

AGES:

4+

HOW MANY PLAYERS:

2 to 4 Players

EQUIPMENT:

- 36 Tiles
- 4 Tokens (Blue, Green, Red, Yellow)
- 2 Dice
- Rulebook

OBJECT OF THE GAME:

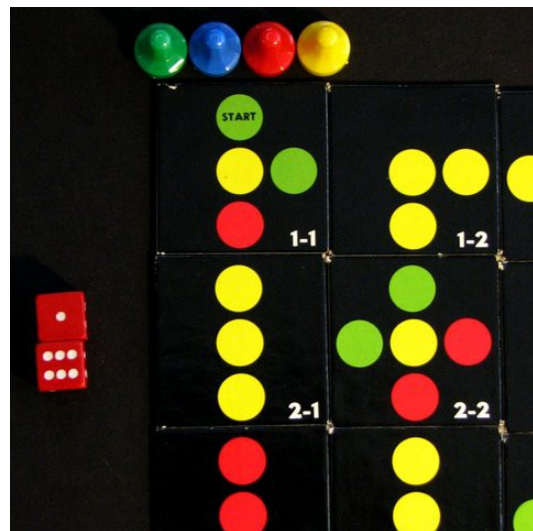
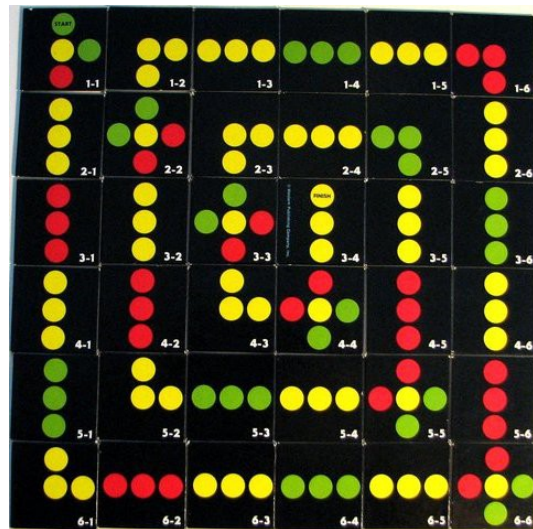
The first player to land on the **FINISH** spot with an exact roll wins the game.

SUMMARY OF PLAY:

The game board consists of 36 tiles laid out numerically to form a square (ROW – COLUMN, on each tile’s corner). Each tile contains spots that form a pathway. Tiles can form straight paths, angled paths, or crossroads. As players advance their tokens along the pathway, they also move tiles in an attempt to bottle up opponents while building the shortest possible path to **FINISH** for themselves. Thus, the pathway is continuously shifting, branching, and segmenting.

BEFORE PLAY:

Numerically arrange the 36 tiles in the center of the playing surface (as shown below). Each player selects a token. Determine a starting player.

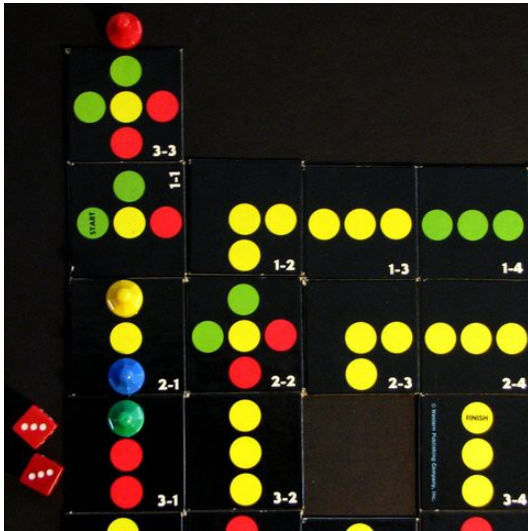


PLAY:

Each player on his turn will do the following in order:

1. Roll the dice.
2. Move their token the number indicated by the dice total.
3. Shift a tile (optional).
4. Pass the dice clockwise for the next player's turn.

Each player starts at the top in the upper left hand corner (as shown above). The first player enters the path at tile 1-1. Following players enter at the upper left hand corner top also, but they may find the pathway extended (as shown below).



TOKENS:

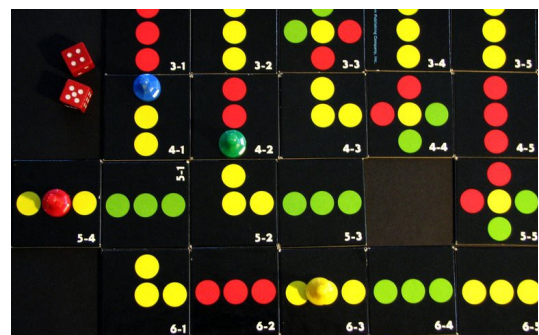
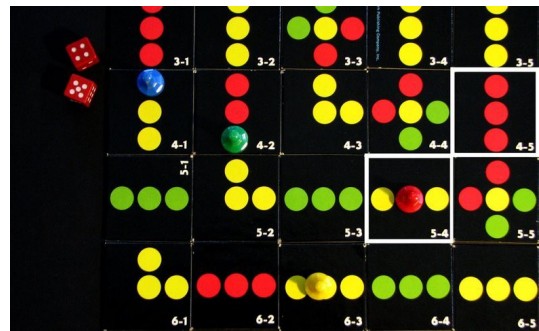
Tokens may be moved in any direction, forward or backward, but only one direction for each roll of the dice. If it is possible to move the full count of the dice, a token must be moved. If the token cannot go either forward or backward, the total of the dice, it cannot

move at all. A player who cannot move may still shift a tile if they wish.

