HI & WELCOME!

PRINT & PAPER: best on white paper, size A4 or US Letter, portrait format, color
when printing only black: the pieces have to be colored. (color them or take your own pieces).

CHECKLIST 'RIGHT-LEFT': (contents for 4 players) - 4 pages
- checklist, game rules (2)
- game board (1)
- pieces, lists (1)

- Cut out the **game board & lists.**
- Cut out the lists or write the lists yourself.
- Use your own **pieces** (must be a different color for each player) or cut (they have to be colored!)
- You also need **2 dice with 2 different colors** and a **pen**.

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

RIGHT-LEFT – contents, object of the game, preparing the game

Contents:
- 1 game board
- 4 pieces in 4 different colors
- 2 dice in different colors
- Lists, Pen

Object of the game is to reach 4 different fields: Blue, Yellow, Red and Green.
Your own color has to be the last one reached. First one who makes it, wins!

Preparing the game:
- Each player gets a piece and places it on the field of his color.
- Everyone gets (or writes) a list and a pen and marks her/his own color. (This is the last field to reach!)
- Choose a start-player (e.g.: the youngest, the one that rolls the highest number,…)
- The start-player receives the 2 dice.

RIGHT-LEFT – course of the game

The start-player rolls the 2 dice and moves her/his piece. Then the left hand neighbour receives the 2 dice,
rolls and moves her/his piece,…………. Players proceed clockwise.

RIGHT-LEFT – game rules

1) ROLL BOTH DICE:
   One die is always the "DIRECTION-die", the other is always the "MOVING-die".
   (e.g.: white is the DIRECTION-die, black is the MOVING-die).

The **DIRECTION-die** indicates how many spaces the piece moves.
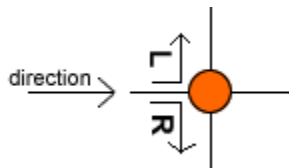The **MOVING-die** indicates if the piece has to turn right or left.

2) MOVE PIECE:

- Start moving in any direction.
- But while moving your piece from space to space you HAVE **TO TURN right or left ONCE**:
  If the DIRECTION-die shows 1, 3 or 5: turn LEFT
  If the DIRECTION-die shows 2, 4 or 6: turn RIGHT
- If the MOVING-die shows 1: you may move 1 space in any direction.

3) TURN RIGHT / LEFT:

Left and right has to be seen from the direction your piece is coming from!
You can imagine sitting in a vehicle. Be careful! You may get confused where right or left is ;-)

Example:

The 4 cornerfields are usual fields. Moving over them is NOT turning right or left.

4) RULES WHILE MOVING:

