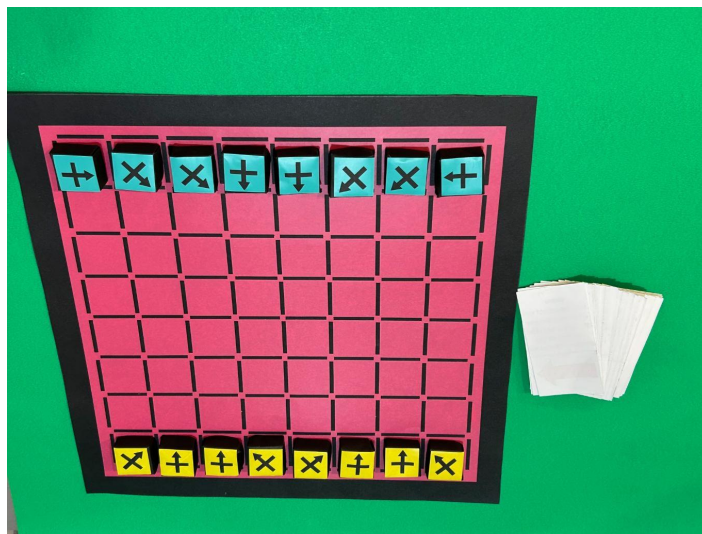


It's Your Turn

A Game of
Strategy and
Luck

This is a game that is easy to learn, but not so easy to play.

You might have to think.



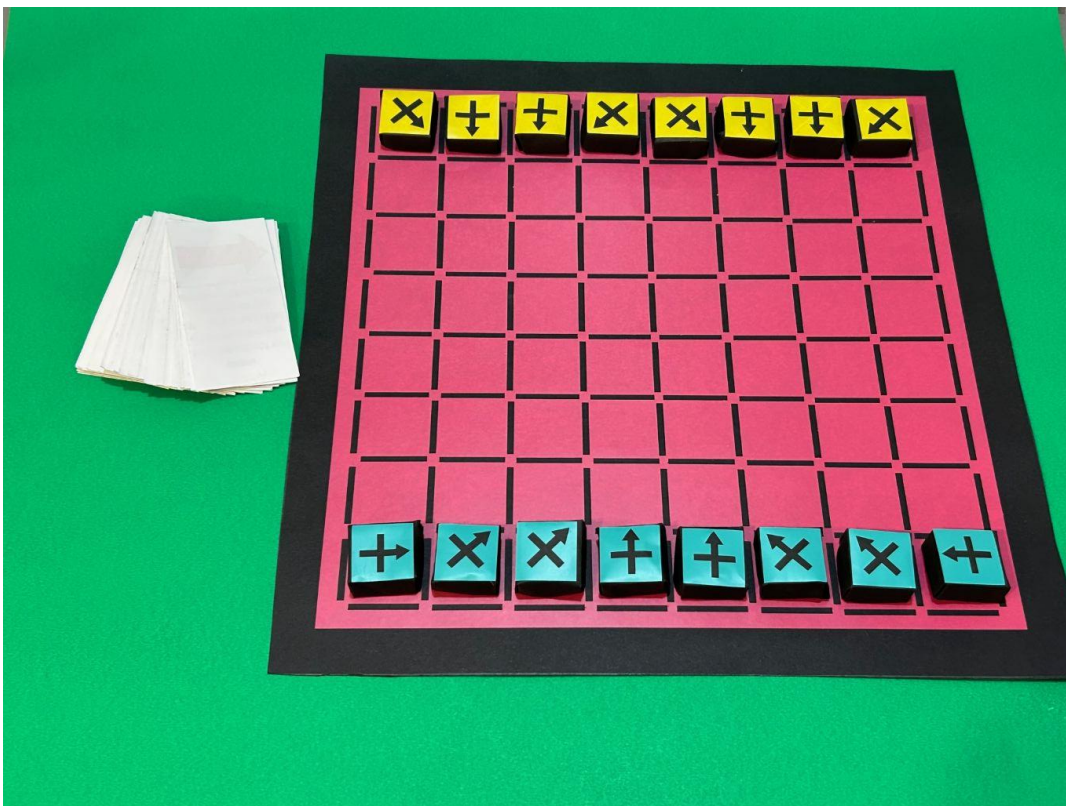
On the other hand, everyone has a chance of winning
even if you don't think too much.

