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<h2 style="margin: 0;">HIGH NOON</h2> <p style="margin: 5px 0 0 40px;">a game from <a href="http://www.printgames.net">www.printgames.net</a> © 2003 wiesl redesigned by Roberto Grassi <a href="http://www.robertograssi.net">www.robertograssi.net</a></p> <p><b>Preparing the game:</b> Cut out the pieces and game board. (best playing if you put items on thicker paper) Each player receives 4 pieces of one color and places them face up on their "Saloonfields". The 3 colored fields are your SALOON. The field with E is the ENTRANCE.</p> <p><b>Object of the game:</b> challenge your opponents and win the duels - so you are the last man standing! All other colors are out of the game.</p> <p><b>Course of the game:</b> A piece with + moves clockwise, a piece with - moves counter-clockwise. Each turn every player moves <u>6 spaces</u>. You can move as many of your pieces you want as long as the total moves add up to 6! (e.g.: 6 spaces with one piece / or 2, 3, 1 spaces with 3 different pieces...) Don't move to opponent's Saloons. You may jump over other pieces. If your piece lands on an opponent's piece you challenge him to a duel:</p> <p><b>Duel:</b> The player who was initially on the space chooses ODD or EVEN. (The challenger takes the other possibility). Then both players count to 3 and display 1,2,3,4 or 5 fingers at the same time. Add up fingers from both players. The player who guessed the outcome correctly wins the duel. The loser's piece is returned to him and is out of play. Pieces standing in their own Saloon can't be duelled!</p> <p><b>Return out of play pieces:</b> When a complete revolution is made around the gameboard and you land on your own Entrance or Saloon - you can put a piece that was out of the game back into the game: it starts on any of your saloonfields (entrance or saloon).</p>									
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