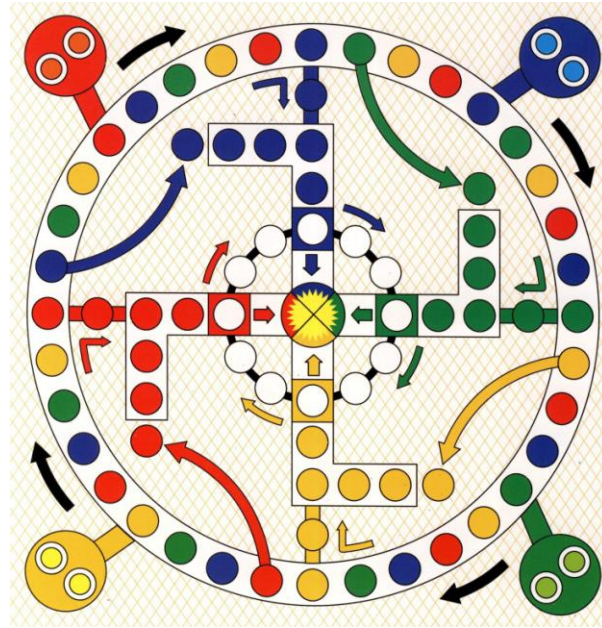


## Manji Game



**Up to 4 players**

### Material

2 pawns per player

1 Dice

### Setup

Each player places his 2 pawns on his starting circle (House) which corresponds to his color.



### To play

Each player rolls the die. The player with the lowest number starts.

Play is clockwise, as indicated by the black arrows on the outside section.

**A player must always, if possible, move a pawn. If he cannot move a pawn he passes his turn.**

Players will be able to take out a pawn only if they roll a 5.

This action is obligatory only if there are player pawns left at home. Only exception, if the exit square is already occupied by a pawn of his pawns, he cannot take the pawn out.

The player can move the pawns he has on the game board by rolling the dice.

It is mandatory to advance the exact number of squares indicated by the die if possible.

If a player rolls a 6, they can start playing again.

If all his pawns are out on the game board, the 6 will be worth a 7.

If you repeat 3 times in a row (you roll a “6” 3 times), the last pawn moved will return to its home.

Unless no move has been made or the last pawn moved is in the inner section.

To capture an opponent's pawn, you must land on the same square of this pawn and that it is not in the inner section.

If a player rolls a 5 and the exit square is occupied by 1 pawn that does not belong to him, he may eat the pawn that is on that square.

### **Interior section**

The player who succeeds in bringing his 2 pawns to the central square, wins. To successfully fit a pawn into it, the player will need to roll the exact number with the dice.

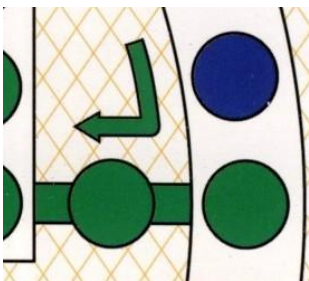


Once a pawn is in the inner section it cannot be eaten and returned home.

**There are two entrances to get to the indoor section.**

#### **1. Entrance**

If a pawn has managed to go completely around the game board, it can enter through the entrance indicated by the arrow shown in the figure below.



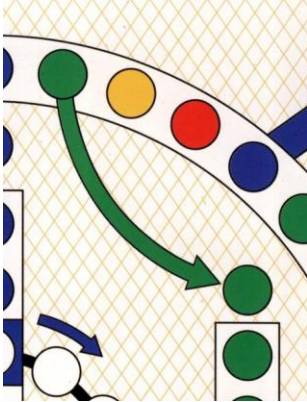
To successfully fit a pawn into it, the player will need to roll the exact number with the dice.

If a pawn reaches the arrival square, the player must move one of his pawns to the interior squares as far as possible.

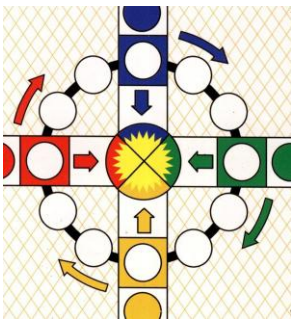
## 2. The Shortcut

If a pawn arrives on a circle of its color with an arrow towards the interior section, it can go to the circle located at the end of this arrow.

In the figure above, if a green pawn lands on this green circle, it can enter the inner section.



### The small inner circle



In the small inner circle, if a pawn lands on the square with an arrow, as in the figure below,



he must make a complete turn around this small circle and will have to roll the exact number with the die to return to this square, then he can continue to the central square.

**Note:** Once the pawn is on this square, there are only 2 squares left to reach the central square!

In the small inner circle, if a player's pawn meets another pawn, it cannot pass over it. He must stop his pawn on the square just before.