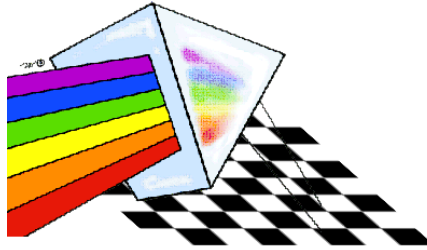


Rainboard

For 2 to 6 players



You will need

- 36 pawns, 6 of each color
- A six-sided die
- A 8x8 chessboard

Goal of the Game

Be to first player to have all of his pawns regrouped together, in neighboring squares in a vertical or horizontal pattern.

Preparations

Each player grabs 6 pawns of the same color. If there are less than six players, the remaining pawns are stacked 2 by 2; they will be used as immovable obstacles on the chessboard. The player with the highest dice roll, places the first obstacle on the chessboard. Going counterclockwise, one by one, the other players put down an obstacle, until there are none left.

Once all the obstacles are placed, each player takes the pawns of the person on his right and places them strategically on the game board to keep two pawns of the same color as far apart from each other as possible. The player with the highest dice roll goes first.

Game Rules

During each turn, the player whose turn it is, throws the dice and moves one of his colored pawns equal to the number rolled. Pawns can only be displaced horizontally or vertically, never diagonally.

If, along the way, the pawn falls on a square occupied by another player's pawn, it's called **Interference**:

Interference! : The two players whose pawns are occupying the same square throw the dice. If the moving pawn's player gets the highest roll, the pawn continues his way, if not, he moves back to the last unoccupied square it was on.

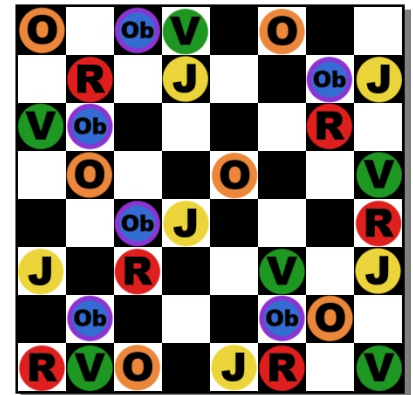
However, if the last square on which the pawn falls is occupied by another player's pawn, it is a case of **Teleportation**:

Teleportation! : The player whose pawn arrives on the square replaces his pawn with the other pawn. Then he can place the other player's pawn on any empty square on the chessboard.

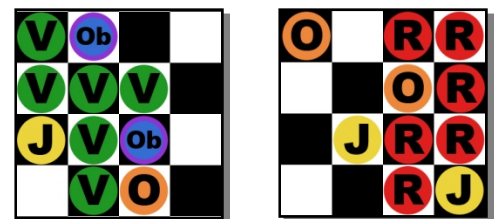
Heads up:

- It is not allowed to move back onto a square the pawn moved from.
- A pawn can fall on a square of a pawn of the same color without Interference. If the last square it falls on has a pawn of the same color, that pawn has to move back one square.
- Pawns cannot pass by squares occupied by obstacles, they have to move around them
- Unless stopped by an Interference, the pawn has to be moved the number indicated on the dice.

Legend: R=red pawn, O=orange pawn, J=yellow pawn, V=green pawn, ob= obstacle.



Example of a game that just started



Examples of winning patterns (Green on left, and Red of the right)