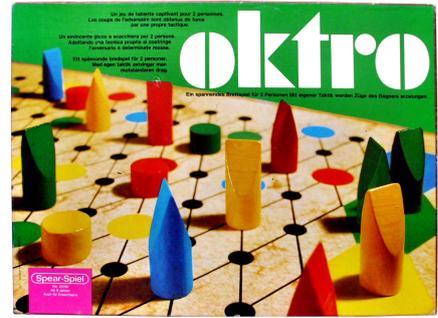


Oktro

Game Rules

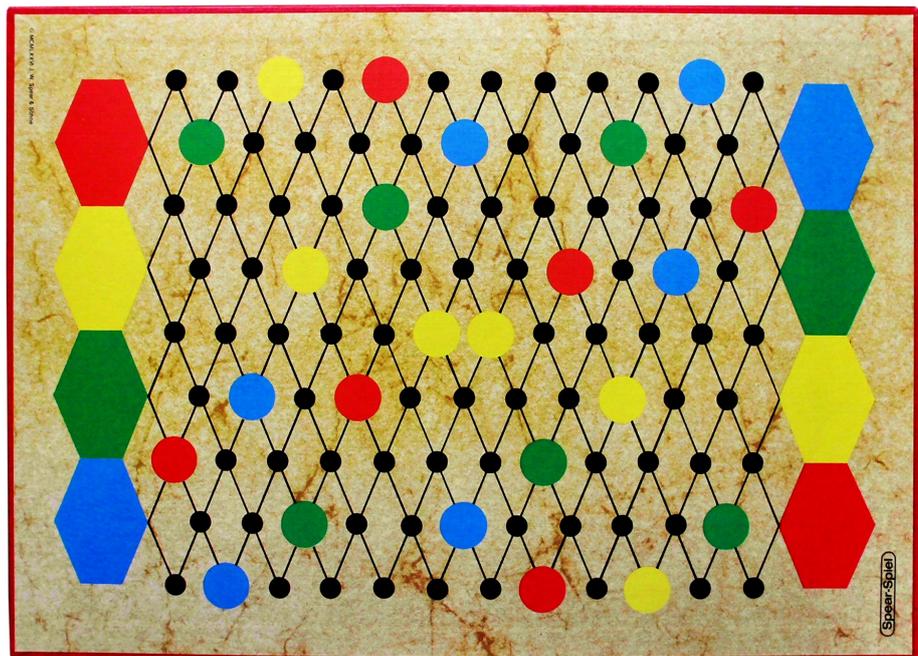
A board game for 2 people, ages 8 and up, in which the players force each other to make very specific moves by skillfully placing their own pawns and can remove captured pawns. Whoever is the first to be unable to move has lost the game.



One player gets the big pawns, the other the small ones, so that both partners have three pawns each in four different colors and the same size. The pawns are placed according to their color on the large starting spaces on the narrow sides of the game board; the small ones on one side, the big ones on the opposite side. Since the playing field is the same from both sides, it doesn't matter which side you choose.

Then there will be a draw to see who starts. Alternating one pawn at a time, you mo-

ve as far as you want in the direction of the black lines. However, only straight moves are allowed; a change of direction is not permitted in one and the same move. Neither one's own pawns nor the other player's pawns may be jumped over and no space except the starting spaces may be occupied with more than one pawn. Retreating to a starting space is not permitted.



If you have moved your piece onto a black space, your opponent may choose a pawn of any color for his next move. However, if you move onto a color space, your opponent must use a pawn of the color of the space you moved to for his next move. If you move to a space with a piece of your opponent's pawn, you take that player's pawn out of the game. The game is over as soon as one of the players is not able to move with the color determined by his opponent's move.