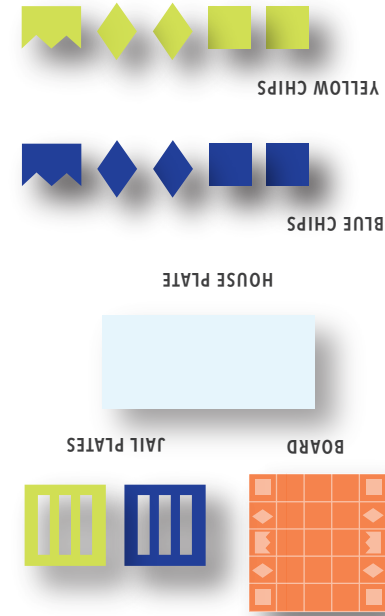


AIM OF THE GAME:
 GET THREE OF YOUR PLAYERS TO
 THE OTHER SIDE OF THE BOARD,
 WITHOUT BEING ARRESTED AND
 TAKEN TO JAIL. YOUR TAN CHIP
 COUNTS AS 2 PLAYERS, ONCE IT
 GETS TO THE OTHER SIDE OF THE
 BOARD.

- RULES -



- BOARD
- JAIL PLATES (X2)
- HOUSE PLATE
- BLUE CHIPS:
- TAN X2
- TON X2
- TAN
- YELLOW CHIPS:
- TAN X2
- TON X2
- TAN

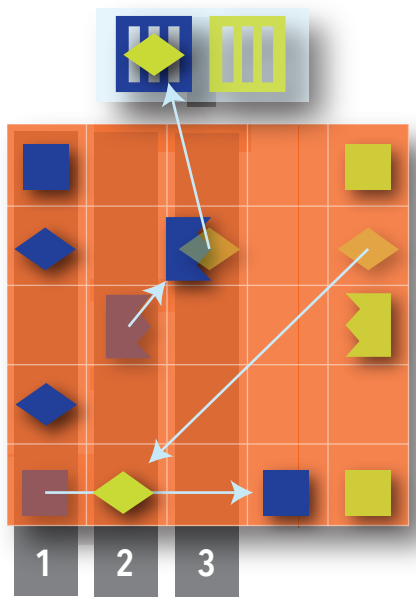
- CONTENTS -

- PLAYERS -

TAN:
 MOVES ONE PLACE IN ANY DIRECTION. WHEN A
 CHIP FROM THE OPPONENT TEAM IS WITHIN
 ONE PLACE AWAY AND BOTH CHIPS ARE PLACED
 IN THE THREE ROWS NEAREST TAN'S TEAM,
 TAN CAN ARREST THE OPPONENT'S CHIP AND
 SEND IT TO JAIL.

TIN:
 MOVES DIAGONALLY IN ANY DIRECTION AS FAR
 AS IT WANTS, BUT CAN NEVER GO BACKWARDS.

TON:
 MOVES STRAIGHT OR SIDWAYS AS FAR AS IT
 WANTS BUT, LIKE TIN, CAN NEVER GO
 BACKWARDS.



- GAME INSTRUCTIONS -