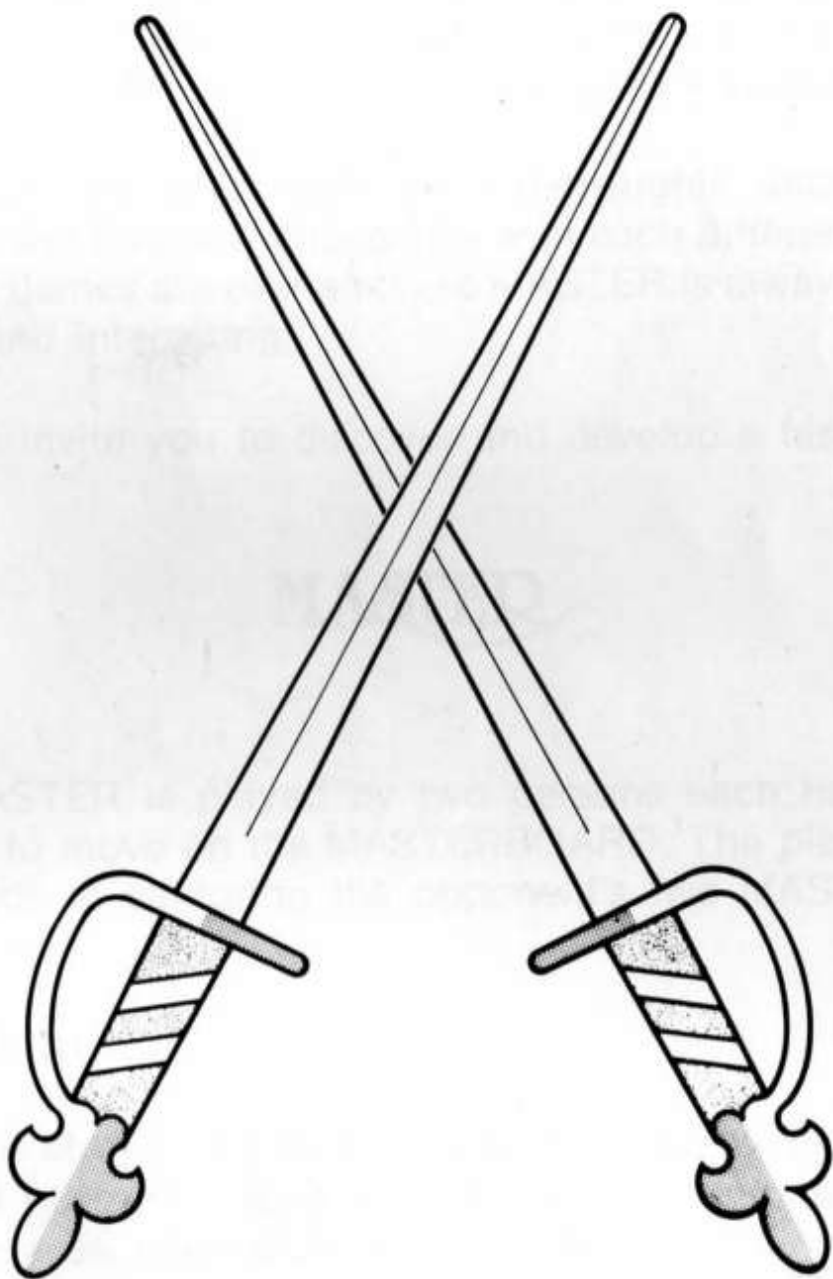


rules



MASTERTM

MASTER

INTRODUCTION

MASTER is a game where strategy is the key. Each player has an equal chance, since there is no room for luck (even though there are 32 dice on the MASTER-BOARD). Consequently, each player has sole responsibility for winning or losing.

Once the rules are well understood, a player will discover that each play is a new challenge. In fact, the interest for the game is always keen since each play is totally unlike any previous one.

It is hoped that this game will soon prove to be captivating and therefore we invite you to discover the excitement of playing:

“MASTER”

AIM

A game of MASTER takes place between two players, each having a certain number of pieces to be moved on a board called MASTER-BOARD.

