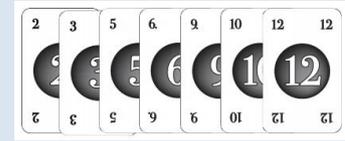




THE CARDS AND THE PLAYING BOARD

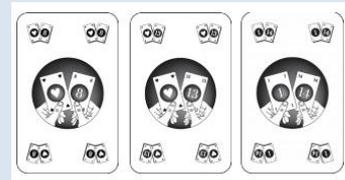
THE NORMAL NUMBERED CARDS

With these cards you can move ONE pawn the number of spaces shown on the card



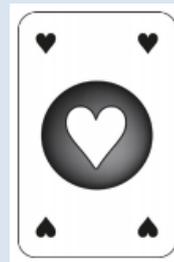
CARD WITH TWO FUNCTIONS

If you play one of these cards you can choose to use either the two possible features on the card



HEARTS CARD

This card can ONLY be used to move a pawn from the Home circle to the Starting space



7*1 (THE SEVEN)S

This card can be used to move one or more pawns. The 7*1's move can be divided between all the pawns you have in play, but you must be able to move all 7 moves. You move the pawns one after the other and you can only move each pawn once.

IF YOU CAN PUT YOUR LAST PAWN INTO THE OUTERMOST GOAL CIRCLE (CIRCLE 1) AND THUS LOCKING IT, YOU CAN USE THE REMAINING MOVES ON ONE OF YOUR PARTNER'S PAWNS, AS LONG AS YOU HAVE GOT ALL OF YOUR OWN PAWNS LOCKED IN THE GOAL CIRCLES (END ZONE).



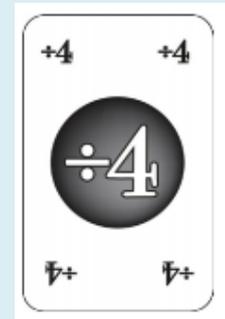
THE CARDS AND THE PLAYING BOARD (CONTD.)

÷4 card

This card means that you must move 4 spaces backwards (anti-clockwise).

The card can NOT be used on pawns located in one of the four goal circles (End zone).

Tip: The card can be advantageous if you have one pawn in its Starting space or in the 1, 2, 3 and 4 spaces and you play this card as it brings you very close to the goal circles (End zone) without having to go around the entire board



Switch card

This card can be used to move two random pawns on the game board - both your own, your partners or your opponents.

The card can be used even if you do not have pawns in play.

The card can NOT be used to switch pawns that are protected, i.e: pawns that reside in a goal circle in the final space or pawns that reside on a space along with one or more pawns of the same color.

Also, the card cannot be used to switch pawns that are in their Starting space or in their Home circle.



What if you cannot play a useful card at all?

If you cannot use any of your cards at hand and therefore cannot make a move - for example, because all the pawns are in the Home circle and you do not have a card with a heart in your hand - you must throw ALL your cards without making a move.

Then the game continues clockwise, and you will not enter the game again until new cards have been dealt.



1. Home Circle

In the Home circle, the pawns as such are not part of the game. A pawn is first brought into play when either a heart card or a card with two features with a heart is played. When this happens, move the pawn from the Home circle and out onto the Starting space. No other move is an option.



2. Starting space

The Starting space NEVER counts as a space when you move your pawns on the game board. In the example at the top right, the yellow piece moves first to space 14 and then on to space 1 skipping the Starting space

The Starting space also does not count once you have completed a turn on the board and you are ready to go into the goal circle (End zone).



If one's pawn is in its Starting space, it blocks the way for everyone else's pawns, so they cannot pass to continue forward.

As per the example to the left, the red pawn blocks the yellow pawn, which can only advance a single space to 14.



You can have more than 1 pawn on their Starting spaces.

The red pawns in the Starting space block the other pawns in both directions – clockwise & anti-clockwise.



In the example, the red pawn on space 3 may well play a ÷4 card and go four spaces back to space 13. It is allowed because red's own pawn is in the Starting space and ONLY blocks the other players' pawns and NOT red themselves.