How to set up the game:

1. Before the Game starts players must agree on the number of points needed to win the game. It is recommended that for the first time you play the game players should set a goal of 3 points. The first player to receive 3 points wins the game. After the first game you can set more or less points as the winning goal for a longer or shorter game.
2. Each player should place eight game pieces on the board in the first row. You may place your pieces in any order on that row and the arrows can be in any direction. Placing your pieces is the first strategic action of the game.
3. Next shuffle the cards and place the entire deck next to the board so that both players can reach the deck

Note: In this game you don't take turns, you alternate plays. On one person's "Play" you might either "Turn" or "Move".

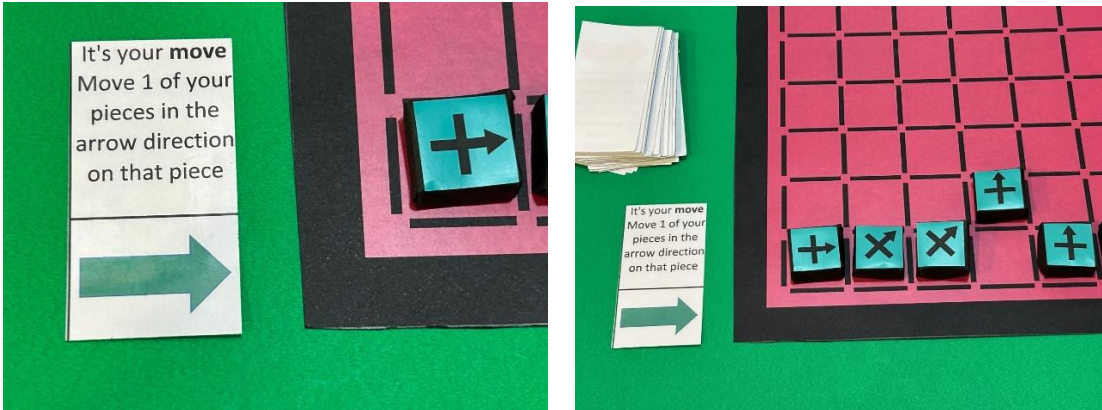
The set-up board should look like this:



How to play:

One player draws a card from the deck and places it right side up and in view of both players. **Just follow the instructions on the card.** In one play you might either move or turn. You might not go so far if you get a lot of turn cards in a row. You might be forced to move in the wrong direction.

In this example the player with the blue pieces gets a “Move” card.

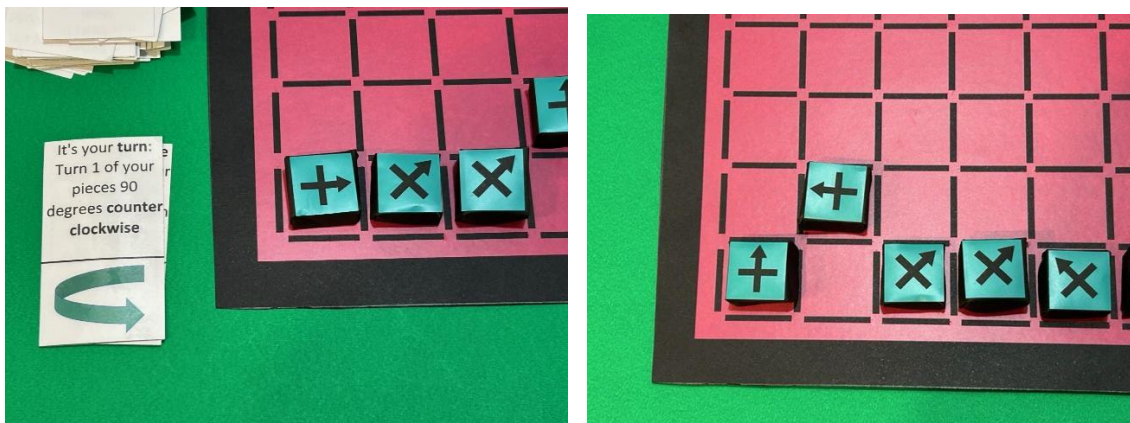


Now it is time for the person with the yellow pieces to play. The opponent also gets a move card.



