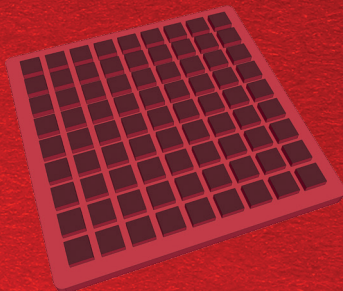


遊戲配件



20片 圍牆



1個 有81個方塊的底盤

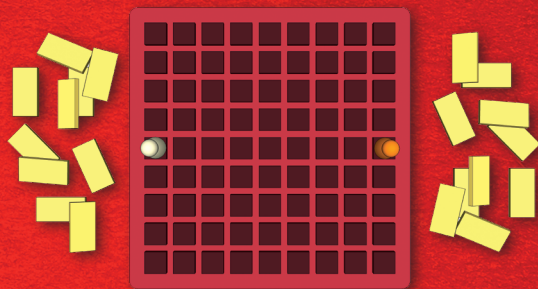


4顆 棋子

遊戲目標

先把棋子移至對手的底線者為贏家。

2人遊戲規則

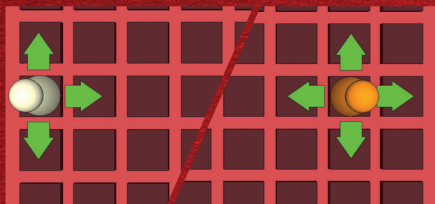


遊戲開始時，每位玩家拿取10片圍牆。
每位玩家將棋子放在各自底線的中央。
隨機選擇起始玩家。

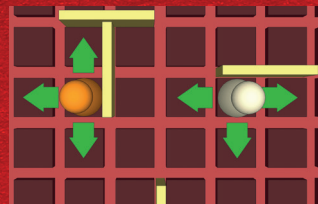
進行遊戲

玩家輪流移動棋子或利用圍牆來阻擋對手的路。
當玩家将圍牆用完，便只能移動棋子。

• 移動棋子

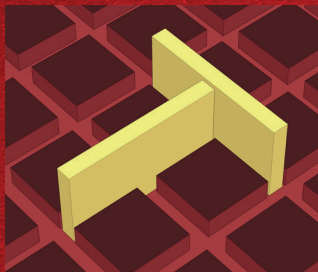


棋子一次只能移動一格，可前進、後退或左右移動，但不能斜角移動。

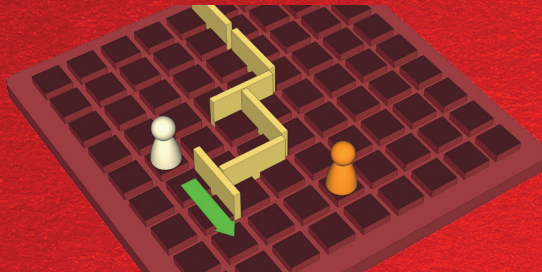


棋子不能躍過圍牆，僅能繞圍牆移動。

• 放置圍牆

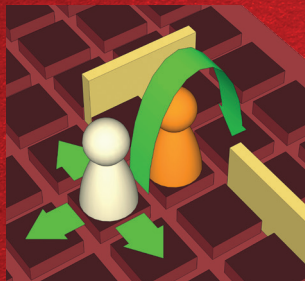


圍牆只能阻隔2個方塊，不能同時阻隔3個方塊。

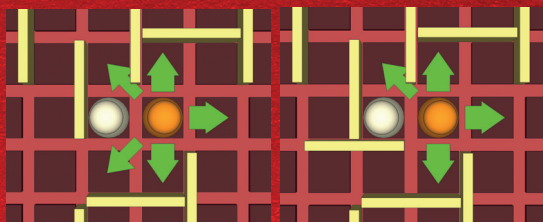


佈下圍牆時，至少要留一條通路可讓對手前進。

• 棋子相遇

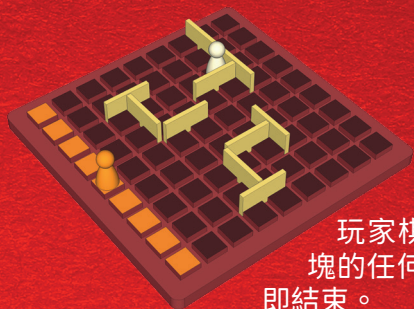


棋子面對面時，若沒有圍牆阻擋，則可以跳至對手棋子的正後方。



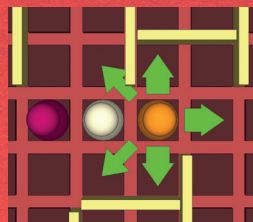
若對手棋子的正後方有圍牆阻擋，
可以跳至對手棋子的左或右方。

遊戲結束



玩家棋子到達對手的底線時（9個方塊的任何一個均可）便算勝利，遊戲隨即結束。

4人遊戲規則



遊戲開始時，4顆棋子各自位於四邊底線的中央，每位玩家各有5片圍牆。遊戲規則同上，唯獨在棋子相遇時，不得同時躍過兩顆棋子。

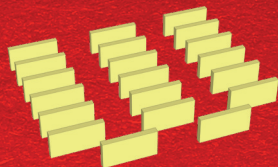


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Broadway Toys Limited
http://www.broadwaygames.com.hk
bw-hk@longshore.com.hk
Tel: +852 23631998

