








Preparation

Place the board in the middle of the table. Participants who sit diagonal from one another are a team, partners.

This means that yellow and blue are partners and green and red are partners.

Each player receives 4 pawns in their colour which are placed in their respective home base  on the board.

Giving Cards:

One of the participants shuffles the deck of cards and deals 4 cards to each player. The remainder of the cards are kept with the dealer next to the board.



Change of Cards:

Each player exchanges one of his/her cards with his/her partner. (See more under The Value of the Cards) The cards are exchanged at the same time, with the backside facing up so nobody can see the value of the card.

When everybody has exchanged a card with his/her partner, the game can start.

The Game


The player to the left of the dealer starts by putting one of his/her cards face up in the middle of the board and makes a move according to the card shown.

In order to move a pawn from the home base and out to the starting space  a player must have a card with the start symbol .

The starting space is only used when moving a pawn from the home base. You should not count the starting space when moving around the board, nor when the pawn enters the goal zone.

When a player has played his/her card and moved the pawn, it is the next player's turn (clockwise direction).

Walls:

If a player has one or more pawns in his/her starting space  a "wall" is created and no other pawns can pass. The pawns of the player who has created the wall can however pass the starting space backwards. (See the card ÷4 under The Value of the Cards)

No possible moves:

If a player is in a situation where he/she is unable to play any of his/her cards, and therefore not able to make a move with his/her own pawn, he/she needs to fold the hand and place the cards in the used cards pile in the middle of the board. If this situation should occur, the player will only continue playing when the next round of cards is dealt.

Please notice: A player can and shall use the “swap” card even if he/she does not have a pawn in the game. (See more under The Value of the Cards)

Bump Back:

If a player moves a pawn to a spot on the board already occupied by another player's pawn, the pawn on the spot is bumped back to its home base and must restart.

If a player moves a pawn to a space where another player has two or more pawns, it is the pawn landing on the space that is bumped back to home base and must restart.

The Round ends:

When all the participants have played their 4 cards, the dealer takes the pile with the

remaining cards and deals 4 new cards to each player. The partners then need once more to exchange a card before a new round can begin.

New Dealer:

When a dealer has dealt 3 times it is the next player (to the left) who will be the new dealer. He/she collects all the cards, shuffles and deals 4 cards to each player. This will continue until the game is finished.

Getting the Pawns to the Goal Zone:

When a pawn is moved into one of the 4 circles in the goal zone the pawn is protected. The circles of the goal zone need to be occupied from the middle of the board and out. (Smallest circle first) The first pawn has reached its goal and is locked when it is placed in the innermost circle. The second pawn has reached its goal when it is locked in the second circle and so on. A pawn locked in a circle can no longer be moved.

Please notice: To lock a pawn, you must play a card with the value corresponding to the pawn landing on the specific vacant inner circle.

A pawn cannot pass another pawn that is situated in the goal zone.

In the Goal Zone the Pawn Can Change Direction:

If a player cannot lock the pawn because the value of the card is too high, or because another pawn is blocking, the pawn needs to be moved the remaining steps backwards back onto the board (counterclockwise). It is only in the goal zone that a pawn can change direction, but it can change direction several times. This means that if a pawn moves backwards in the goal zone and meets another pawn placed in a circle in the goal zone, the pawn will change direction and go in the normal direction again. Therefore a pawn in the goal zone can go back and forth, until it will end up in a vacant goal zone circle.

When a Player has all of his/her Pawns in the Goal Zone Circles:

As soon as a player has all 4 pawns locked in the 4 circles in the goal zone, he/she shall help his/her partner's pawns into the goal zone circles. This can be done by using his/her cards to move the pawns of the partner, or by making it more difficult for the opponents by using a swap card.

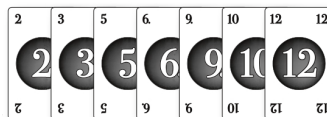
The player who has locked all of his/her

pawns in the goal zone must from this point use his/her cards to help the partner. The partners shall continue to exchange a card each time new cards are dealt.

