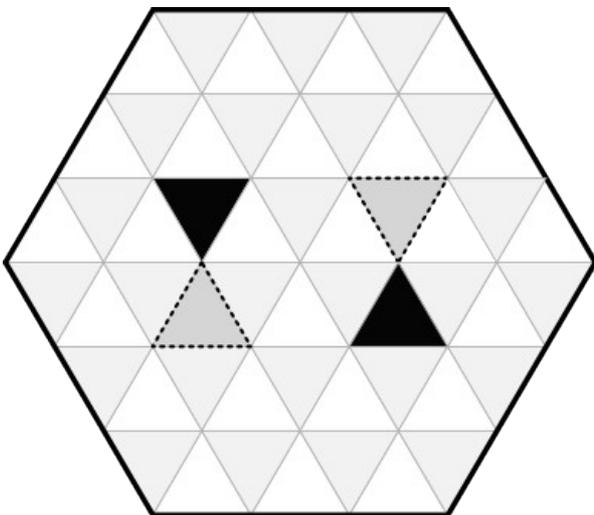


**Players:** 2,3,4  
**For ages:** over 6  
**Duration:** 20-45 min.  
**Elements:** Board and 24 pawns in 4 colours

It's an abstract strategy game without random elements. The player's goal is either to reach the opposite side of the board or to capture the enemy's master pawn, without losing his own master pawn.

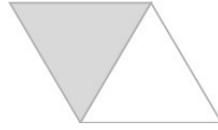
## 1. BOARD



Board is a grid made out of triangles.

Field's colour describes it:

### REGULAR Field (lightgrey and white)



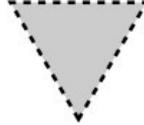
Every pawn can move on, or through this fields. Jumper pawn never changes the colour of field on which he jumps.

### WALL Field (black)



Blocks every movement. Glider and Master stops on field before wall field. Jumper can't move on this field, but can jump over it. Master can't end jumping over own pawns on this field.

### STOP Field (grey with thin dashed outline)



Stops gliding Gliders on that field (like glue). Doesn't affect other pawns.

## 2. PAWNS

Pawns for the game can be taken from other popular games like Pachisi.

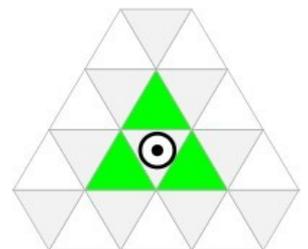
### MASTER Pawn

The most important pawn on the board. When You loose this pawn You loose the game. When You move this pawn to the opposite side of the board You win the game.

Master starts the game on the middle field in the bottom (relative to every player) side of the board (see: STARTING SETTING)

**Movement:** moves to a bordering fields. Can't move on a Wall field. **Can't move backwards (to the starting border of the board), except when making Controlling Triangle.**

Can jump over allies (over any number and stand on bordering to them field). When jumping can't move backwards.



**Taking:** Can take enemy's pawn when it's in his movement range. Stops on the field where he took the enemy.