The blue on space 2 can NOT play a ÷4 card and go four spaces backwards, as Red is in the Starting space blocks all other pawns.



3. The numbered spaces around the board game

There are 4 x 14 spaces with numbers on the g board game, and from these the pawns are moved clockwise when a regular number card is played.

To the left, the green pawn has a 3s and can therefore move its pawn from space 9 to space 12.



4. The 4 goal circles (End zone) in the final space

The goal circles (see photo) are seen in the final space of the game and the pawns are locked in from the center of the playing area. i.e the first pawn is in goal and locked when it is on the Circle 1 (inner goal circle) as per example. The second pawn is in goal and locked when it is on the Circle 2 (second-most goal circle) and so on.

When a pawn is locked, it cannot be moved again.

In the four goal circles, you can NOT jump over pawns. You must therefore play a card with a value that allows you to move a pawn into place in a goal circle where it is locked.

If you cannot get a pawn locked if another pawn blocks the intended goal circle, then you must move the pawn the remaining number of cards backwards against the direction of play. (See Examples 1 and 2 on the next page)

A pawn that is on one of the four goal circles can NEVER be moved by one's opponents. YOU cannot even do that if the pawn is locked! (See example 4 on the next page).



Example 1:

Red has played a 5's and wants to move his pawn (Brik 1), as pawn (Brik 2) cannot be moved.

However, Brik 1 cannot land on its goal circle Circle 2 and get locked, as this would require a 2's. Brik 1 must therefore move 2 space forward and then 3 backwards so that it ends on the yellow space together with Brik 2.



Example 2:

Red has played a 5's and wants to move Brik 1 on the yellow space onto the final space (goal circles).

However, red cannot move Brik 1 as Brik 2 blocks and there is no free goal circle "to turn around". Therefore, red must instead moves Brik 2, firstly, 2 spaces forward and then 3 spaces backwards so that it ends in the same space as Brik 1.



Example 3:

Red has played a 3's and wants to move Brik 2. However, Brik 1 cannot be left in the final space and is blocked, and Brik 2 does not have a goal circle "to turn around". Red can therefore only move Brik 1, which is forced to move 1 space forward and 2 spaces backwards (to space 14).

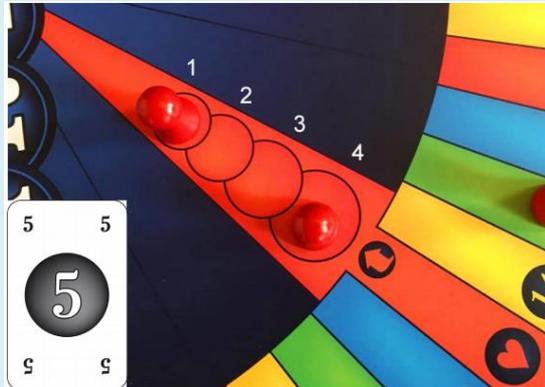


Example 4:

A pawn that is on one of the four goal circles is ALWAYS protected and one's opponents can NEVER move it. (The pawn is protected but not locked in this situation)

MULTIPLE EXAMPLES OF GAMES IN AND AT THE FINAL SPACE

Red has only one 5's on hand to play (see the picture below). What must red do ?.



Question: Can the pawn in space 13 be moved?

Answer: Red can NOT use the pawn on space 13 as it cannot jump over the pawn in goal circle 4 and cannot move forward and then backwards as there is no free goal circle "to turn around".

Question: Can red move the pawn on goal circle 4 two spaces up to goal circle 2 and lock it without using the last 3 moves or do the pawn move the last 3 moves backwards so that it ends in space 14?

Answer: Red can only move its pawn to goal circle 2 and lock it if the card allows to move 2 spaces. In this case, the pawn must be moved 5 moves (2 forward and 3 backwards) so that it ends in space 14.

Question: Can the red pawn on goal circle 1 in any way come into play?

Answer: The pawn on goal circle 1 is already locked and it can NOT be played again.