The winner is:

To win the game a team of partners must lock all their pawns in the goal zones before the opposing team.

The Value of the Cards



The pawn is moved the number of steps stated on the card.



A pawn can be moved from the home base and out into the starting space ♥



A pawn can be moved from the home space and out into the starting space or it can be moved 8 steps forward.



A pawn can be moved from the home base and out into the starting space or it can be moved 13 steps forward.



A pawn must be moved 4 steps backwards (counterclockwise).

This card can be used with great advantage if a pawn is placed in the starting space or in spaces 1, 2, 3 or 4. This way the pawn can be close to entering the goal zone.

Please notice: The card cannot be used on pawns which are situated in the goal zone.



A pawn can be moved 1 or 14 steps forward.



With this card one or more pawns can be moved a total of 7 steps forward.

The 7 steps can be split between all the pawns which the player has in the game. The player must move a total of 7 steps. The pawns are moved one by one, but each pawn can only be moved once.

Please notice: If a player has only one

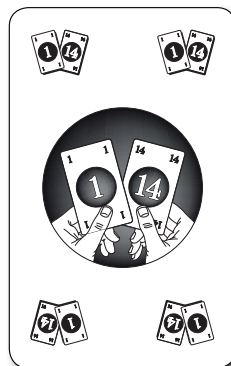
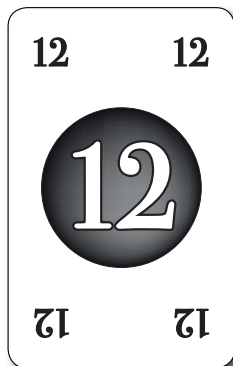
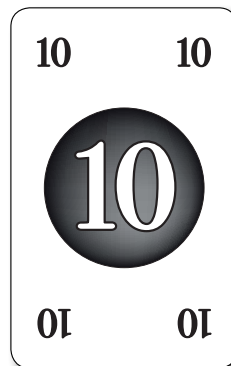
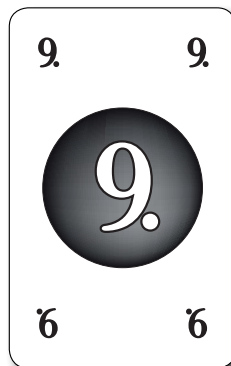
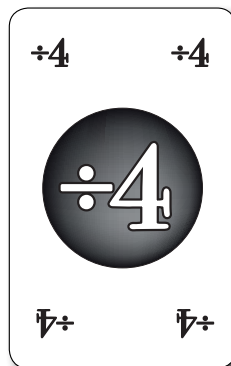
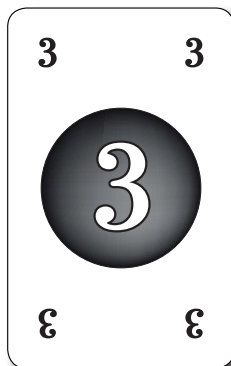
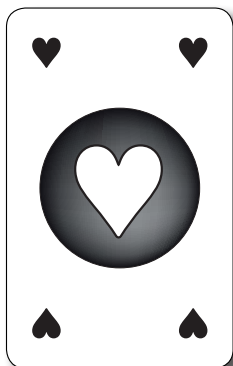
pawn left and is able to get this last pawn locked in the goal zone by using only some of the 7 steps, he is allowed to do so. But only if he can use the remaining steps on one or more of his partner's pawns.



This card can be used to swap places between any two pawns on the board. The card must be used if possible - even if the player has none of his/her own pawns in the game.

A player can also swap 2 pawns in the same colour - even his/her own.

The card cannot be used with pawns that are protected, which means pawns in the goal zones, starting spaces and home bases. Remember that 2 or more pawns of the same colour, that are situated in the same space, are also protected.



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