

HI & WELCOME!

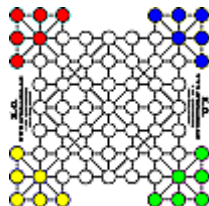
PRINT & PAPER: best on white paper, size A4 or Letter, portrait format, color.

When printing only black: color the pieces and the spaces in the corner (red, blue, yellow, green).

TIP: print or stick all the necessary parts on thicker paper or cardboard!

CHECKLIST 'K.O.': (contents for 4 players) - 5 pages

- checklist, game rules (2)
- game board part 1 (1)
- game board part 2 (1)
- pieces (1)



- Cut out the **game board** parts and fit to match.
- Cut the **pieces**: 1 to 6 from each color. (the second set are spare pieces in case some get lost, dirty,...)
- You also need **two dice** (or two dice for each player) and **paper and pen**.

K.O. - Preparing and start

- Pieces:
3 or 4 players: each player gets 6 pieces of one color. (1,2,3,4,5,6)
2 players: one player gets the red and blue pieces, the other player gets the green and yellow pieces.
- Dice: each player gets 2 dice. (or 2 dice are passed on)
- Startposition:
Place the pieces on the spaces of your color. While placing, cover the spaces with your hand.

K.O. - Course and rules

Object of the game is to reach the opponent's pieces to 'knock them out' of the game and try to keep as many of your own pieces in the game. But be careful: you can only reach opponent's pieces which have the same number and you have to move with certain pieces.

At the end you get points for your remaining pieces: most points for 1 and 6, then 5 and 2, then 3 and 4. So mind your pieces and where you move...

ROLLING DICE – MOVING PIECES – KNOCKING OUT:

Players proceed clockwise. The player who rolled the highest number starts:

ROLL DICE: Roll both dice:

MOVE PIECES: over the round spaces, depending on the numbers you rolled with the dice:

Examples:

You rolled 1 and 5: piece 1 moves 5 spaces and piece 5 moves 1 space.

You rolled 3 and 6: piece 3 moves 6 spaces and piece 6 moves 3 spaces.

Double:

You rolled 5 and 5: piece 5 moves 5 spaces and any other piece moves 5 spaces.

You rolled 3 and 3: piece 3 moves 3 spaces and any other piece moves 3 spaces

2 players: at the beginning you have 2 pieces with the same numbers – e.g. red 1 and blue 1 – choose which one you want to move. (Double: also move any other piece with any **other number** – like above)

K.O. – Course and rules (2)

K.O.: 1 knocks out 1, 2 knocks out 2, 3 knocks out 3, 4 knocks out 4, 5 knocks out 5, 6 knocks out 6.
If your move ends on an opponent's piece that has the **same number** – take it out of the game.

Rules:

- Move only over spaces which are connected with a line.
- You may jump over other pieces.
- Don't move on a space with another piece (except you can knock it out).
- Don't move on the same spaces – for- and backwards – in your turn.
- You have to move the number you rolled.
- Don't give hints and advice to other players during the game.

MOVING - NOT POSSIBLE:

If you roll a number but your piece with that number is already out of the game – bad luck – you cannot make this move.

e.g.: You rolled 3 and 5. You still have piece 3, but not piece 5:

Piece 3 moves 5 spaces. (Piece 5 is no longer in the game – bad luck.)

Double:

e.g.: You rolled 6 and 6. Your piece 6 is no longer in the game:

Any other piece moves 6 spaces.

KNOCKING OUT - NOT POSSIBLE:

If you can't knock out the opponent's pieces with one of your pieces – which happens when there are no more opponent's pieces with the same number as your piece in the game – your piece stays where it is until the game ends. (No matter if you roll the number.)

End of the game

Towards the end some players don't have to throw dice anymore (when you don't have any pieces to move or there aren't any opponent's pieces with the same number/s as your piece/s), or you cannot move (when you don't have pieces with the number/s you rolled).

The remaining players play til the game ends:

The game ends, when no more pieces can be knocked out.

Count the points of your remaining pieces:

