



Barricade®

A dice board game for 2-4 players
Age 9 - Adult

Contents:

1 playing board
11 wooden barricades
20 playing pieces in 4 different colours
1 dice

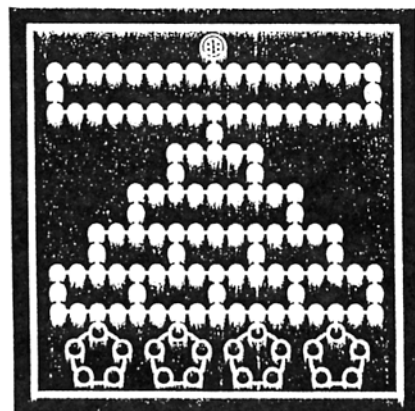
"Barricade" is one of the very few dice games with a truly new basic idea that has surpassed all previous games of its genre. It first appeared in 1960 as an original Ravensburger game. Since then it has become famous throughout the world. "Barricade" is a game with a simple set of rules which always turns into a contest of great variety and fascination. In "Barricade" skill and imagination are much more important than the luck of the dice.

Object of the Game

To reach the final space at the very top of the board with one playing piece, ahead of all opponents.

Preparation

Each player receives five pieces of the same colour and places them on the



starting positions of this colour. The barricades are placed on the eleven coloured spaces on the board.

Play

Players take turns to roll the dice and move one of their pieces up the board accordingly. The space right in front of a player's base counts as the first space.

Moves can be made in any direction, even backwards. A player may not, however, move forwards and backwards in the same move. A player must use his judgement as to when he should bring



another piece into play and when he should move a piece further forward.

There are many different paths up the board. Each player may use whichever route he chooses. If a player lands a piece on a space which is occupied, the piece already there is sent back to its base. The throw of a six does not lead to another turn.

Barricading

The barricades can never be passed but they must be removed! This is done when a player lands one of his pieces right on top of a barricade with an exact throw. His piece remains on this space, but he must move the barricade. He can place it on any free space he chooses above the first row. He can thus choose to either block an opponent or guard the rear of one of his own pieces.

Tactics

It is advisable to bring as many pieces as possible into play, because then the chance of removing barricades is greater. An opponent is most effectively blocked when barricades are placed so that they can only be removed by throwing a one.



Barricades placed in a continuous row are much easier to overcome.



In this case, the first barricade will fall with any score from one to four.

If a player reaches the last space before the finish with one of his pieces, then it is advisable to place all available barricades behind him in both directions. Often, the leading piece becomes the enemy of all other players and they will agree not to take each other and concentrate only on catching the leader. The leader should try to save his other pieces to capture barricades to lay in front of his pursuers. If a player cannot move because his path is blocked and he does not manage to throw the necessary score, he misses his turn.

End of Game

The winner is the first player to get one of his pieces on the final space with an exact throw.