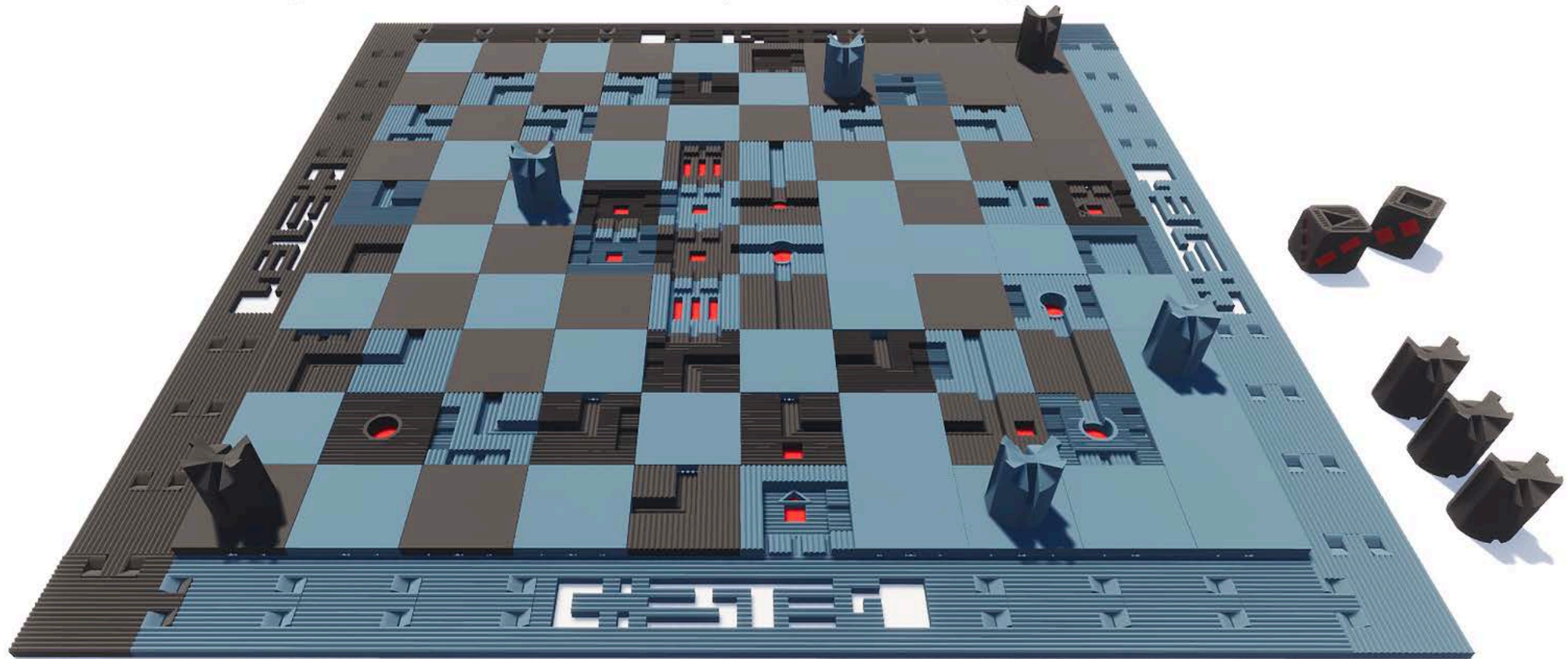


# ASH

A spiral racing game very loosely based off an old game called Ashtapada among other names.



Race around a pre-determine path while trying to avoid getting knocked off the board.