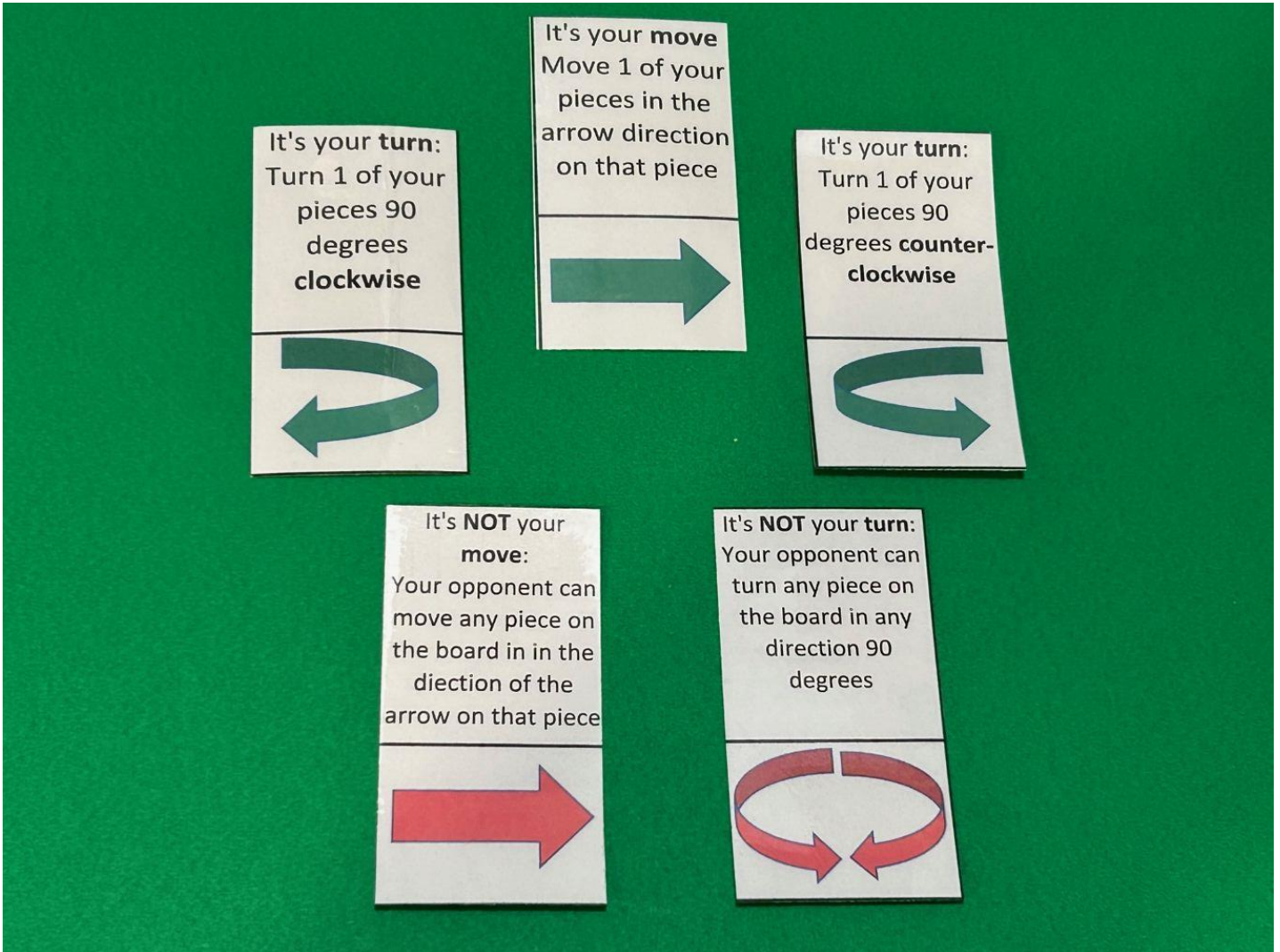
Notice that the blue piece was moved vertically, while the yellow piece was moved diagonally. You must follow the direction of the arrow on the board piece.

