

The board is set up as shown. Each player has 7 counters. The object of the game is to get all counters on to the starting space (S), round the board and home (H). Counters may only be "hit" on the centre track, in which case they are sent right off the board to start again. The winner is the first player to get all his counters home.

Rules of Play: Each player moves according to the throw of the three dice as follows:

Move 5 squares or

Enter a counter on the start and have another throw.

Move 4 squares and have another throw.

Move 1 square and have another throw.

"Nothing", end of turn.

Throughout the game players continue throwing dice until they end their turn by throwing "nothing" (one dot) even if they cannot enter or move a counter.

3 dots must be scored to enter each counter on the start (S). (See also "Awards" below.) Alternatively, 3 dots can be used to move a counter 5 squares, once it has been entered. Moves cannot be split between counters (i.e. moving one counter 3 squares and another 2). Counters must reach the home space (H) by an exact score; they cannot overshoot.


Scoring Hit: If a counter lands exactly on an opponent's single counter on the centre track, the opponent's counter is sent off to start again. If a counter lands on two or more opponent's counters on the same square, it is sent off itself. (There is no limit to the number of counters of the same colour on one square.)

A move must be made for each scoring throw unless the only possible move is to overshoot the home space.

Awards and Forfeits:

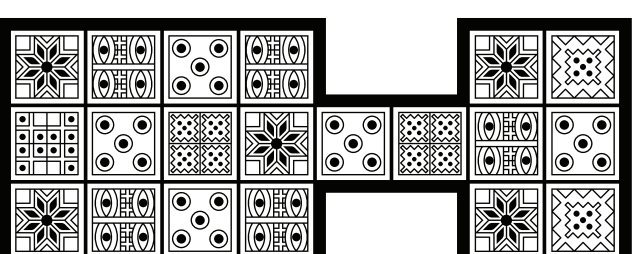
Award  When a player lands on either of these two squares in the centre track, he must move the same counter forward by the same score.

Award  When a player lands on a "Rosette" he may enter another counter on the board (S).

Forfeit  Your opponent immediately moves any one of his counters forward 4 squares and obeys any resulting award (but not forfeit, which is ignored). You then resume your turn.

Scoring: The quality of the win depends upon the deployment of the losing player's counters at the end of the game. The winner gains points by calculating the total value of all the squares still occupied by his opponent's counters. The value of a square is determined by its number of dots. Where there is more than one counter on any square the value of that square is multiplied by the number of counters occupying it. The Rosette has the value of 1. The winner scores 25 for any of his opponent's counters that have not yet entered the board at (S). And 10 for any counters on (S).

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