ZODIAC RACE

INSTRUCTIONS &
HOW-TO-STYLE
GUIDE

ZODIAC RACE INSTRUCTIONS

- Choose a piece and place it on the constellation just before SPOT 1.
- Players roll the dice, and the player with the highest roll goes first. Take turns clockwise.
- Roll the dice and move your piece the number of spots rolled. For a faster game, use 2 dice. Move inward around the spiral, following the numbers.
- There are different types of spots throughout the board. Some are helpful and others are hazardous. Use the legend for reference.
 Spots with constellations and stars only are neutral.
- The first player to land exactly on the compass (SPOT 63) wins! However, you must roll the exact required number of spots. If the number rolled is higher than the spots remaining, move back the additional number of spots. This may cause you to land on a helpful or hazardous spot.

LEGEND:



RAM (4) Lose a Tur



BULL (5)

Double your move! For example, if you roll a 3 and land on the Bull, move an additional 3 spots.



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SUN (8, 15)
Skip ahead to the first Moon space.
Space 8 skips to space 12.
Space 15 skips to space 19.



TWINS (14)

Double your move! For example, if you roll a 2 and land on the Twins, move an additional 2 spots.



CRAB (18)

Lose 2 turns.

★ SHOOTING STAR (21)



Follow the star up to SPOT 44.

SHOOTING STAR (44)
Follow the star down to SPOT 21.



LION (23)

Double your move! For example, if you roll a 4 and land on the Lion, move an additional 4 spots.



DICE (26) Roll again!

NAVIGATIONAL STAR (28)



Lose a Turn. MAIDEN (31)

Double your move! For example, if you roll a 3 and land on the Maiden, move an additional 3 spots.



SCALES (34) Roll again 2 times!





ARCHER (41)

Double your move! For example, if you roll a 2 and land on the Archer, move an additional 2 spots.



GOAT-FISH (47) Roll again 2 times!



SATURN (49)

Lose 3 turns. If another player passes this spot before the 3 turns are up, you are released and can start moving again on your next turn.



WATER PITCHER (52)

Double your move! For example, if you roll a 3 and land on the Water Pitcher, move an additional 3 spots.



FISHES (55)

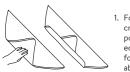
Double your move! For example, if you roll a 3 and land on the Fishes, move an additional 3 spots.



ALL SEEING EYE (58) Start over! Go back to the

Start over! Go back to the constellation before SPOT 1

THE ESSENTIAL



I. Fold in half diagonally creating a triangle. Fold point to the opposite edge and roll up by folding short edge over about every 1-2 inches.



2. Place rolled bandana around the neck and tuck one tail around the other.

3. Pull through to create



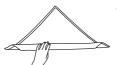
4. Rotate knot until you

the world!

feel ready to take on

a simple knot.

THE NECKERCHIEF



1. Fold in half diagonally creating a triangle and then fold the long edge over about 1-2 inches. Continue folding by 1-2 inches for desired size.



2. Tie long edge around the neck.

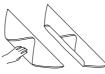


3. Tie knot in the back as desired.



4. Adjust until it feels just right!

THE TOP KNOT



. Fold in half diagonally creating a triangle. Fold point to the opposite edge and roll up by folding short edge over about every 1-2 inches.



. Place rolled bandana at the nape of the neck. Take tails and criss cross them on top of the head.



3. Tie a simple knot on top. in the center



4. Leave tails out or tuck tails under headband for a polished look. Secure with pins if needed.

THE COIN PURSE



1. Place all your game pieces or small trinkets in the center of the bandana with the design face down.



2. Take two opposite points and tie them together in the center.



3. Tie a simple knot with both ends tightly, securing contents inside.



4. Take the two long tails and criss cross them tightly in the center.



5. Tie a knot with the same two ends, leaving enough space for a small handle. You are now ready to skip town!

THE FUROSHIKI



1. Place your gift or object in the center of the bandana with the design face down.



2. Fold the bottom point tightly over the object in the center and tuck point underneath.



3. Fold the opposite point tightly over the first fold.



4. Fold the right and left points into the center and criss cross the tails.



5. Tightly tie a knot with the same two ends and tuck the point neatly underneath. Adjust until picture perfect!