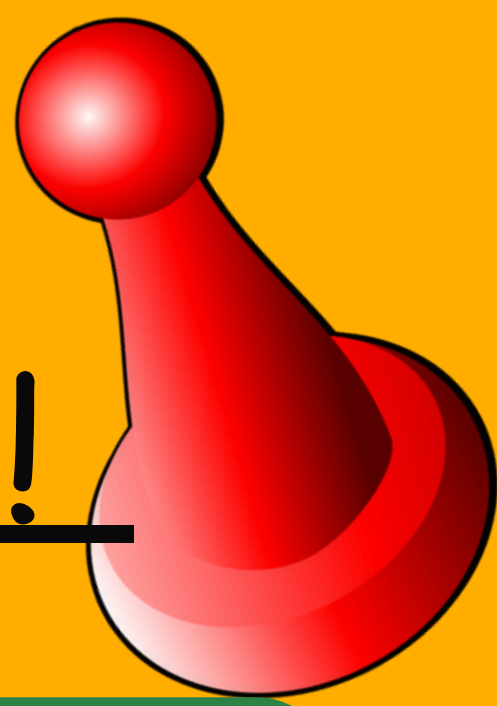


Instructions for Désolée!



Objective

To be the first player to get all four of your pawns from your colour START to your colour HOME.

Setup

- Choose four pawns of the same colour. Put all four on that colour START space.
- Pick a player to go first. Movement will be clockwise around the board

Drawing Cards

- On a device, (larger is better), scan the qr code
- When it is your turn, use the program and read the rules attached

Getting out of START

- You must draw either a 1, 2 or SORRY! to get out of START
- If you draw a 2, you can draw again

Jumping and Bumping

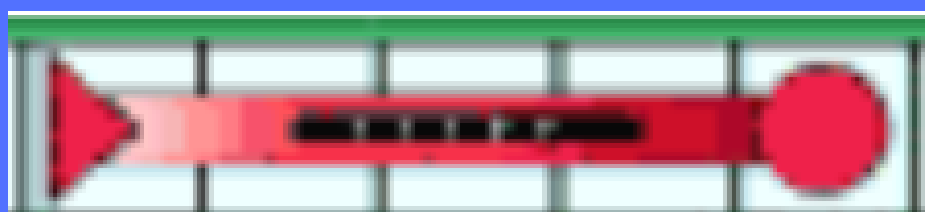
- If there is an opposing piece where you land, you may BUMP that pawn back to its START location
- You can pass other pieces that are in your way as normal

Jumping and Bumping Cont.

- If you land on your own piece, you will forfeit your turn and go back to your original spot

Slides

- Throughout the board, there will be slides where if you land exactly on the triangle, you can slide all the way to the circle end point.
- While sliding, you may BUMP any pieces along your way, including your own!
- If you land on a slide of your own colour, don't slide, just stay put on the triangle.



Safety Zone & Home

-To enter your coloured safety zone, you must make a full rotation around the board or draw a card that can make your piece move backwards, behind the safety zone, which would count as a full rotation. On the next turn you are allowed to enter your safety zone.

-When entering the safety zone you must land exactly into HOME; if you go past it, you will move backwards for the remaining moves that the card allows. This applies the same if, while moving backwards, you go past the entry point of the safety zone, your piece will now move forward for the remaining turns that the card allows. At the start of your turn, assume moving towards HOME



Card Values

1 - Start a piece, or move forwards 1

2 - Start a piece, or move forwards 2, AND draw again

3 - Move forwards 3

4 - Move backwards 4

5 - Move forwards 5

7 - Move forwards 7, or split between two pieces

8 - Move forwards 8

10 - Move forwards 10, or move backwards 1

11 - Move forwards 11, or switch your piece with an opponent's

12 - Move forwards 12

SORRY! - Take a piece from start, place it on any opponent's piece, and knock that piece back to start