SPECIAL CARDS IN THE FINAL SPACE?



Question: Red wants to play a +4 card or use a switch card on one or more of the pawns in its final space. Is it possible?

Answer: It is NOT possible to use any of the cards! None of the cards can be used on pawns located on one of the four goal circles in the end space.

BLOCKING IN THE END SPACE?

Red has only one 5's on hand.



Question: Can red move the pawn on space 10?

Answer: Red can NOT move the pawn on space 10 as the pawn in circle 4 blocks the way. Red can ONLY move the pawn on circle 3 back and forth five times. The pawn then ends on circle 2 and becomes locked

7*1 IN THE FINAL SPACE

Red plays a 7*1



Question: Can red get all its pawns in by moving the pawn on circle 3 back and forth (5 moves) so that it ends on circle 2 and then move the pawn on circle 4 to circle 3 (1 move) and move the pawn on space 14 to circle 4 (1 move).

Answer: Yes. A 7*1 can be distributed over all the pawns in which red is in play.

BLOCKING WITH MULTIPLE PAWNS?



Question: Red wants to use a ÷4 card on the pawn in his Home space. Can this be done whilst the yellow pawns in space 14 are blocking?

Answer: The card can be played. Although yellow has four pawns on space 14, these pawns do not block red, which can therefore move back to space 11.

If, on the other hand, a pawn comes from the other side, it will be sent home if it lands on space 14, as yellow has more than one pawn in the space.

BLOCK WITH TWO PAWNS?



Question: Yellow has two pawns placed on space 13. Does these pawns block Blue on space 9 and Yellow own piece on space 11?

Answer: No, yellow can easily pass. Several pawns in the same space do not block anyone. That's why blue can pass by, but landing Blue on space 13, then the pawn gets sent home to the Home circle, as yellow has more than one pawn standing in the

space.

CAN THE PAWNS BE SWITCHED?



Question: Blue has only one switch card left. Can blue change its pawn on space 9 with one of the pawns on space 13.

Answer: No, you can never replace a pawn than have more than 1 pawn in the same color on a space. In addition, there cannot be two pawns in different color in the same space. Blue on space 9 can easily replace the yellow pawn on space 11. The red pawn in the goal circle can never be moved, as it is both locked and protected.

CAN YOU SWITCH?

Red only has a switch card on hand. What can Red do?



Question: Can red switch the pawn in circle 1 with another of its pawns?

Answer: No, red can NOT change the pawn in circle 1 as it is locked and protected.

Question: Can red switch the pawn on the Home space with a pawn in the Home circle?

Answer: Red can NOT switch the pawn in the Home space with a pawn in the Home circle as these pawns are not yet in play. The card cannot be played at all because it is not possible to use it!

FREQUENTLY ASKED QUESTIONS

A FAST GUIDE, IF YOU HAVE ANY DOUBTS

Question: Are you counting the Starting spaces when counting your move along the board?

Answer: No, never! The Starting space is used only by the pawns that are moved from the Home circle to the game. That's why the space also has no number.

Question: Are you sent Home if you land on a space where your own piece stands?

Answer: No, on the contrary. When you have two of your own pawns standing next to each other, then the opponents' (or even your partner's) pawns are sent home if they land on the space with your two pawns.

Question: Do you block others if you have two of your own pawns in the same space?

Answer: No! Only if they are in their own Starting space.

Question: Whilst moving along the board, you meet an opponent's pawn that is blocking a Starting space and you cannot pass, do you have to move backwards anti-clockwise?

Answer: No, you do not. You must either stay on the right side of the opponent's pawn or move another pawn if possible. If you have no other card on hand that can be used, you must fold all and wait to play until the cards are dealt again.

Question: Can you jump over your own pawns inside the goal circles?

Answer: No, you cannot. When you meet one of your own pawns in a goal circle, move the remaining moves from the card backwards if there is an available goal circle in front of "turning on". (see Example 1-3 above)

Question: Can you use a switch card to switch a pawn in a goal circle with another piece?