TILES:

The tile to be shifted is indicated by the movement dice roll. Players will usually have a choice between two tiles unless doubles are rolled. Example: a dice roll results in a 4 and 5. Move the token 9 spots forward or backward if possible, shift tile 4-5 or tile 5-4. Shifting a tile is optional, and the tile may be placed anywhere on the playing area as long as it connects to at least one pathway.

If any player's token rests on the tile to be shifted, the token is moved along with the tile.

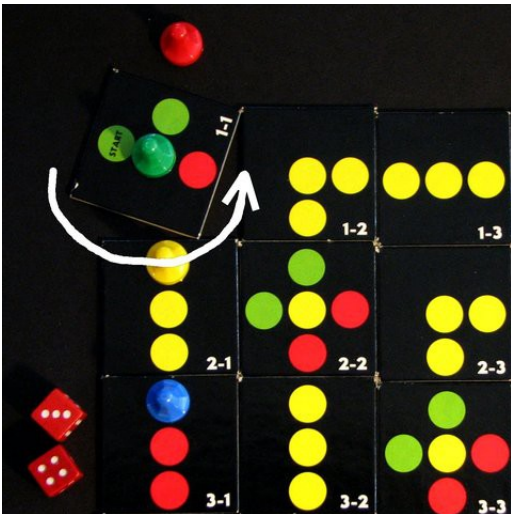
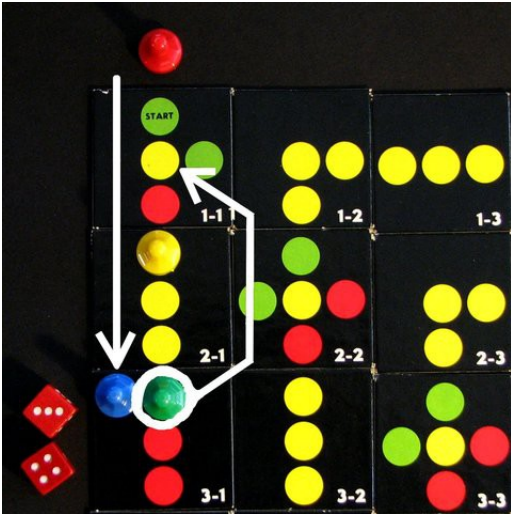


SPOT COLORS:

Players landing on a green spot are entitled to another turn. Players landing on a red spot lose their next turn. Players landing on a yellow spot perform no special action.

BUMPING:

If a player's token movement finishes up on an opponent's token, they must bump (move) the opponent's token to any yellow space on any tile. They may then, optionally, turn that tile in place, perhaps disconnecting the pathway completely or directing the opponent down some disadvantageous pathway.



TO WIN:

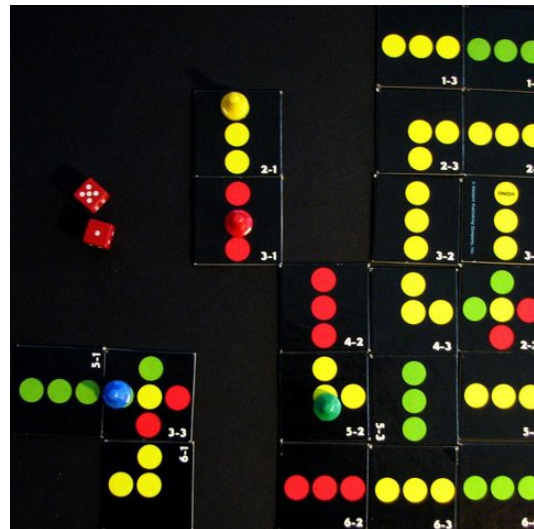
The winner is the first player to land on the **FINISH** spot by the exact count.

TYPICAL GAME BEGINNING:

The first player rolls a 2 and 3. They move 5 spaces onto the pathway starting at tile 1-1 and arriving at the second space of tile 2-1. They may shift either tile 2-3 or tile 3-2 to any place they choose, so long as the pathway connects.

STRATEGY HINTS:

Play defensively! Look for ways to bottle up your opponents. Try to place them in dead-end situations. Keep in mind anyone rolling a 3 and 4 on the dice may shift the tile with the **FINISH** spot. When bumping, you may want to bump the opponent to a yellow space of a tile occupied by another opponent. So, turning the tile in place disconnects both opponents! Play offensively, too! Try to build your own private pathway ... use green spots which give extra turns to increase your chances of getting the **FINISH** tile nearer to your token!



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