



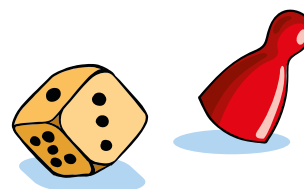
RULES OF THE GAME

MINIGAME

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NUMBER OF PLAYERS: 2-4

WHAT YOU NEED TO PLAY: TRAIN PIECES, DIE



The object of the game is to move your train piece from the start to the final station and back again! The engine driver who safely drives his train to the destination first wins.

RULES OF THE GAME



- First, the players choose or draw lots for the colour of the piece they will place on the starting square.

- Each player throws the die and the one who throws the highest number starts.



- Now the player has three throws. If he rolls a 6, he becomes the engine driver and places his piece on the square marked with an arrow. In the next round he can set off down the track. If he doesn't roll a 6 in three attempts, it's the turn of the player next to him in a clockwise direction.

- If a player rolls a number that would land his piece on a square already occupied by a different-coloured train, the two players play a round of "paper, scissors, stone" to see who remains on the square. The player who loses has to go back to the nearest Special Square. The Special Square has no effect this time.

- Special Squares work the same when travelling in both directions.



- When turning around at the final station, the square with a rotating arrow works like a normal square. The player continues down the track back to the starting station.

- To arrive at the final station, the player has to throw the exact number. If he needs a 3 but rolls a 5, say, he ends up 2 squares away from the station.

THERE ARE SOME SPECIAL SQUARES ON THE TRACK:



SIGNAL: In the next round, the player first rolls the die. If he rolls an even number (2, 4, 6), he sets off - he throws again and moves. If he rolls an odd number, the player doesn't move in that round. In the next round the player has to try to roll an even number again.

SAFE DRIVING BUTTON (TLAČÍTKO BDĚLOSTI): If the player lands on a square with the Safe Driving button, he gets another throw.

EMERGENCY BRAKE (ZÁCHRANNÁ BRZDA): Someone pulled the emergency brake and the player doesn't move for one round.



DOKSY: The player goes for a swim with Sharky in the lake, which slows him down a bit, but he has fun.



ČD BIKE: The player borrows a bike to take a short cut. He can use this shortcut track, but he doesn't have to.

