

CENTIPEDE

a game by Andres Bucher, translated by Benjamin Andermatt

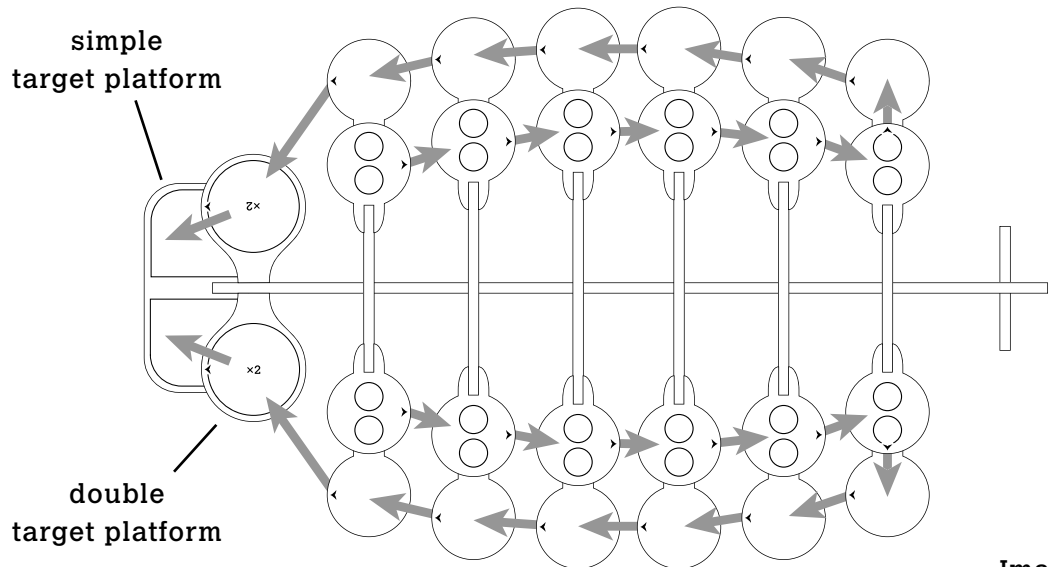


Image 1

Preparing the game

The 12 pieces will be put in the engraved circles of the upper row. Putting all pieces of the same color on the same side of the construction.

How to play a turn

1. Roll the dice.
2. Pick up one of your pieces.
3. Move the piece along the given path (see image 1) according to the number on the dice and place it on the platform.
4. Your turn has ended and your opponent's turn starts.

Rules

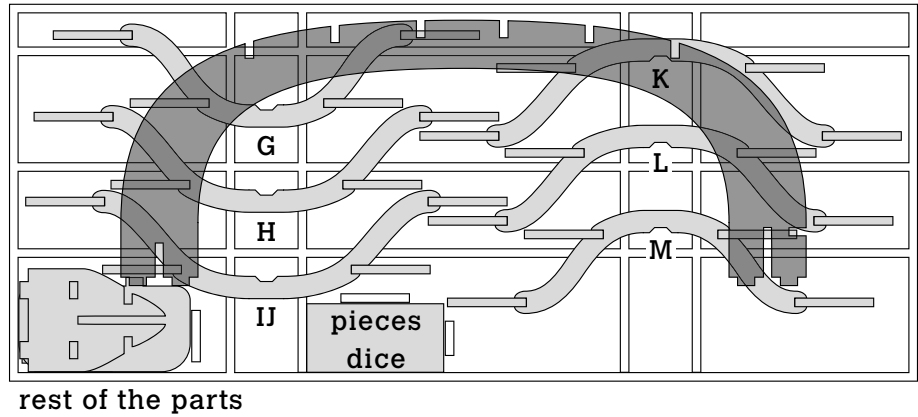
- The player with the black pieces gets the first turn.
- The construction may not be touched during game play (Except if parts of the construction have come apart or are no longer accessible and have to be rearranged).
- Fallen down pieces are excluded from the game.
- You may not apply any force to the construction while placing your pieces. However, pieces may be dropped just above the platform (Thereby risking your own piece falling down).
- The number of steps are always given by the dice.
- Only on the **simple target platform** you may not move any further.
- Once a piece is picked up it can't be placed on it's original position.
- Pieces on a target platform must not be moved.

Game Over

The game ends once a player can no longer make a move. The remaining pieces of the other player are placed on the simple target platform. Then all pieces are counted. Pieces on the **double target platform** count double. The player with the most points wins.

Variant

If one of the players middle name starts with a Q, X or Z he may take the first turn, unless the other player has either more then one middle name.



rest of the parts

Image 2