

0 (Start)	1	2	3	4	5	6	7	8	9
									10
20	19	18	17	16	15	14	13	12	11
21									
22	23	24	25	26	27	28	29	30	31
									32
42	41	40	39	38	37	36	35	34	33
43 Finish									



The Running Game



RULES of PLAY

Set Up

Each player places a pawn of their colour in start.

Each Player receives a D6, D12 and D20 dice of their colour:



Gameplay

In turn order each player chose one of their available dice to roll and advance that many spaces on the board.

End Game

The winner is the first player to go through the Finish space.

Exceptions

If a player chose the D12 and the result is below 6 they advance that number of spaces, but they lose that dice forever.

If a player chose the D20 and the result is below 10 they move backward.