

Mensch freu' Dich drauf!

It's going to be great!

Instructions

Please keep these!

A dice game for 2-4 players ages 5+

Game materials • 1 game board • 1 die • 16 playing pieces (4 per colour) • 1 Instruction leaflet

Game description

This fun game is all about getting your game pieces as quickly as possible from your home zone, along the game track, into the four target zones. Along the way, you can make the other players happy by pushing their pieces one space further when you land on their already-occupied playing spaces. To complete the game, all players must get one of their pieces into each of the four-color target zones. To win, get your pieces into the best spaces of the target zones!

Setup

Each player receives four pieces of the same color and places these on the four home spaces of that color. The pieces are now in their 'home zone'. The die is rolled and the player who rolls the lowest number starts the game.

Gameplay

Players take turns to roll the die and move their pieces by the number indicated, counter-clockwise along the track, which is represented by the white spaces. The pieces in the single-colored home zone can only be brought into play with a die roll of 6 and placed on the 'start' space (with the arrow). At the beginning of the game all players can roll three times per turn until they get a 6, to help get started with the first piece. Once the piece is on the start space, the player waits for the next turn to move along the track, and may roll just once per turn. Rolling a 6 during the game does not allow an extra roll, but always allows you to bring a piece out of your home zone, if you have any. Bring your pieces out of the home zone as quickly as possible, to beat the others to the best places in the target zone. Own and other players' pieces can be skipped over, but each skipped space is still counted as one space. If you have several pieces in play, you can choose which piece to move each time. If the destination space is occupied by the player's own or another player's piece, the occupying piece is pushed one space forward and the active piece is placed on the cleared space. If several pieces are in a row, they all move forward one space. Only one piece may be placed on any space - no stacking! Single-coloured track spaces serve as 'springboards' for all game pieces. A piece which lands on a springboard (as the destination space of a die roll) may jump directly to a 'gate' space, which is of the same color as the springboard but marked with a white center. This allows you to get to the entrance of the four target zones faster. You don't always have to use a springboard, you can use these colored spaces as normal track spaces instead. If a piece lands on a gate space which is already occupied, the occupying piece is moved one space further along the track, to the next 'start' or 'arrow' space (not into the target zone).

The Target Zone

There are four 'target zones' on the board, represented by the four-color spaces. As you approach a target zone, you may enter as if it were a normal part of the track, as long as you have a useable number on the die, that is, one that will get you to an empty space or a space where you can push another piece forward. Enter the target zones through the gate spaces (with the white center). A line between the gate space and the first target zone space shows the path to take. Within the target zones, other players' pieces can be skipped, or pieces on occupied target spaces can be moved one space forward, but pieces can not be pushed out of the target zone completely. The last space in the target zone is the highest scoring. Once in the target zone, you can move your piece to a higher-scoring space if you roll the exact number. If you roll a higher number than the available spaces of the target zone, you must play another piece. If you have no more pieces you can play, you lose your turn. If your pieces in the target zones are absolutely unable to move further and you have no more pieces on the main track you may roll the die three times per turn, or until you get a 6, to get your next piece out of the home zone and into play. In each of the four target zones can be only one piece from each player. If you have already placed three of your own pieces in three different target zones, and you have the fourth piece ready to enter the last target zone, you roll the die (once per turn) until you can enter it yourself.

End of the Game

When there is one piece of each color in every target zone, the winner can be determined:

Pieces on the fourth space of the target zones earn 4 points

Pieces on the third space of the target zones: 3 points

Pieces on the second space of the target zones: 2 points

Pieces on the first space of the target zones (next to the gate): 1 point.

The first player to get all pieces into the four target zones earns 1 extra point. These points are added for each player. The player with the most points wins. **TOM KUNI®** wish you many happy hours of play!

Warning: Not suitable for children under 3 years. Small parts are a choking hazard if swallowed or inhaled.

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