The person with the blue pieces has the next play and gets a “Turn Card”



The question is “Why did blue make that that last turn? Was it strategy or just a mistake?”

There are 50 cards but only five different kinds of cards. Here are the cards you might get:



Turn cards are clockwise or counterclockwise. Look at the arrow on the card to see which direction to turn.

If you see the word NOT on your card your opponent gets to turn or move as written on the card and then gets to draw another card.

You score points by moving your piece off the board on your opponent's side.

You cannot jump over any piece and can not move out of bounds (move beyond, the left of right side of the board).

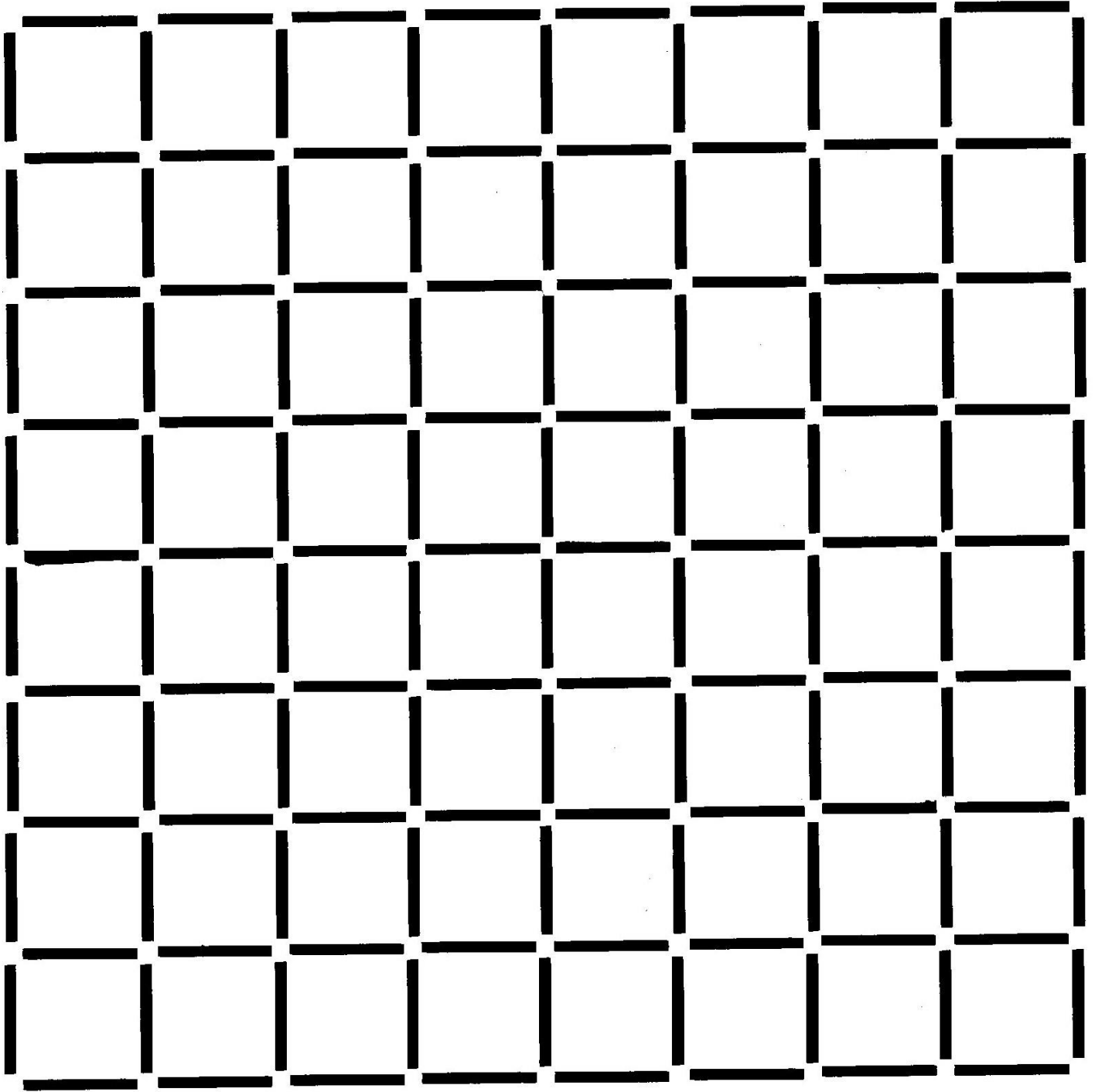
You can not move off the board if that move would also take you out of bounds. Just hope for a turn card so you are heading in the right direction for a score.

