

The Right Moves™

Your goal is to control the inner circle. There, each move you make has devastating impact. It takes strategy and aggressive play to block your opponent and position your pieces for advancement. In short, it takes THE RIGHT MOVES™.

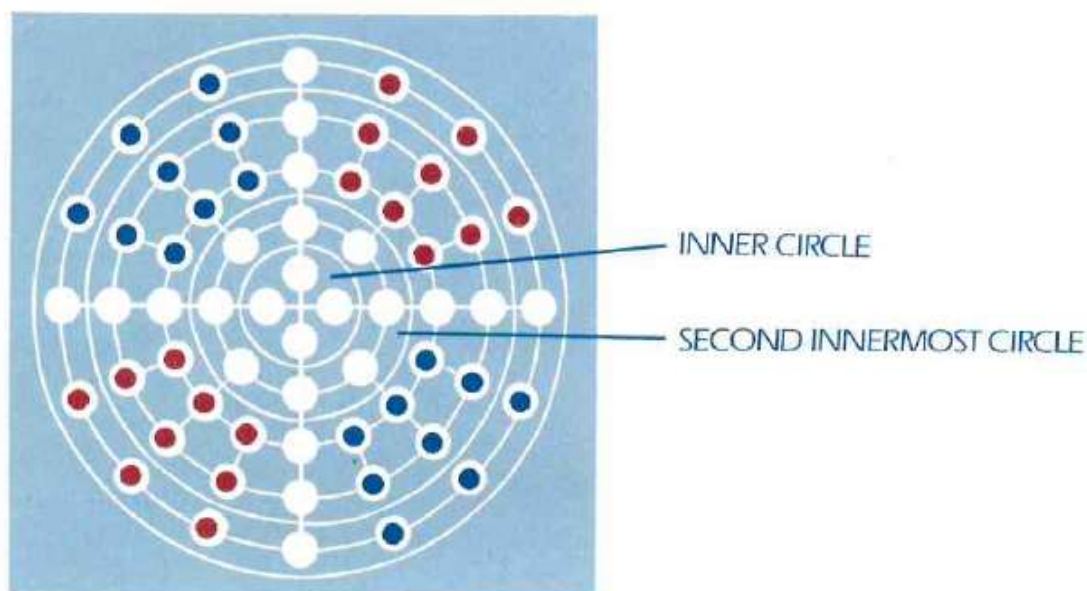
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Patent Pending

EQUIPMENT

PLAYING BOARD: Dark lines are the boundaries of four concentric **CIRCLES** that make up the playing field. Small white circles are the sixty **SPACES** on which game pieces may rest. White lines that connect the spaces are the **PATHS** along which pieces are allowed to move.

PIECES: 18 red and 18 blue pieces.

Before beginning play, pieces are placed with the circles side showing on the board as shown in Figure 1.



(Figure 1)

OBJECTIVE OF THE GAME

Win by (1) filling all four spaces of the inner circle with your pieces or (2) eliminating enough of your opponent's pieces so that your opponent cannot complete the inner circle (opponent left with three or fewer pieces).

RULES OF PLAY

- Red pieces always begin play.
- Opposing players alternate turns.
- A "turn" is defined as the completed movement of a single game piece.
- Failure to move during your turn is a forfeit of the game.

1. BASIC MOVEMENT

- a. Pieces may move only along the paths.
- b. All pieces may only move around the circle (either clockwise or counterclockwise) or toward the inner circle.

There is one important exception, however. Pieces may move away from the center when beginning a turn in the second innermost circle.

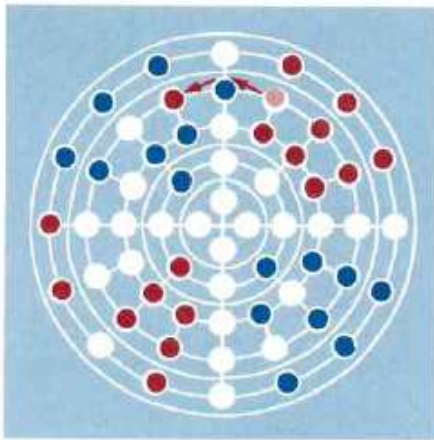
- c. Pieces may be moved only one space per turn unless jumping (see 2c) or until promoted (see 3c).