The player who succeeds to capture his opponent's two MASTERS has won the game.

THE MASTER-BOARD

It consists of a rectangular board made of 12 horizontal rows and 10 vertical columns, for a total of 120 squares which alternate with light and dark colors.

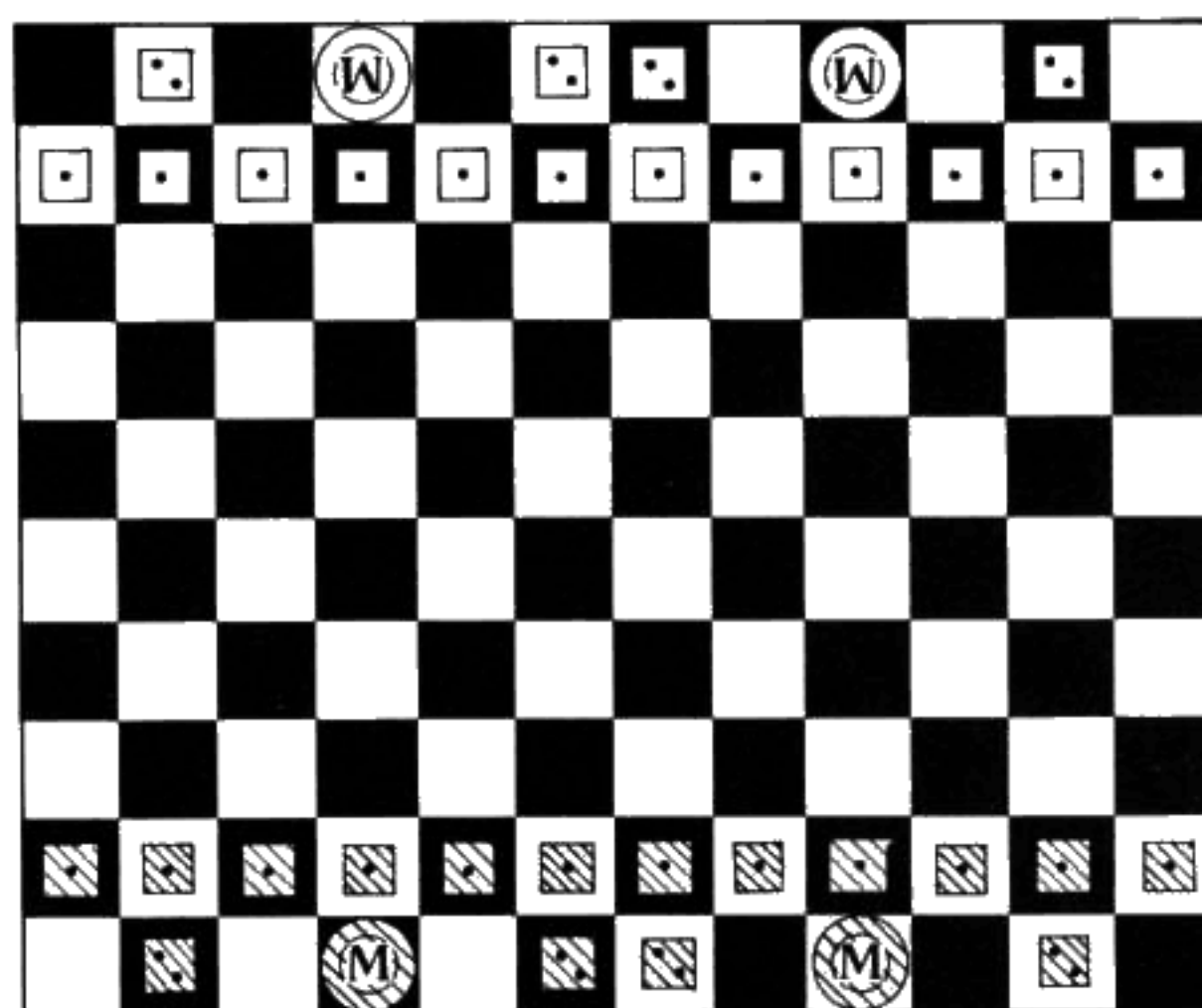
THE PIECES

Each player has 18 pieces: 16 dice called PAWNS and 2 principal pieces called MASTERS.