Answer: No, NEVER. Even if the pawn is not locked. A pawn in a goal circle is protected and cannot be switch with another.

Question: Can you really use a switch card even if you do not have a single piece in play?

Answer: Yes, you can. You can still switch both your partners' and the opponents' pawns.

CONTINUED ...

Question: Can you switch two of your own pawns with each other, even if it does not really matter to the location of one's pawns?

Answer: Yes, you can do that if the pawns are in play and neither are locked nor protected (i.e staying in one of the four goal circles or placed on a space with at least 2 pawns of the same color or placed in one's Starting space.)

Question: What does it really mean when a pawn is "protected"?

Answer: It is either in one of the four goal circles or on a space with two or more pawns of the same color and the opponents cannot touch them. Even though a pawn in one's own Starting space as such is not protected, the opponents cannot touch it either.

Question: Is a pawn in one's own Starting space really protected?

Answer: No, not as such. Neither your opponents nor you can, however, move a pawn on the Starting space when using switch cards.

Question: How many pawns can you use to divide their moves over if you play a 7*1?

Answer: As many as you want, if they are in play and not locked. (However, using 7*1 move), each pawn must be moved only once)

Question: Can you play a ÷4 card and move a pawn in one of its goal circles backwards against the direction of play?

Answer: No, it is not allowed to use a ÷4 card on a pawn in one of the four goal circles.

Question: If you play a 7s and have two pawns in play, you must move the first pawn, then the second and finally the first one again?

Answer: No, the same pawn can only be moved once.

Question: If you are on your last pawn and need to get it locked in the last goal circle, can you play a 7, even if you do not use all the moves?

Answer: Yes, you can, but **ONLY** if you can use the rest of the moves by moving one or more of your partner's pawns.

Question: What does it mean when you say that one's own pawn is locked in a goal circle?

Answer: One's own pawns is locked in the goal circles (End zone). When the first pawn is placed in Circle 1 (inner circle), it locks. When the next pawn is placed in the circle 2, it is also locked and so on. When a piece is locked, it becomes inactive and can NOT be moved again for the rest of the game.

Question: What happens if you cannot use some of your cards at hand and therefore cannot make a move?

Answer: If this happens, you must fold without making a move. You will not enter the game again until new cards have been dealt. Keep in mind, however, that you can use a switch card without even having your own pawns in play.

Question: How is it best determined who starts to give cards in a game?

Answer: We recommend that you deal a card to each participant and the one with the highest card start as the dealer. Switch cards and hearts count 0, while multi-value cards count the highest value.

Question: When a dealer has given a card 3 times, there will always be a few cards left. What do you do with them?

Answer: Nothing. They will be mixed with all the used cards of the next dealer before being dealt again.

GUIDELINES FOR FAIR PLAY

Question: When is a pawn considered to be moved so that you cannot change your mind?

Answer: Once you have removed your pawn from the space on which it stood - either lifting it or otherwise moving it away from the space, you must move this pawn. If you find that you cannot move the pawn because it is not possible then you must move another pawn with the card you have played.

Question: Do you have to mention, suggest or signal to your partner, which card you would like to have/give the partner during the card exchange?

Answer: No, it's not fair play! You must play fair!

Question: Can you change your mind if you have played a wrong card?

Answer: After playing a card, it is the turn of the other player. It's your problem if you have made a wrong choice when playing the card.

Question: What do you do if you accidentally play a wrong card and it is not possible to use this card at all?

Answer: In this case, you must take back your card and play another card if you have another card on hand that can be used. You must always play a card from your hand if you have one that can be used! If you do not have it, you must throw ALL the cards.

Question: What happens if you were going to play a card before your turn?

Answer: Error is human! but when it's your turn to play, you must play the same card again in all fairness if it is possible to use it. (this is a tightening of the rules in relation to the previous version).

Question: How long do you have to play a card and make a move when it's your turn?

Answer: Basically, you must play quickly, but in certain situations it may be necessary to spend a minute considering a very important move.