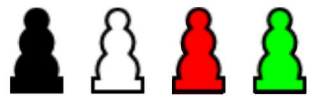


Throw 2 d6, pick one.

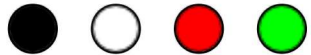
Move that **EXACT** number of spaces,  
forward or back, to an **EMPTY** space.  
If you can't, you don't move at all.

You may pass but not land on a space  
which is occupied **BUT** spaces with an  
opponent's obstacle count as 3,  
hence require at least a roll of 4 to  
pass; more if you are a few spaces  
behind it.

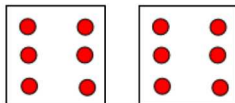
After each round the player in last  
place gets to move one obstacle of  
any color to any unoccupied spot, on  
or off the board.



Pawns



Obstacles



# Obstacle Course

