

Dice Game

Contents:

1 game board, 16 tokens, 1 die

Before starting the game:

Each player selects four tokens of the same colour and places them on the board on the same coloured starting columns.

To start the game:

Each player throws the die once. The highest number determines who starts the game.

Course of the game:

Play goes in a clockwise direction. For each turn, each player has three attempts to throw a six, which is needed to bring a token into play. These three attempts apply only as long as one's own tokens are not in play and the home column shows no gaps. After throwing a six another throw is always allowed. The thrown number indicates the number of spaces which the token may be moved.

The following rules are fixed:

1. Bringing a token into play with a six
2. Moving of tokens from the first square (except with the last piece out of the start column)
3. Capturing of an opponent's token (if one's token lands on a square which is already occupied by an opponent's the latter is sent back to the beginning)

Note that in the home columns no tokens may be jumped over.

The winner is the player who is the first to get all his tokens into the home column.