



RULE BOOK

Players

The game is played with 2 – 4 players.

Each player has his or her own Pylon.

Each player starts at Start.

Each player roles the die, and the player that roles the highest value gets the first turn. After that, the turns go around counterclockwise.

Movements

Player movement is based on a die roll.

Movements on the board always go counterclockwise.

Movement to a more inner circle is only possible when the player lands on an arrow tile, moving the player to a new tile, the rules of this tile still apply that turn.

To go in a more inner circle, the player has to match certain conditions.

Elimination

Players can be eliminated throughout the course of the game.

This happens when a player does not have the amount of money that he or she has to pay. When this happens, it means the player goes bankrupt, resulting with the player not being able to continue participating in the game.

Winning Conditions

A player can win the game by reaching the center of the game board.

A player also wins if he or she is the only remaining player, meaning that in this case all other players have gone bankrupt.

Start

The Start tile is the tile where all the players start.

Each player receives 400 at the start. When a player crosses or lands on the Start tile later in the game, he or she receives 200 as a gift.

Shops

When a character lands on a Shop, the player can choose to buy the Shop.

If the Shops is already owned by another player, the player has to pay the Shop owner a specified amount of money.

Special Cards

When a player lands on a special tile (Star, Diamond or Trophy) a card needs to be drawn.

The top card is picked of the deck that matches the tile the player landed on, and the player must execute the task specified on the card.

Prison

When a player lands on the prison tile the player must spend 2 turns in the prison tile where the player cannot receive any form of income and cannot trade with other players.

The player can also pay 120 to get out of the prison immediately.



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