## RULES AND OBJECTIVES:

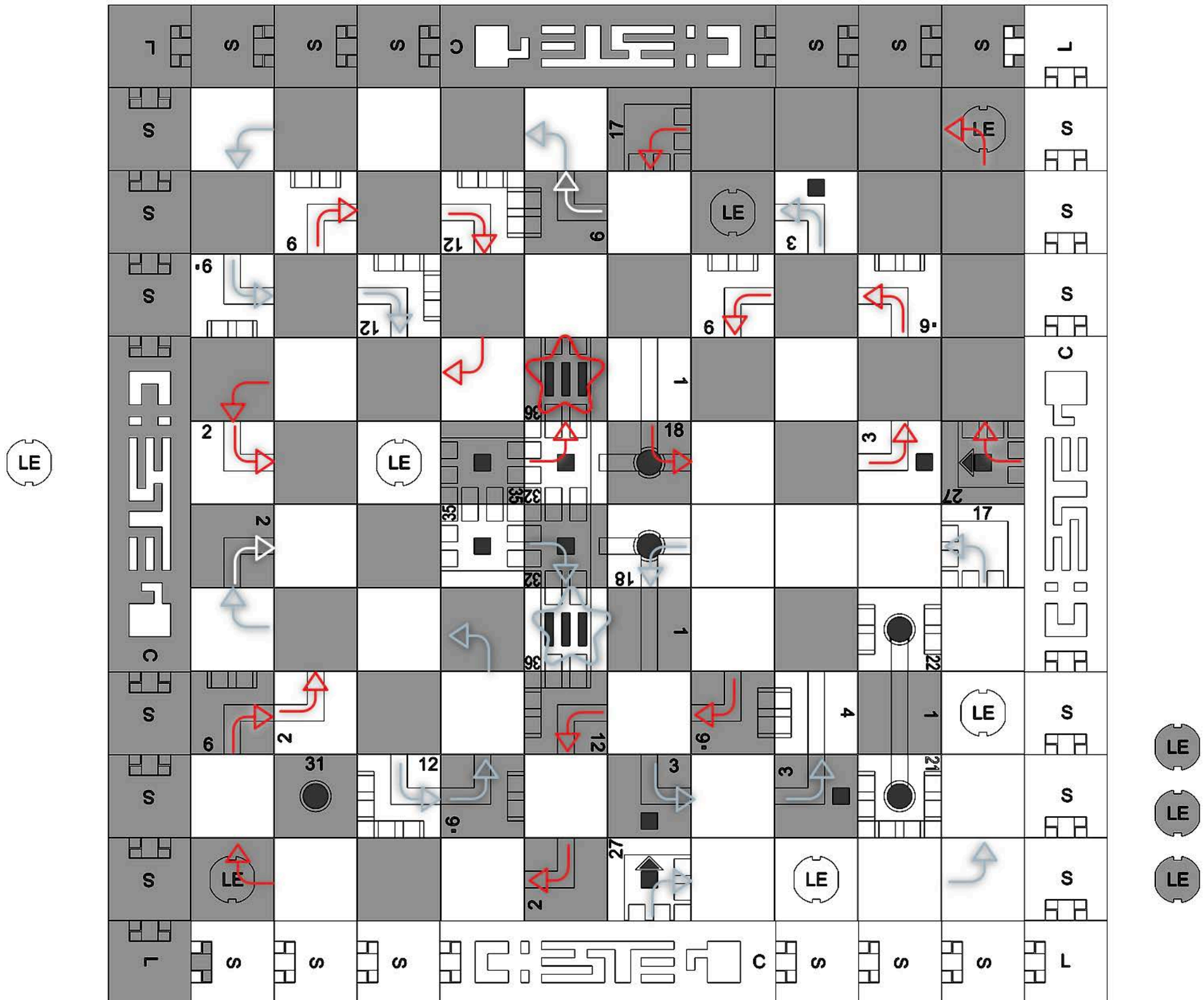
- Players roll the Dice to bring a piece in at one of the start spots.
- Players roll to move along a path and turn corners either at the edge of the board or at one of the corner pieces.
- If a player lands on an enemy piece he is knocked off the board and has to start over.

## WIN CONDITION:

- The first person to get all of their pieces to safety.


# BOARD SETUP:

Follow the paths from the starting square 27 to the stars 36. The last 3 spaces (35,32 & 36) must be moved thru 1 step at a time.



# PIECE RULES

LE LEAPER 5



- Moves based on the roll of the Die or Dice.

DT TRIANGLE DIE 1



- If you roll a **Triangle** it can be used as a 1,2 or 3.
- If you roll the same numbers on both dice you double the number on each Die.

DS SQUARE DIE 1



- If you roll a **Square** it can be used as a 1,2,3 or 4.
- If you roll the same numbers on both dice you double the number on each Die.