Each side is identified by a color:

- on one side, there are 2 **white masters** and 16 red dice with **white dots**,
- on the other side, there are 2 **black masters** and 16 white dice with **black dots**.

FIG. 1



HOW TO PLAY

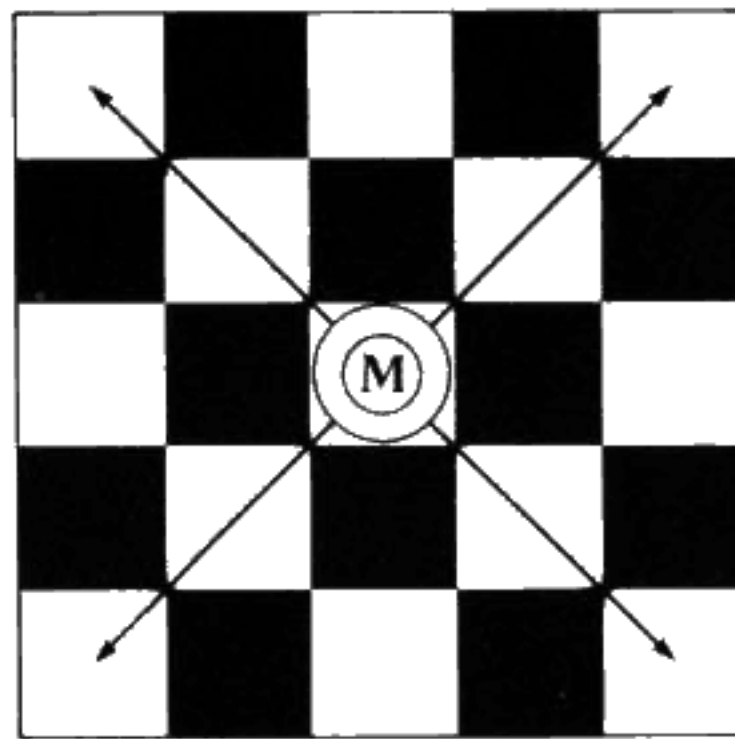
General rules:

- the pieces (MASTERS and PAWNS) can move forward or backward in the direction of their moves;
- a piece cannot be placed on a square already occupied by another one of his own color;
- a piece can be placed on an empty square or on a square occupied by the other player;
- when a piece comes to a square occupied by the other player, the latter is "taken" and has to be removed from the play;
- in no way can a piece jump over an occupied square;
- all the pieces can take (although not mandatory) and all pieces can be taken, with the following exception: a MASTER cannot take an opponent's MASTER because it is impossible to do so given the configuration of the MASTER-BOARD.

THE MASTER

The MASTER is moved in a diagonal line, two (2) squares at a time, as shown in figure 2.

FIG. 2



THE PAWN

The PAWN can be moved horizontally or vertically, by the number of squares indicated on the top face of the dice. For example, if the dice indicates 2, the PAWN has to be moved by two squares, as shown in figure 3. Note in figure 4 that the red pawn can move horizontally 2 squares to the left to take the white master.

