

HOW TO PLAY

Aim: The first player to place three counters in a row wins!

You will need: x1 Dice x3 counters per person

- Roll a die or flip a coin to determine who will start. The highest number gets to play first
- Players must take turns placing one counter on the board in any open spot
- Once all the counters are on the board, players then take turns moving one counter per turn into the next empty space
- Players may move their counters either around the outside of the circle or into the middle
- Each player can only move one space at a time
- Players may not skip a turn (even if it means losing the game!)
- A player cannot jump over another counter
- Players can not land on a space that already has a counter on it
- A player can not bump a counter off a space

