her pawn along the outside "track" in the direction of the white arrow, according to the number shown on the dice. When his/her move is complete, it is the turn of the second player.

Every time a player throws a six, he/she can either move another pawn out of his/her corner and into play, or move a pawn already on the track on the board. He/she is also allowed another throw. If a pawn lands on that of another opponent, the opponent must take his/her pawn back to his/her own corner. It can only come back into play when he/she throws another six.

As a player's pawn moves around the board towards his/her own space, it is moved along the central coloured track (having the same colour as the pawn) towards "HOME". He/she must, however, throw the exact number of spaces required to get his/her pawn home.

THE WINNER:

The winner is the first to get all his/her pawns "HOME".