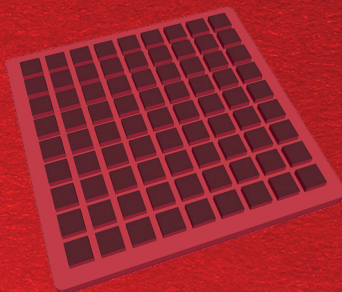


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CONTENT



20 fences



One board with 81 squares

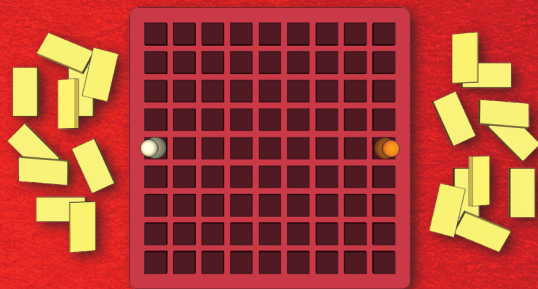


4 pawns

PURPOSE OF THE GAME

To be the first to reach the line opposite to one's base line.

RULES FOR TWO PLAYERS



When the game starts, each player takes 10 Fences.

Each player places their pawn in the centre of their base line.

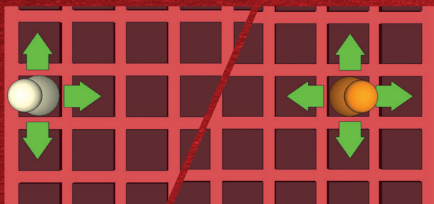
Randomly determine who starts first.

GAME

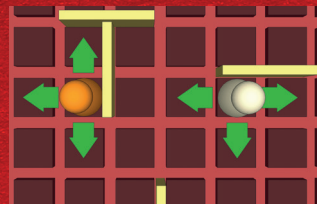
Each player in turn, chooses to move their pawn or to put up one of their fences.

When a player runs out of fences, they must move their pawn.

• Pawn moves

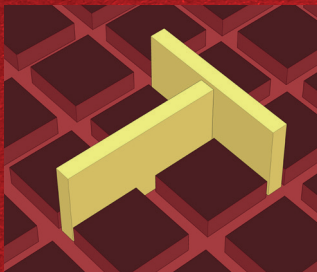


The pawns are moved one square at a time, horizontally or vertically, forwards or backwards.

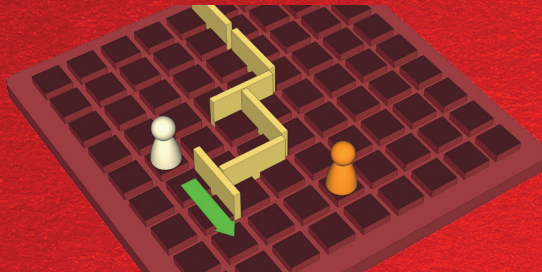


The pawns must get around the fences.

• Positioning of the fences

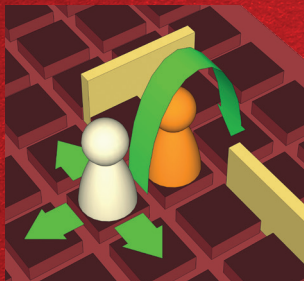


The fences must be placed between 2 sets of 2 squares.

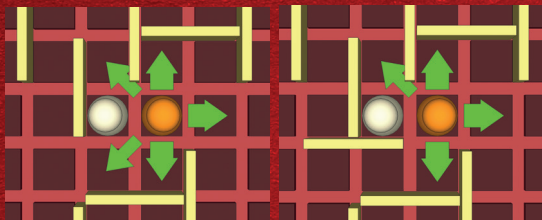


The fences can be used to facilitate the player's progress or to impede that of the opponent, however, an access to the goal line must always be left open.

• Face to face

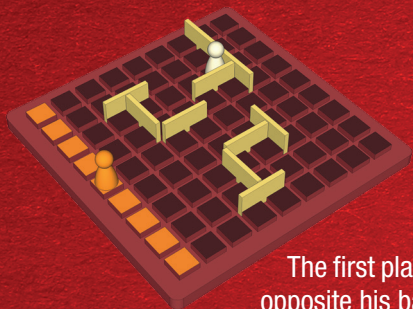


When two pawns face each other on neighbouring squares which are not separated by a fence, the player whose turn it is can jump the opponent's pawn (and place himself behind him), thus advancing an extra square.



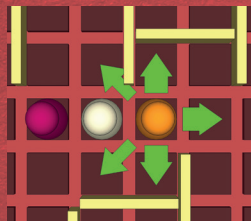
If there is a fence behind said pawn, the player can place their pawn to the left or the right of the other pawn.

END OF GAME



The first player who reaches one of the 9 squares opposite his base line is the winner.

RULES FOR 4 PLAYERS



When the game starts, the 4 pawns are placed in the centre of each of the sides of the board and each player is given 5 fences.

The rules are identical to those for two players, but it is forbidden to jump more than one pawn.



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http://www.broadwaygames.com.hk
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