

MADE IN WESTERN GERMANY

TAKE IT EASY (Rule)

2 to 6 persons can take part in this popular game, for which 1 die, 24 men of 6 different colours, and a board are required.

Each player has four men of one colour, three of which he places in the corner circles "B" of the same colour, and one in the corresponding starting circle "A".

The game is more interesting if all colours belonging to a board are represented. So if the number of players is less than 4 resp. 6, one or more persons should use two colours.

The clue of the game is as follows: Each player tries to take his men round the board in the direction indicated by the arrows, starting from the point marked "A" and ending in the circles **a, b, c** and **d** of his own colour. The player who first succeeds in getting all his men home is the winner. The others continue to play until everyone has reached the goal. Like in other social games, money prizes can be used here, too. Each player should do his best in trying to send back his opponents' men by moving his own men on to circles already occupied and so secure himself a clear road. On the other hand, it is important to avoid the hostile figures behind. You should especially try to send back the opponents who are near home and so make them start once again.

The rules of the game are as follows:

- (1) Each player casts the die in turn. The player who gets the highest number starts the game by advancing the man standing in the starting circle "A" so many circles forward in the direction indicated by the arrow as his throw shows; the other players then cast in turn and proceed as the first player and so on.

- (2) "6" is the principal number. A "6" entitles you to another throw. Every time you throw a "6", you must take a man out of your corner "B" and place it in the starting point "A". If there is already a man of your colour standing in "A", you must move this 6 circles forward, even if you send back one of your own men in doing so. If you then cast any other number than "6" you are allowed to move any of your men. If you cast a "6" and have no man left in the corner "B" you have the right to move any of your men 6 circles forward and to cast once more.
- (3) If you happen to land in a circle already occupied by another man, the latter has to be taken back to its corner "B", where it must stay until the player using this colour has cast a "6".
- (4) If there are your own or the opponents' men on your way, you are allowed to jump over them; the circles occupied by them must be included in the number you have cast.
- (5) When a man has passed all round the board it moves on to the circles **a, b, c** and **d** of its own colour. Here it is in safety. The player who first succeeds in getting all his men home carries off the first prize. The others go on playing for the second and third prize and so on. You can occupy the home circles **a, b, c** and **d** only if your throw takes you straight into one of these circles, which must still be unoccupied. If the number thrown is too high, you must continue to throw in your turn until you have cast the right number. If you have, for instance three of your men in the home circles **a, b** and **d**, the fourth being in the last circle before **a**, you must throw a "3" in order to be able to move on to **c**. If you happen to cast a "1", you must move the man standing in **b** on to **c**. Is your next thrown then a "2", you move your last man on to **b** and are at home.