

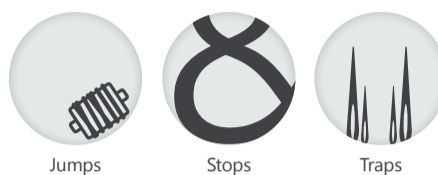
GAME RULES & GUIDELINES

OBJECTIVE OF THE GAME

- The objective is to become the 1st Player to win the **GOLDEN** button. Reaching the finish line by moving across the board game from button 1 to button 100. You also have to capture other Players to send them to the start line. This will slow them down as they will have to start over. You can play it alone or between 2, 3 and 4 Players.

- **The boardgame has 3 main elements:**

- ◆ 4 Jumps are the Thread Reel Buttons.
- ◆ 5 Safe Stops are the Symbol Buttons.
- ◆ 6 Traps are the Needles Buttons.



- **The boardgame has 1 button for each Player:**

- ◆ 1 hole button for the Player (1).
- ◆ 2 holes button for the Player (2).
- ◆ 3 holes button for the Player (3).
- ◆ 4 holes button for the Player (4).



ROLLING THE DICE

- Each Player should roll the dice once to see who gets the highest number. Whoever rolls the highest number gets to take the first turn. The person who rolled the second, third and fourth highest will take their turns in a similar order throughout the game.
- If 2 or more Players roll the same number, and it is the highest number rolled, each of those Players rolls the dice an extra time to see who gets to go first.
- If you roll a 6, then you get an extra turn. For example, you are on button 1. You rolled 6 and from the extra turn, you rolled 4. Now you have to move your piece to button 11 (1+6+4). In a single turn, you can roll 6 maximum of 3 times. If you roll six for the 4th time, your turn would be disqualified.

FOLLOW THE NUMBERS

Follow the buttons on the board game to see how to move forward.

- **Landing on Safe Stops**

The safe stops allow you to stay put. Multiple Players can land on safe stops without capturing each other. For example, if you rolled a 1 and you were on button 26, then you would be safe on button 27. You are in luck, no one can touch you.

- **Climbing up Thread Reels**

The thread reels allow you to move upwards and get ahead faster. If you land exactly on a button that shows an image of the thread reel, then you have to move your piece all the way up to the button where the thread ends. For example, if you rolled a 2 and you were on button 18, then you would move your piece to button 20 which leads you to button 36. You are in luck, jumping to 16 points.

- **Sliding down Needles**

The needles allow you to move backwards and slide down. If you land exactly at the top of needles, slide your piece all the way to the button where the thread ends. For example, if you rolled a 3 and you were on button 22, then you would move your piece to button 8. You are out of luck, moving downwards to 17 points.

- **Capturing other Opponents**

If you land on the same button as one of your opponents. Then your opponent has to move back to start line from button 1. As a bonus, you get an extra turn to roll the dice. For example, if you rolled a 4, you were on button 14, and other Player is already on button 18. Then you would move your piece to button by capturing your opponent. You are in luck, crushing your opponents.

WHEN TO STAY PUT

- If you land on the safe stops. You can't capture or get capture other Players.
- If you land at the top of a thread or somewhere in the middle of a thread, just stay put. You never move-down thread reels.
- If you land on a button that is in the middle or at the bottom of needles thread, just stay put. You only slide down if you land on the top button of needles.

HOW TO WIN

The winner will be the 1st Player to roll the exact number needed to land on the **GOLDEN** button 100. For example, if you are on button 99 and roll a 4, you can't move your piece further. You still remain on button 99 unless you roll exact number 1.

This board game is designed to rekindle with friends and family. It has 2 different versions, get the other twisted version too. **Enjoy!**