This game redefines the words "turn" and "move" as often applied in a game.

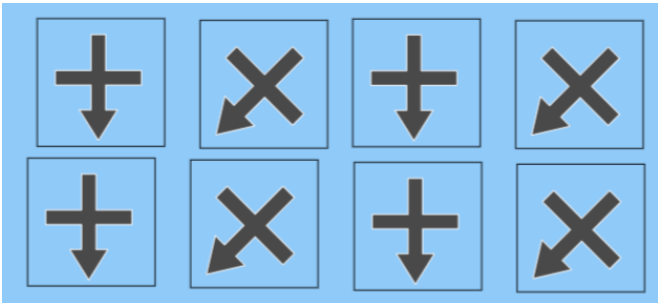
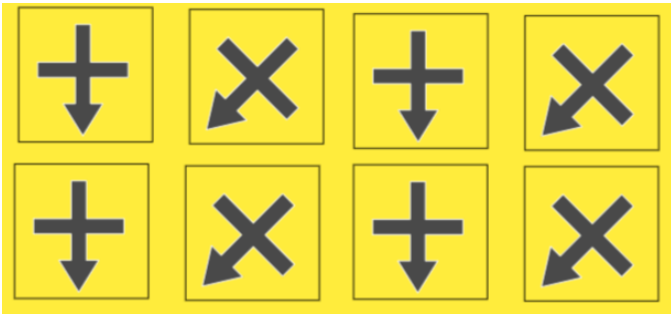
My advice is to **move** ahead with boundless energy and never take a **turn** for the worse. I just cannot resist a pun.

Charles Santee

Novice Game Designer and Origami Guru



You can print out the pattern above for a checkerboard to use with this game. To have a colored board simply print this pattern on a colored sheet of paper. If you have the capability to enlarge and print then enlarge this pattern then print on your “Big” printer. You may also use a standard checkerboard if one is available in your game collections.



You can copy and print these pieces for the game. Enlarge or shrink as desired so the pieces fit inside the squares of the checkerboard. You can glue these pieces to 1-inch wooden cubes which are relatively inexpensive to find on line or in some craft stores.

Print the next page for the cards for the game 5 times for a total of 50 Cards.

Cut out the cards and if desired laminate the cards. If you can't laminate the cards, you can also cover the cards with clear packing tape to make the cards more durable.

The cards are a slight improvement over the ones shown in these instructions but have identical instructions for playing. The arrows are larger, and color coded for easy identification.

It's your move
Move 1 of your pieces in the arrow direction on that piece



It's your turn:
Turn 1 of your pieces 90 degrees **counter-clockwise**



It's NOT your turn:
Your opponent can turn any piece on the board in any direction 90 degrees



It's your turn:
Turn 1 of your pieces 90 degrees **counter-clockwise**



It's your move
Move 1 of your pieces in the arrow direction on that piece



It's your move
Move 1 of your pieces in the arrow direction on that piece



It's your turn:
Turn 1 of your pieces 90 degrees **clockwise**



It's NOT your move:
Your opponent can move any piece on the board in the direction of the arrow on that piece



It's your turn:
Turn 1 of your pieces 90 degrees **clockwise**



It's your move
Move 1 of your pieces in the arrow direction on that piece