- Don't turn right/left more than ONCE!
- A field must not be occupied by more than one piece.
- Don't jump over other pieces.
- If you land on an opponent's piece - shift it to any free space!
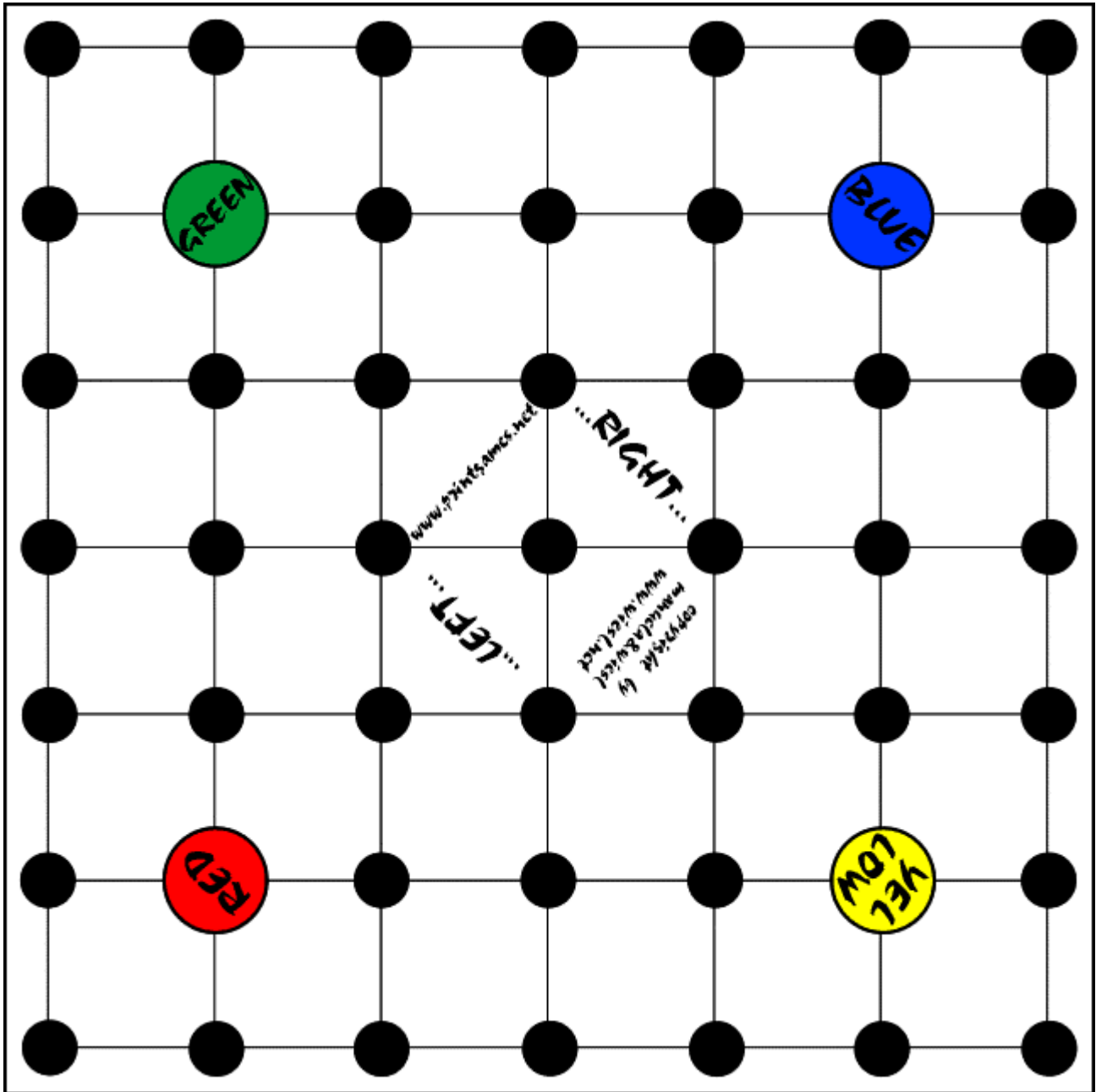
5) BONUS: BOTH DICE SHOW THE SAME NUMBER

- Moving: your piece moves the added numbers of both dice.
- Turning: you may turn in <u>any direction</u>; <u>once</u> or <u>twice</u> or <u>not</u> at all.

6) REACH COLORS:

If your move ends on a color field, cross the color out on your list (or mark it).
Last one must be your marked start-field. You can move on it but you don't reach it
before you haven't crossed out all other colors before.
You can move on the color fields, but have to reach them only once.

WINNER = who first reached all the fields on the list. (Last reached field was the marked start-field!)

game board

pieces:

lists:

Player:		
Red	Red	Red
Blue	Blue	Blue
Yellow	Yellow	Yellow
Green	Green	Green

Player:		
Red	Red	Red
Blue	Blue	Blue
Yellow	Yellow	Yellow
Green	Green	Green

Player:		
Red	Red	Red
Blue	Blue	Blue
Yellow	Yellow	Yellow
Green	Green	Green

Player:		
Red	Red	Red
Blue	Blue	Blue
Yellow	Yellow	Yellow
Green	Green	Green

Player:		
Red	Red	Red
Blue	Blue	Blue
Yellow	Yellow	Yellow
Green	Green	Green

Player:		
Red	Red	Red
Blue	Blue	Blue
Yellow	Yellow	Yellow
Green	Green	Green

Player:		
Red	Red	Red
Blue	Blue	Blue
Yellow	Yellow	Yellow
Green	Green	Green

Player:		
Red	Red	Red
Blue	Blue	Blue
Yellow	Yellow	Yellow
Green	Green	Green

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