Piece 1: 3 Points

Piece 6: 3 Points

Piece 2: 2 Points

Piece 5: 2 Points

Piece 3: 1 Point

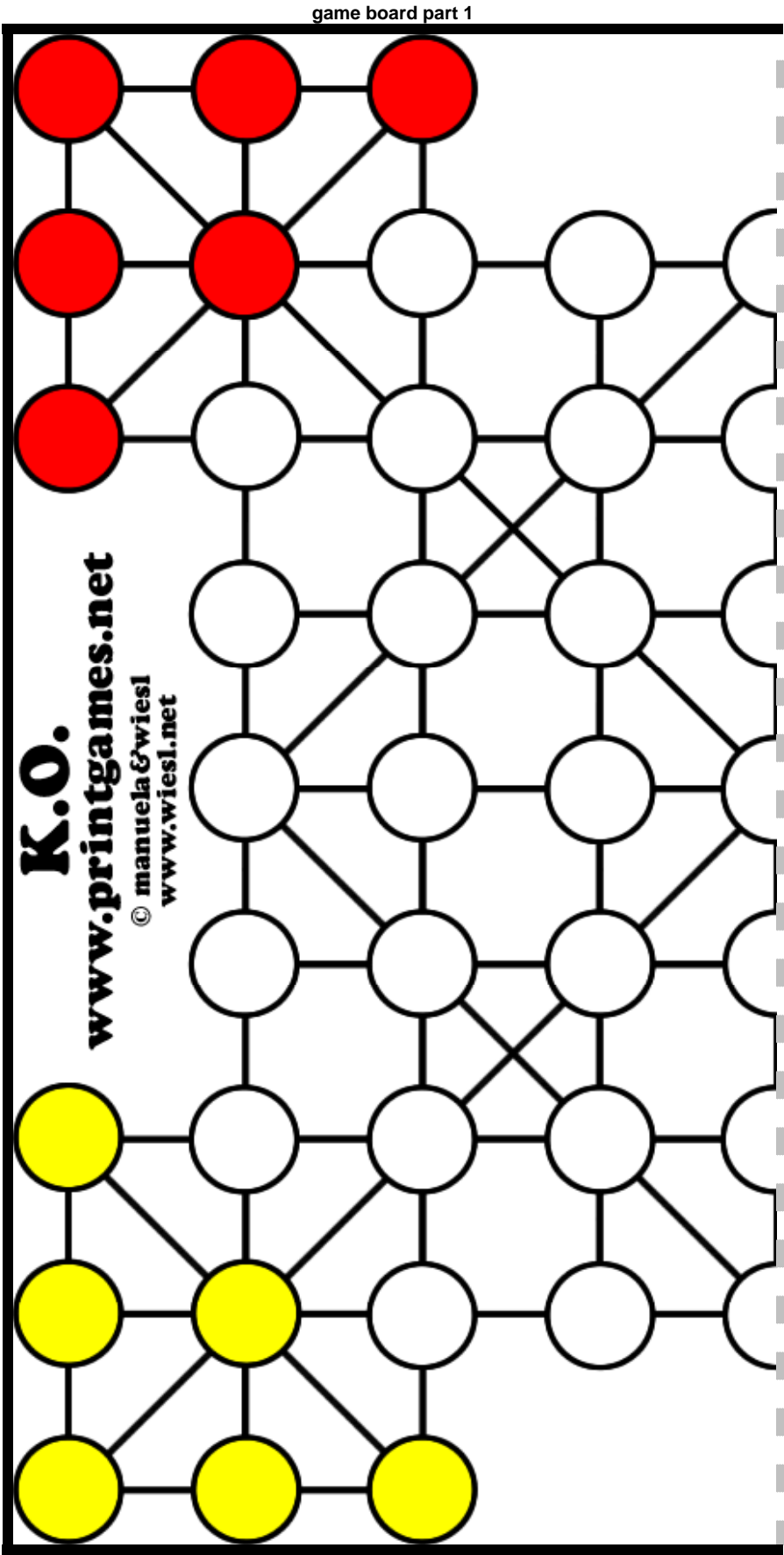
Piece 4: 1 Point

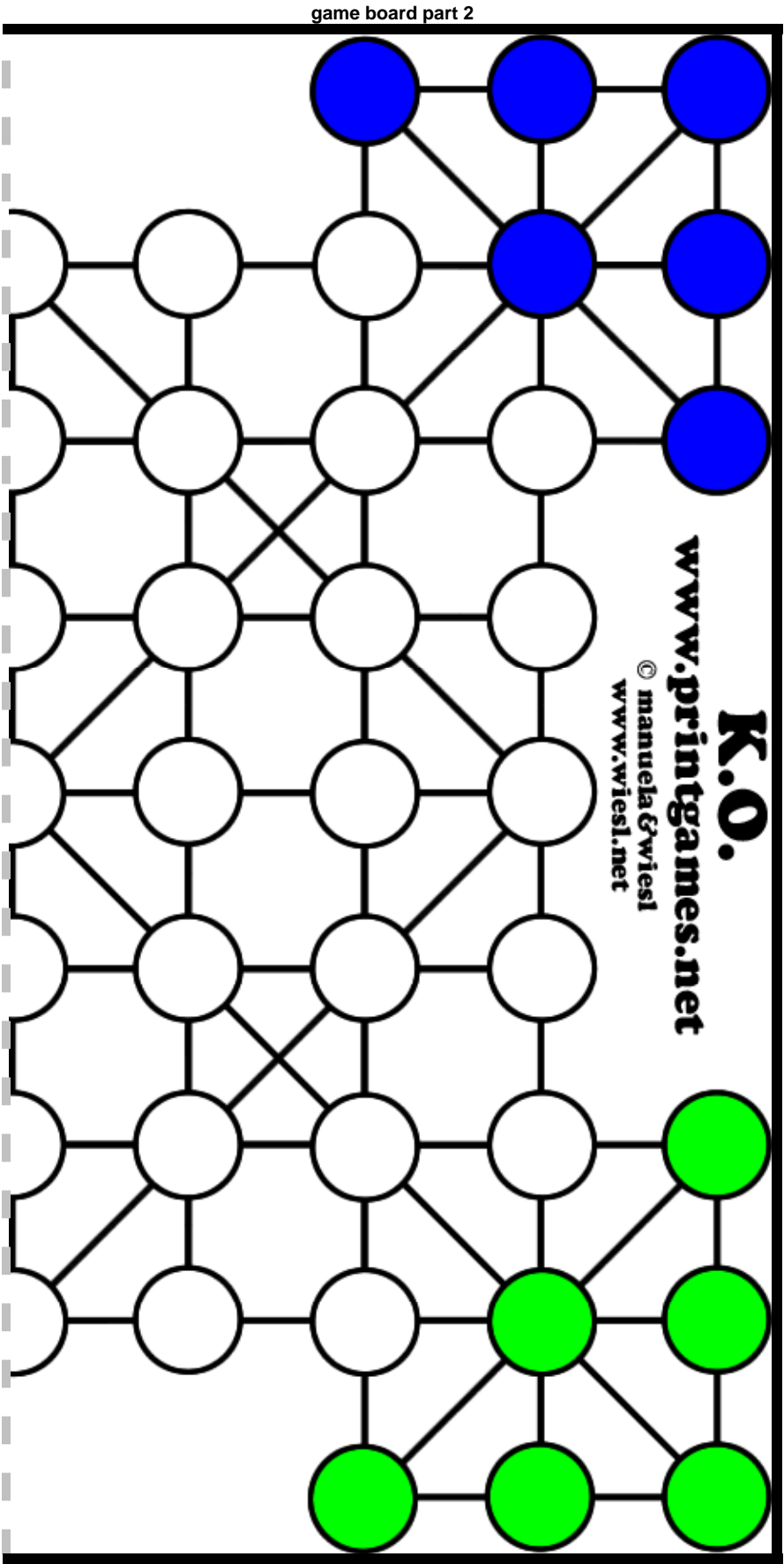
The player with the most points wins!

Duration: 15 – 25 min.