2. JUMPING

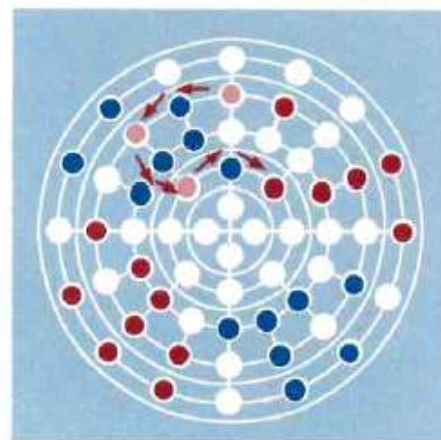
- a. Opponent's pieces are removed by jumping. Any piece can jump any opponent's piece.

b. Jumping is a movement along a path from a space next to an opponent's piece to an open space on the other side. See Figure 2.

c. Multiple jumps are permitted, including changes in direction. See Figure 3.



(Figure 2)



(Figure 3)

3. PROMOTION

a. Pieces that reach any of the four spaces within the inner circle are permanently promoted. This is signified by turning THE RIGHT MOVES side up. Promoted pieces take on new abilities.

b. On all subsequent turns, the promoted piece may move a single space, may jump or may skip in any direction.

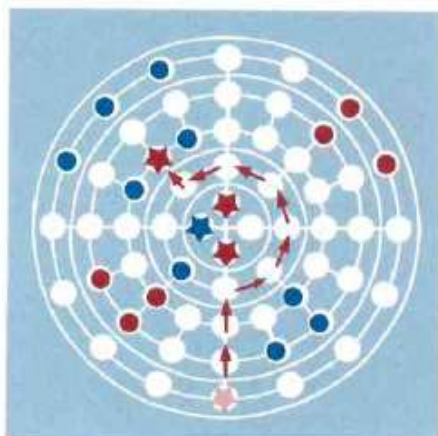
c. Skipping is a movement of more than a single space along a path. On a single move, promoted pieces may skip an unlimited number of spaces in any direction as long as the path is not blocked either by its own piece or an opponent's piece. See Figures 4, 5 & 6.

d. Pieces may not jump during a skip nor skip during a jump.

STRATEGIC USES OF A SKIP

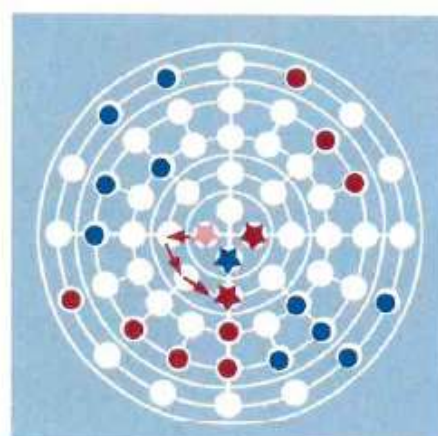
A skip may be used to:

- Trap an opponent (Figure 4)
- Force a move (Figure 5)
- Open a space in the inner circle (Figure 6)



(Figure 4)

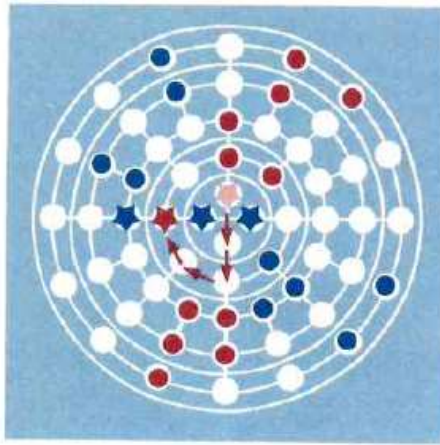
Trap an opponent



(Figure 5)

Force a move

★ ★ promoted pieces



(Figure 6)

Open a space in the inner circle

NOTE: Since there is no space in the exact center of the board, pieces cannot change direction in the inner circle.

FOUR PLAYER GAME

- a. Four people can participate as partners on two teams, the turns proceeding clockwise around the board.
- b. Each person plays for the team, over the entire board, without verbal communication of strategies.

**PLAN YOUR STRATEGY, BE AGGRESSIVE AND TAKE RISKS
BUT COVER YOUR BACK!**