FIG. 3

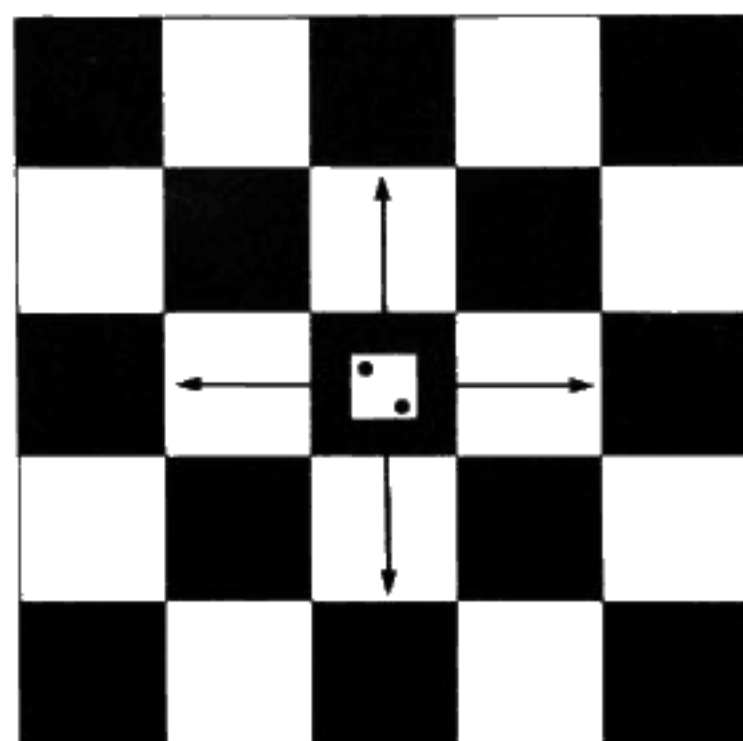
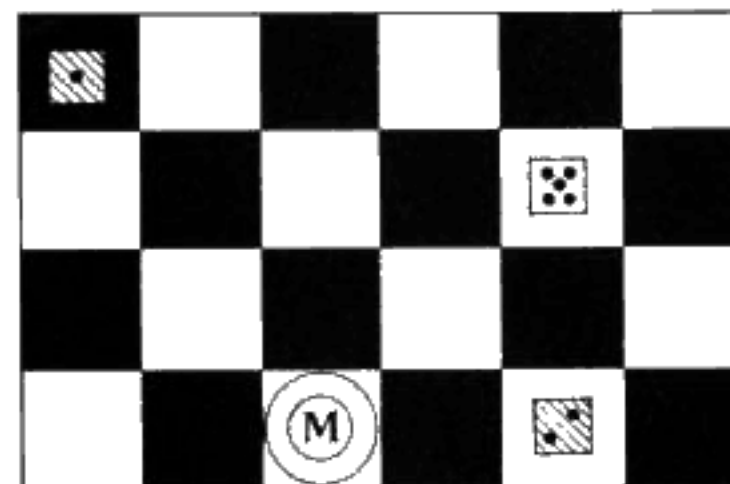


FIG. 4



ROTATION OF THE PAWN

After playing a turn (moving a master or a pawn), the player may rotate any of his pawns, that is, change the face number indicated:

- this move is not mandatory,
- only one rotation allowed after a turn is played,
- a player can rotate the pawn he has just played,
- a player is not obliged to play a pawn he has rotated in a previous turn.

HOW THE GAME IS PLAYED

- Before starting the game, each player places the pieces according to figure 1. You will note that the pawns of the last row show 2 dots, while the ones of the front row show 1 dot.
- To determine the order of the game, each player throws a dice and the one with the highest score starts to play.
- For each player, a turn consists in moving one piece of his own color and then in rotating this same dice or any other dice of his own color.
- From the beginning to the end of the game, each time his turn comes up, a player plays his turn only once, then rotates one of his own dice if he wishes to do so.

THE STRATEGY

In order to take his opponent's MASTERS, a player has to open up a breach in his opponent's front lines. A plan of attack has to be prepared for the purpose of taking some pawns that are strategically placed so as to speed up the moving of the pieces.

Each game lasts an average of one hour and a half depending on the speed of each player and the long term planning strategy. Therefore, it is important for each player to prepare some traps with his pawns and to make good rotation moves that will counteract his opponent's plans.

As in many games, practice alone can bring you mastery of this game. The subtle and unexpected combinations you will scheme may lead you to a fast victory. You will soon be aware of the interest in playing MASTER. This game is bound to develop: attentiveness, imagination and concentration on the part of each player. MASTER is truly a game of the intellect.
