

**Að Elta Stelpur**  
PHASE ONE  
DIE ROLLS



“Snake Eyes”: Move 2 pegs 1 space each, or 1 peg 2 spaces, then **go again**



Move 1 peg 1 space (ignore the 2nd die)



Move 1 peg 1 space and another (or the same peg) 6 spaces, in either order



Doubles: Move 1 peg the total, or 2 pegs, one by each die, then **go again**



Any pair of non-matching numbers: No move ... skip this turn



Move 1 peg 6 spaces (ignore the 2nd die)



“Boxcars”: Move any 4 pegs 6 spaces each

**Að Elta Stelpur**  
HORNASKELLA  
DIE ROLLS



“Snake Eyes”: Move ahead 2 Corner Points



Move ahead 1 Corner Point



Move ahead 2 Corner Points



Doubles: No move, but **go again**



Any pair of non-matching numbers = no move ... skip this turn



Move ahead 2 Corner Points



“Boxcars”: Move ahead 4 Corner Points