



Playing Instructions / How to Play / Rules

1. Objective

The objective of the game is to pull the red game piece all the way toward your side of the board and reach your WINNER space.

Each player competes against the other by rolling the dice and moving the red piece toward their side.

The first player to pull the red piece onto their WINNER square wins the game.

2. Game Setup

- The game is for 2 players.
- Each player chooses one side of the board.
- Place the red game piece on the START square in the centre.
- Place the dice beside the board.
- Decide which player goes first.

The board has:

- START in the centre.
- Movement spaces on both sides of START.
- WINNER spaces at both ends.
- Arrows showing the direction in which the red piece moves.
- Player 1 and Player 2 positions at opposite ends.



3. Starting the Game

The red piece begins on the START square.

The first player rolls the dice.

After rolling:

- Count the number shown on the dice.
- Move the red piece that many spaces toward your opponent's side.

Players take turns rolling the dice. The direction of movement depends on which player's turn it is.

4. Player 1's Turn

When it is Player 1's turn:

1. Roll the dice.
2. Count the number shown.
3. Move the red piece that many spaces toward Player 1's WINNER side.
4. Pass the dice to Player 2.

For example, if Player 1 rolls 4, move the red piece 4 spaces toward Player 1.

5. Player 2's Turn

When it is Player 2's turn:

1. Roll the dice.
2. Count the number shown.
3. Move the red piece that many spaces toward Player 2's WINNER side.
4. Pass the dice back to Player 1.

For example, if Player 2 rolls 3, move the red piece 3 spaces toward Player 2.



6. Tug of War Movement

The red piece represents the rope position between the two players.

- If Player 1 rolls a number, the piece moves toward Player 1.
- If Player 2 rolls a number, the piece moves toward Player 2.
- The piece can move back and forth during the game.
- Always count the number of spaces shown on the dice.

The player does not continue moving the piece in the same direction from the previous turn. The direction changes according to whose turn it is.

7. Winning the Game 🏆

Each player is trying to pull the red piece to their own WINNER space.

If the red piece reaches:

Player 1's WINNER → Player 1 wins.

Player 2's WINNER → Player 2 wins.

The game ends immediately when a player reaches their WINNER space.



8. Exact Finish Rule

To make the game more challenging, use the following rule:

- A player must roll the exact number required to reach their WINNER space.
- If the roll is higher than the number of spaces remaining, the piece does not move.
- The next player then gets their turn.

Example:

If the red piece is 2 spaces away from your WINNER space and you roll 5, you cannot move it. Your opponent gets the next turn.

9. Simple Version for Younger Players

For a faster and easier game:

- The red piece can reach WINNER with any roll that takes it to or beyond the final space.
- No exact number is required.

This version is recommended for younger children.



10. Basic Strategy

Although the dice decide how far the rope moves, players can watch the position of the red piece and plan their chances.

You can:

- Try to pull the piece toward your WINNER side.
- Hope for a high number when you are close to winning.
- Watch how close your opponent is to their WINNER.
- Use the exact-finish rule for a more strategic challenge.

The basic flow is:

Roll the dice → Move the red piece toward your side → Opponent rolls → Piece moves back → Keep pulling → Reach WINNER → WIN!