Setup

This is a game for two to six players. Each player starts with a single token on the starting square. Shuffle the deck, deal two cards to each player and place the deck black side up. Players should hold their cards so only they can see the symbols on the white sides of their cards, but the numbers of the black sides are visible to their opponents.

Gameplay

Players take turns in a clockwise direction. On their turn, a player may either **run** or **trip** their opponents.

Run: Play a single card with the black side up and move forward by the number on the card.

Trip: Play any number of cards with the white side up such that the symbols on the cards *exactly match* the symbols on a square occupied by an opponent. The opponent's token is moved back by the sum of the numbers on the cards and the player's token is moved forward by the same number. After tripping an opponent, the player may trip again as many times as they can and want, but they may not run any more.

Each square can only have one token on it. If a token is moved to an occupied square, the other token gets pushed back one square. If that square is occupied, its token gets pushed back by one and so forth. The only square that can have multiple tokens on it is the starting square. A token cannot be tripped below zero and will stop at the starting square rather than be tripped further back. Tokens cannot be moved beyond 100; if a token is too close to 100 and the number is too large, the token has to stay in place.
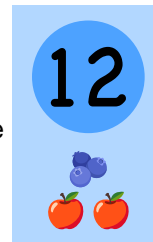At the end of their turn, the player **draws two cards** and puts all cards they played into the discard pile. Discarded cards are not reused; when the deck runs out, the players just stop drawing.

End of the game

The game ends when a player gets to 100, when no player has any cards left to play, or after a specified time limit. The winner is the player whose token is furthest ahead.
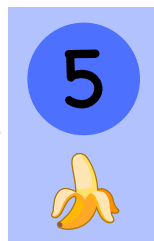
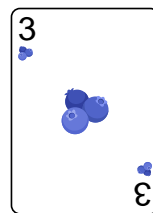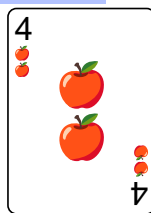# Example

Let's say on Yellow's turn Blue's token is on square and Red's
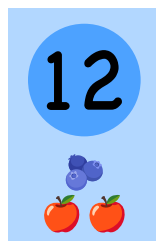
token is on square .

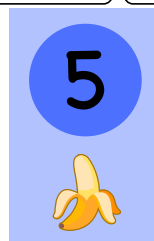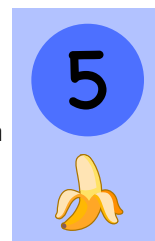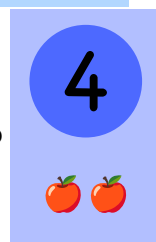Yellow trips by playing for a total of 7, taking Blue
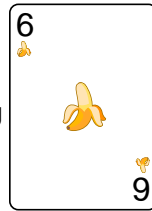
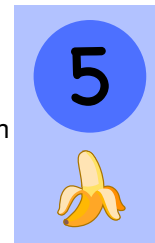from back to and pushing Red from

back to . Yellow moves forward 7 squares.

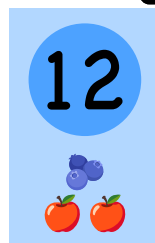Yellow now trips again by playing , sending Blue back from

to the starting square. They move their own token forward 6 squares and end their turn, discarding all cards from play and drawing two cards.

It is now Red's turn. Red plays and moves their token forward 8

squares, landing on . They discard the card from play and draw

two cards.

Optional rule for 4–6 players: Mercy

The token in the last position cannot be tripped.

Advanced Rules for 2–3 players

Rules are the same as above unless noted. Each player has two tokens of the same colour. The deck is cut after shuffling. The Mercy rule does not apply. The **winner** is the player whose **last token is furthest ahead** when the game ends. Players cannot move a token to 100 unless doing so wins them the game.

Team play for 4 players (2 teams of 2)

Rules are the same as the Advanced Rules unless noted. Players sit opposite their partner. Partners are not allowed to discuss strategy with each other. Each pair of players has two tokens of the same colour.

About the cards

The deck has 108 cards, 12 for each number from 1 to 9. For each number, the back (black side) of the card shows which 12 symbols (or combinations of symbols) are on the white side of cards with that number.