



Playing Instructions / How to Play / Rules

1. Objective

Each player controls one pawn and races toward the **centre of the board**.

The objective is to be the **first player to reach the centre**.

Players must move through the circular layers of the board and use the designated **Sprint Gates** to enter the next inner layer.

2. Game Setup

- The game is played by **2 players**.
- Each player chooses one pawn.
- Place each pawn on its designated **START** position.
- Players start from opposite sides of the board.
- Decide which player goes first.
- The player going first rolls the dice to begin the game.

3. Starting the Game

The first player rolls the dice.

The number shown on the dice determines how many spaces the player's pawn must move.

After completing the move, the turn passes to the other player.

Players continue taking turns until one player reaches the centre.



4. Player Movement

On your turn:

1. Roll the dice.
2. Move your pawn **exactly the number of spaces shown on the dice**.
3. Continue moving along the current circular layer.
4. You cannot move fewer spaces than the number rolled.
5. You may enter the next inner layer **only through a designated Sprint Gate**.
6. You must land **exactly on the Sprint Gate** to enter the next layer.
7. Passing over a Sprint Gate does not allow you to enter the next layer.

For example: If the Sprint Gate is 3 spaces away but you roll 5, you must move all 5 spaces. You cannot stop at the third space and enter the inner layer.

5. Sprint Gates

Sprint Gates are the designated arrow spaces that connect one layer to the next inner layer.

To enter the next layer:

- Your move must **land exactly on a Sprint Gate**.
- If you pass over a Sprint Gate, you continue your movement on the same layer.
- You cannot enter the next layer from any other space.
- A Sprint Gate can be used only when the dice roll allows your pawn to land exactly on it.

The Sprint Gates are therefore important points to watch while planning your movement.



6. Moving Between Layers

When your pawn lands exactly on a Sprint Gate:

- Move the pawn into the **next inner layer**.
- Your movement for that turn is complete.
- On your next turn, continue moving around the new layer.
- Continue using the Sprint Gates to progress toward the centre.

Players must pass through the layers one by one to reach the centre.

7. Passing a Sprint Gate

A Sprint Gate can only be used when you **land on it**.

For example:

- Sprint Gate is **3 spaces away**.
- You roll **5**.
- You move all 5 spaces.
- You pass over the Sprint Gate.
- **You do not enter the next layer.**

You remain on the current layer and wait for another opportunity to land on a Sprint Gate.

8. Reaching the Centre

As players move through each inner layer, they get closer to the centre. To reach the centre, the player must successfully progress through the required Sprint Gates.

The player who reaches the **centre of the board first** wins the game.



9. Winning the Game

The game ends when one player's pawn reaches the centre.

The first player to reach the centre is the winner and becomes the Sprint Champion.

10. The Basic Strategy

The Sprint is a game of **timing, positioning and luck**.

You can:

- Watch the position of the next Sprint Gate.
- Plan your movement around your possible dice rolls.
- Use your current position to improve your chances of landing on a Sprint Gate.
- Remember that passing over a Sprint Gate does not count.
- Try to reach the inner layers at the right time.
- Keep track of your opponent's position and progress.

The basic flow is:

Roll the dice → Move exactly → Look for the Sprint Gate → Land exactly on the Gate → Enter the next layer → Race toward the centre → Reach the centre first → WIN!