

INSTRUCTIONS

Each player should arrange his 8 "barrier" tiles so that the directional arrows most effectively block the opponent's progress through the "barrier" rows. For example, a "barrier" tile at the end of a row, pointing off of the board in one direction and back toward the opponent's starting side in the other direction would effectively block him from making any progress across the "barrier" rows on that particular "barrier" tile. His only option after moving onto such a tile would be to move back to his starting side (figure 1).

"Crowning" a playing piece may be the key to winning the game for a player. The added mobility

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