

YOU DECIDETM

QUICK-PLAY RULES



Roll the dice. One die represents a pawn, the other tells it how many to move.

YOU DECIDE which does which. For example, if you roll a three and a four:



EITHER:
move pawn #3 up 4 spaces

OR:
move pawn #4 up 3 spaces

Follow the instructions on the board.

When you let an opponent move up, they decide which pawn.

When you make an opponent move back, **YOU DECIDE** which pawn.

You may not move an opponent's pawn from SAFE or FINISH.

Rolled DOUBLES? Make your move as usual, then:



EITHER:
make an opponent
move back one space

OR:
roll again
for another turn

ALTHOUGH, if you roll doubles and that number pawn is at FINISH, you must move it back to START! Exception for double ones - see the SNAKE EYE SWITCH option below.

Rolled SNAKE EYES?



EITHER:
play as DOUBLES

OR:
switch places with an opponent,
moving no pawns

The SNAKE EYE SWITCH option must be agreed upon by all players at the start of the game. Order of play continues with the board, not the player.

Be the first to get all six of your pawns to FINISH, and WIN!!!

You may roll over the amount needed to arrive at FINISH, exact number not necessary.