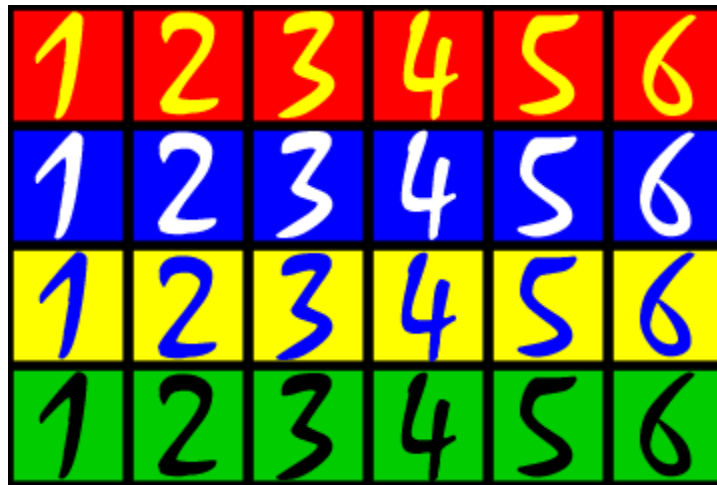
Playing more game rounds:

- Before you start: decide how many rounds you will play.
- At the end: add your points.

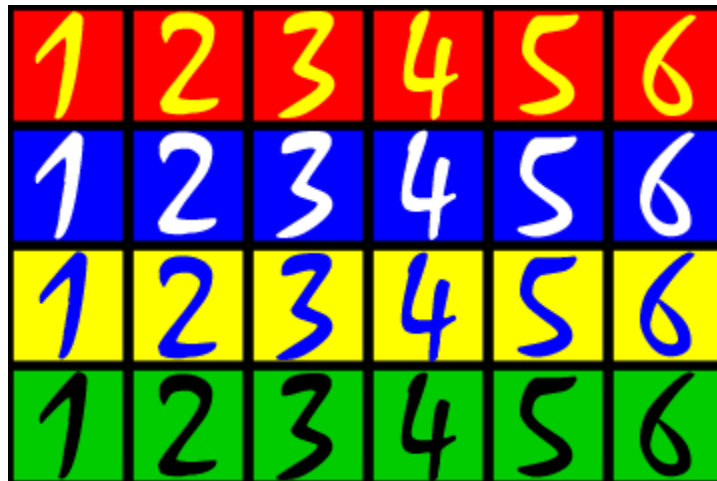




pieces:



spare pieces:



FINISHED! Thank you for using our services. HAVE FUN!