

PRINT & PAPER: best on white paper, size A4 or US Letter, portrait format, black or colored:
only the pieces have to be in color (print colored or color them yourself)
TIP: print or stick all the necessary parts on thicker paper or cardboard!

CHECKLIST 'Checkpoints': (contents for 4 players) - 4 pages

- Checklist & game rules
- Game board part 1, Pieces
- Game board part 2
- Cards

- Cut **gameboard**-parts and fit to match. (A,B,C and D in the corners)
- Cut **numbered cards** (4x 1-6) and **Corner-cards** (4 x A,B,C,D)
- Cut **Pieces** or use your own pieces: 1 piece for each player.
- **2 DICE**: You also need 2 dice for this game!

PREPARING THE GAME:

- Each player receives a piece and places it on a corner. A,B,C or D. Each in a different corner.
- Place the Corner-cards on the table.
- Deal the numbered cards to all players.
Then place them in turns on any empty space, face-up, on the board.
(best: different numbers close to opponent's pieces ;-). 8 spaces remain empty.
- The start-player (the youngest, tallest,...) receives the 2 dice and starts...

Object of the game is to reach all 4 corners. But your start-corner must not be the first you reach!

COURSE OF THE GAME:

1) ROLL DICE AND MOVE PIECES: roll both dice. If they show the same numbers - roll again.

The numbers on the dice indicate on which fields you can move.

e.g.: Dice 2 and 5: You may only move on and over fields with the numbers 2 and 5.

- You may move HORIZONTALLY and VERTICALLY. NOT DIAGONALLY.
- You may move on and over empty fields (with no card on them) and corners.
- You cannot move on/over other numbers.
- You are free to choose how far your piece moves and where your move ends.
You may also move 'back' on the same fields in your turn.
- A field must not be occupied by more than one piece.
- If the piece stands beside an EMPTY field you may move there.
No matter what numbers the dice show.
- You don't have to move if you don't want to.

2) SHIFT NUMBERED CARDS:

After your move you may take the numbered cards **over which you have moved** and place them on any empty field/s.

- Choose which cards you want to shift (you don't have to take all).
- Don't place them on a field which is occupied by a piece.

3) REACH CORNERS:

If you reach a corner you get the equivalent CORNER-CARD and your move ends there.



Your own start-corner can only be reached if you have reached another corner first!

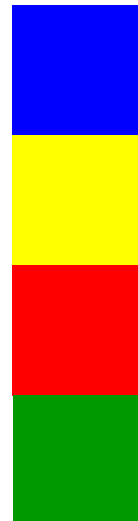
(Until you haven't reached another corner you may move on/over your start-corner but you don't get the corner-card.)

Players proceed clockwise.



Winner is the player who reached all 4 cornercards first.

Gameboard part 1, Pieces



Gameboard part 2

Numbered cards:

1	1	1	1	2
2	2	2	3	3
3	3	4	4	4
4	5	5	5	5
6	6	6	6	

Corner-cards:

A	A	A	A	B	B	B	B
C	C	C	C	D	D	D	D

FINISHED! Thank you for using our services. HAVE FUN!