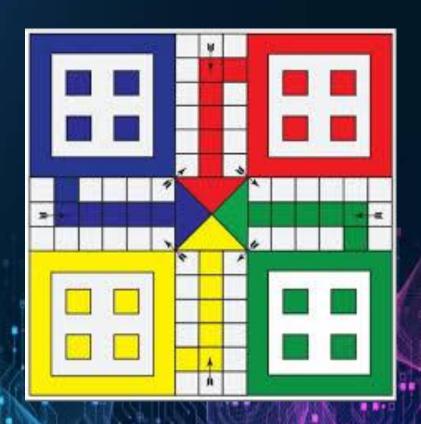


Pieces of the Game

- Board
 - 52 spaces
 - 4 home yards
 - 4 home columns
 - Safe spaces
 - Winning zone
- Players and Tokens
 - 4 players
 - 4 tokens per player
- Dice
 - 2 6-sided dice



Game Mechanics - Token Movement

Token Movement:

- Leaving the home yard (only a single 6 is needed)
- Regular movement (forward movement determined by die roll)
- Home column entry
- Player should get all four token out of the board to win

Captures:

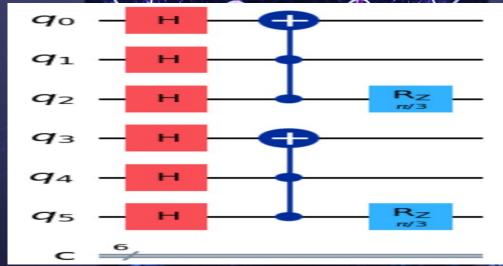
- If a player's token lands on a square occupied by an opponent's token, the opponent's token is sent back to its home yard; and the player's token leaves the board
- Safe spaces and home columns are capture-free

Game mechanics - Special Rules

- Blockades
 - A player can stack multiple tokens in the same space.
 - An opponent token cannot land on or overtake a stacked wall which does not belong to them except if they get a double six.
 - An opponent token can only cross over with a single six without capturing the blockade
- Rolling Six
 - If a player got two sixes at one roll, they get to roll again.
 - A six allows a token (if available) to exit the home yard
- Home Column
 - Tokens move independently within their home columns
 - Only exact rolls advance tokens out of the home column

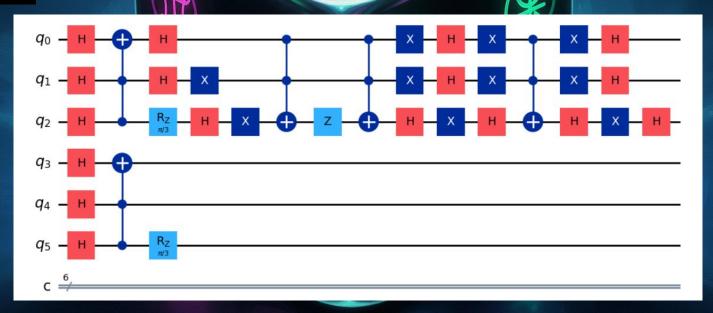
Quantum twist

- Quantum dices : 6-qubits quantum circuit that 'rolls' at the same time.

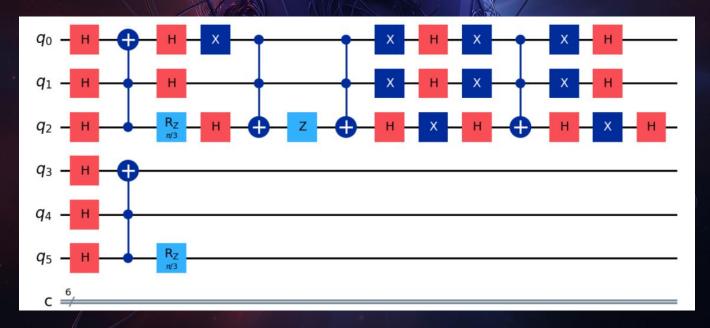




- Increasing the probability to get a 6 after eating another's player token



Increasing the probability to get a 1 after getting a token ate by another player



- Forming a blockade can entangles your two tokens, so that they can move together at same time or can entangle your token with an opponent's token, so that they move in opposite ways.
- When a token is in a safe zone you can transfer its move by quantum teleportation to another token.

