

# How To Play Barricade

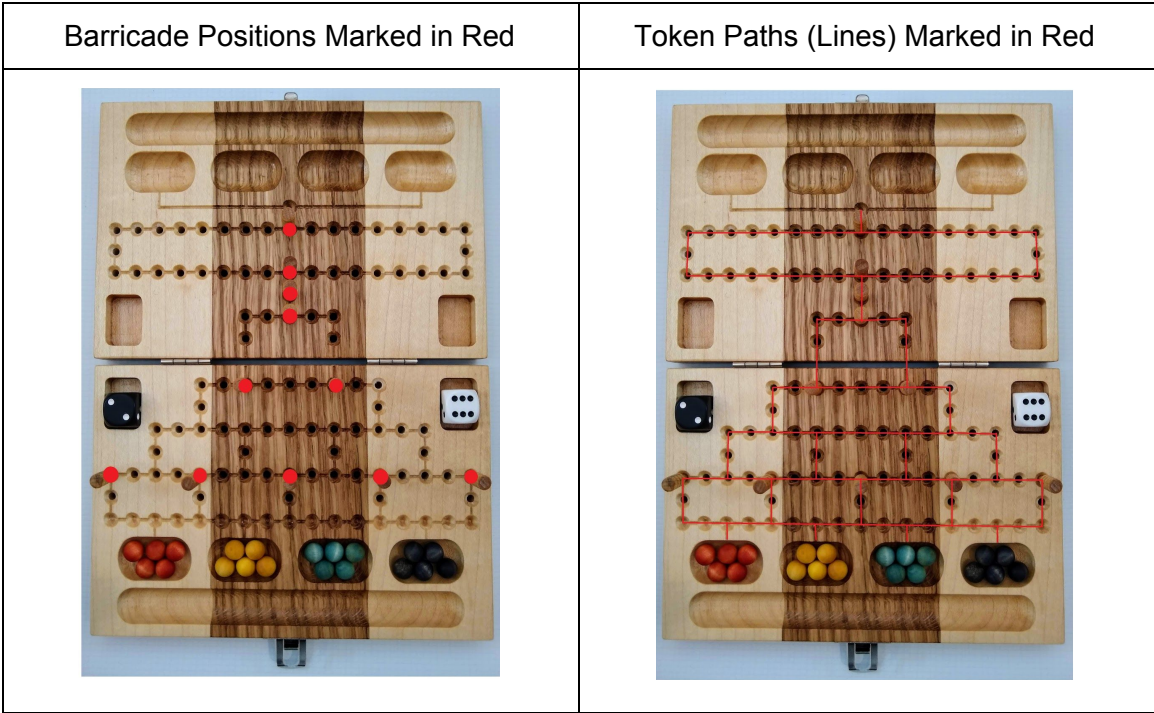
## Objective

The goal is to reach the upper position of the board with any of the pieces before the opponents.

## Setup

Each player's pawns are placed in their respective five-space houses, located along the bottom of the board and connected to a dot by a line. Barricade pieces are placed in specific spaces on the board (See Picture, Red Dots are the barricade locations)

The board consists of lines and intersections, A line represents the path along which a stone can move during the game. Intersections are where player tokens rest while moving about the board.



## Gameplay Turns

Players alternate turns, each turn consists of a die roll and a single move.

1. The Player rolls a single six sided die
2. Select 1 of your 5 Tokens and move it the number of spaces shown on the die.

## Movement Rules

The Token chosen must use all of the movement rolled on the die (Unless a barricade stops it, see barricades). Movement can be in any direction along the lines.

- It is not possible to turn around and traverse the same path twice.
- It is possible to move past other tokens.
- It is not possible to move past barricades.
- A token cannot finish the move in a place occupied by another token of the same colour.
- A token may finish the move in a place occupied by another token of a different colour. *See Capturing*
- The token may finish the move in a place occupied by a barricade. *See Removing a Barricade*

## Barricades

If there is a barricade in the way of movement, it can not be passed. It must be removed. If a token rolls a number not allowing to remove a barricade, the token may approach the barricade using as much movement as rolled without moving past it.

### Removing a Barricade

- Removing a barricade occurs when a player lands one of his pieces on the top of a barricade with an exact number of movement shown on the die.
- The player who removes a barricade, can place it in any hole on the board, except the bottom row and the final position.

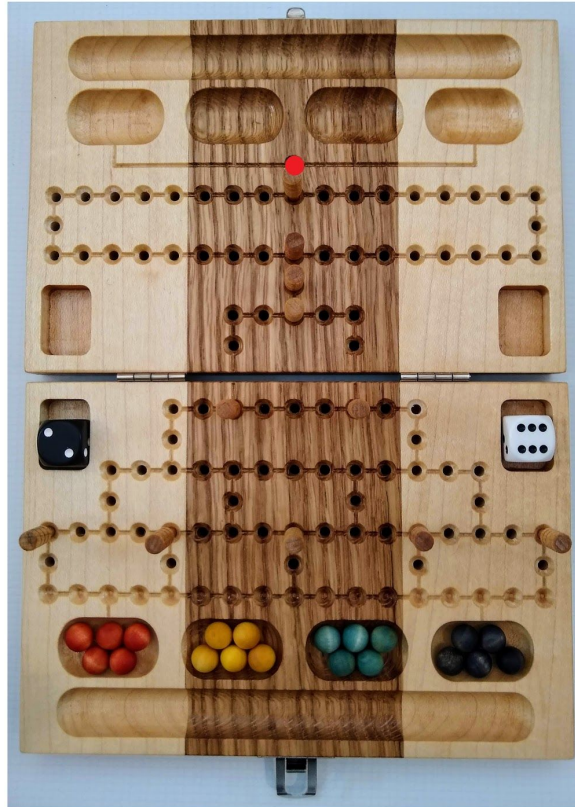
## Capturing

If a token lands on a spot occupied by an opponent's token, this opponent's token is captured. The Captured token returns to the owning players starting house and may be used again.

## Winning the Game

The winner is the first player who gets one of his tokens on the very last space using an exact movement as presented on the die. If the space is more or less then the distance represented on the die you cannot move.

Last Space Marked in Red



## Optional Variations

### Multiple Moves

Instead of rolling a single six sided die and move one token you roll two six sided dice and move 2 tokens.

Optional: Single Capture during First Capture)

The first time a player captures in each game, only a single capture is allowed.

## Move all Tokens to the End

This replaces winning and instead the winner is the first person to move all 5 tokens to their house on the opposite end of the board. Exact movement is NOT necessary to their house area.

- Use 4 Tokens instead of 5 Tokens
- Use Multiple Moves Optional Variation

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