

Barricade

Das Malefiz Spiel

The classic game for the whole family for 2 - 4 players from 6 years and older.

Malefiz was designed by Werner Schöppner and issued for the first time in 1960 by Otto Maier Verlag, Ravensburg. Thanks to its unusual and original combination of simplicity, excitement and luck, it sold more than 5 million copies and is considered one of the most popular and well-known dice games.

Aim of the game

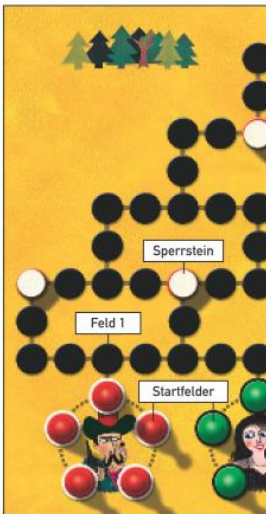
The first player to bring one of his 5 pawns to the finish by an exact throw of the die wins the game.

Contents:

1 game-board
20 Malefiz pawns (5 pawns in 4 colors)
11 blocking stones (Barricades)
1 die

Preparation:

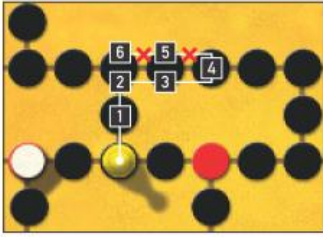
The game board is laid out in the middle of the table. Each player gets 5 pawns of the same color and places them on the starting spaces with the matching color at the bottom of the board. The barricades are placed on the 11 red spaces. The die is put at hand.



The illustration shows the colored starting spaces ("Startfelder") and where the barricades ("Sperrstein") are placed.

The game:

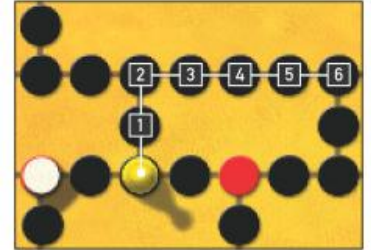
The youngest player starts, then play continues in clockwise direction. In his turn, the player rolls the die and moves his pawn the according number of spaces. There is no movement on the starting spaces. The first space is the first black space in front of the starting spaces. It's here where the pawns begin their race. Pawns may move in any direction, forward, backward and sideways, they may also make turns within the move.



However, it is not allowed to move a pawn forward and backward in the same move.

The rolled die number must always be moved in full. Rolled points cannot be forfeited. When a player rolls a “6” he may not roll again. It is permitted to jump over own and opponent pawns. The jumped spaces are included in the count.

It may happen that no pawn can be moved at all. In this case, the player in question skips a turn. In any case, the player may decide for himself, which of his pawns he wishes to enter into the game i.e. with which one he wants to move. If only one pawn can be moved on a roll, then it must be moved - even if the only possible move is backwards.



Landing on other pawns

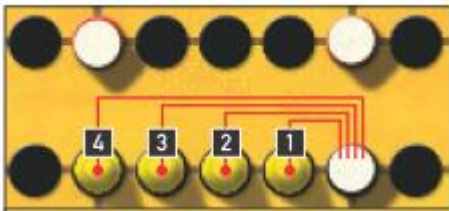
There can only be one pawn on a given space. If a pawn lands with the exact roll of the die on a space occupied by another pawn, it is beaten and placed back on the starting fields of that color. From there it can be brought into the game anew.

The barricades

Barricades are blocking stones that cannot be jumped. In order to clear them out of the way, a pawn must land with an exact roll of die on a barricade. The player in turn takes the barricade and places it on any other space on the board – with the exception of the first row of spaces. Repositioned barricades can be placed on black spaces then.

Some tactical advice

- By clever placement of the barricades it is possible to hinder other player's pawns as well as protect one's own.
- It is easier to overcome barricades when there are more of your own pawns standing in close in a row, as the chances of rolling a fitting number increases. The barricade in below example can be cleared and repositioned with any number between 1 and 4.



- Opponent's pawns can be hindered best when they are blocked in a way that they can only move ahead with the roll of a “1”.

End of the game and winning

The game ends as soon as one player has entered one of his pawns with an exact roll of die into finish. He is the winner of the game.