

Schaska

Boardgame for 2 players
Ravensburger games Nr. 602 5 306

Game contents: 1 board game with exchangeable parts, 14 figures in 2 different colors.

Preparation

At the beginning of the game, the red playing tokens are shuffled and placed in the middle of the game board. Each player receives 7 figures in his color and places them on the starting field on his side of the game board, on the arrow.

Game play

Begin: The youngest player starts by placing one of his figures on the first field on his side of the game board. The players play in alternating turns. The other player also makes the same opening move. As long as the first field is occupied, no other figures can be placed. That means, that the first player, whose turn it is now, must move his figure the number of points shown, in forward direction. Green points mean forward movement the indicated number of points. Red points mean backward movement the indicated number of points. "8" means to move forward 8 fields.

Example: When a figure lands on a field which shows 2 green points, it may move in the player's turn 2 spaces forward.

As a general rule, the movement of figures is mandatory. The play turn cannot be forfeited or passed.

Jumping: The specialty about movement in this game is, that fields which are occupied by any player's figures, are not counted towards the movement. Instead, they are being jumped over without counting. Only empty fields are counted. This makes it possible to advance far ahead with only little permitted points. Every player will be trying to position his figures in a way that will allow him to get very far by jumping over his own and over the other player's figures.

Half time: As soon as a player's figure surpasses the middle of the game board, he must see to enter all of his figures standing at the starting point into the game, before he can make another move with his first figure.

Block: In the very rare event that a figure cannot advance anymore, the game ends. The player whose figures have advanced the furthest will be the winner.

Game end: The first player to enter the opposite starting field with all of his figures wins the game. The opposite starting field doesn't have to be reached with exact points. Excess points may go to waste. It is equally irrelevant if the opposite starting field still consists of opposite figures.

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