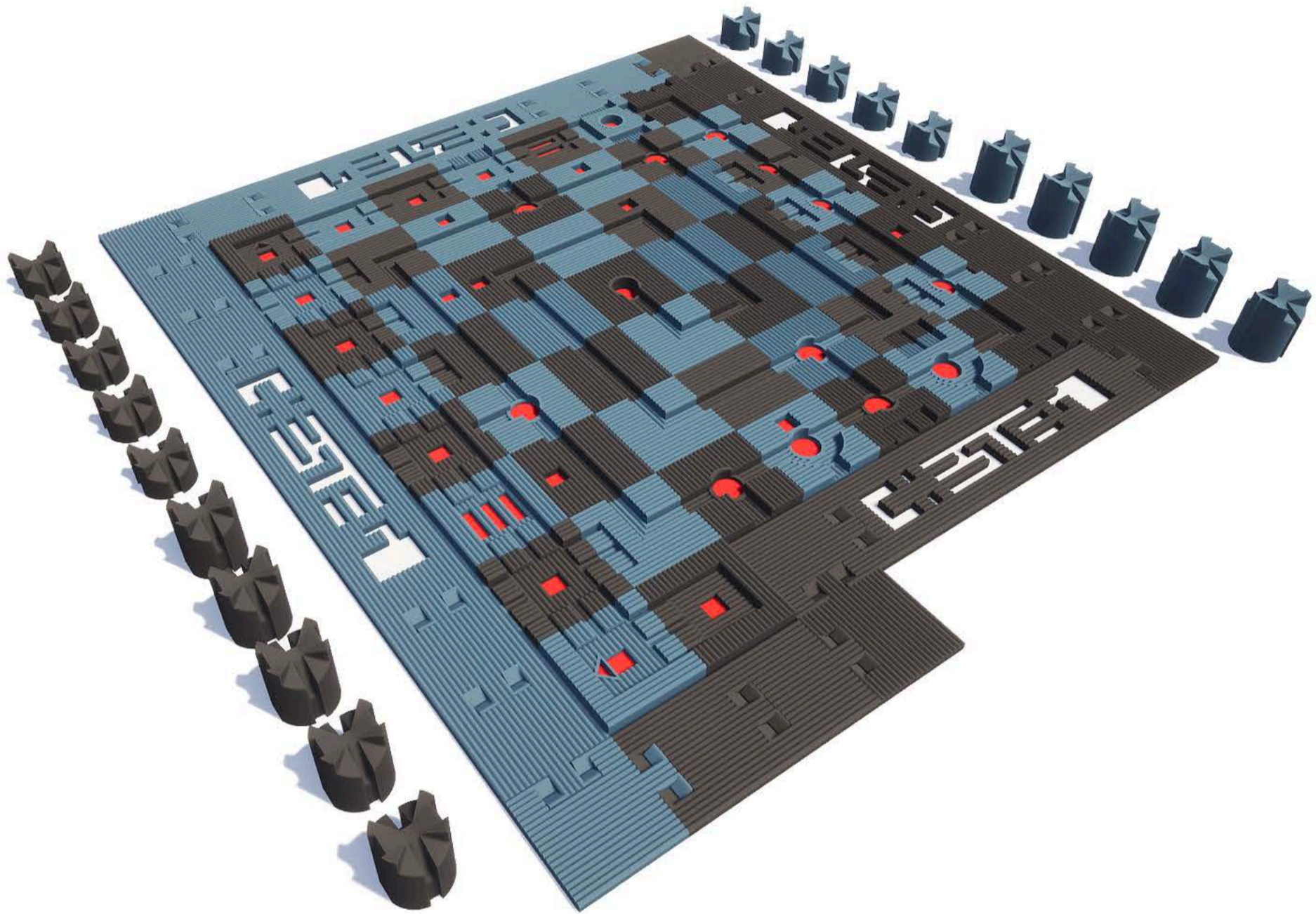


MEH

Another take on the ancient game of Mehen.



A race and a war for who can upgrade first and defeat the enemy.

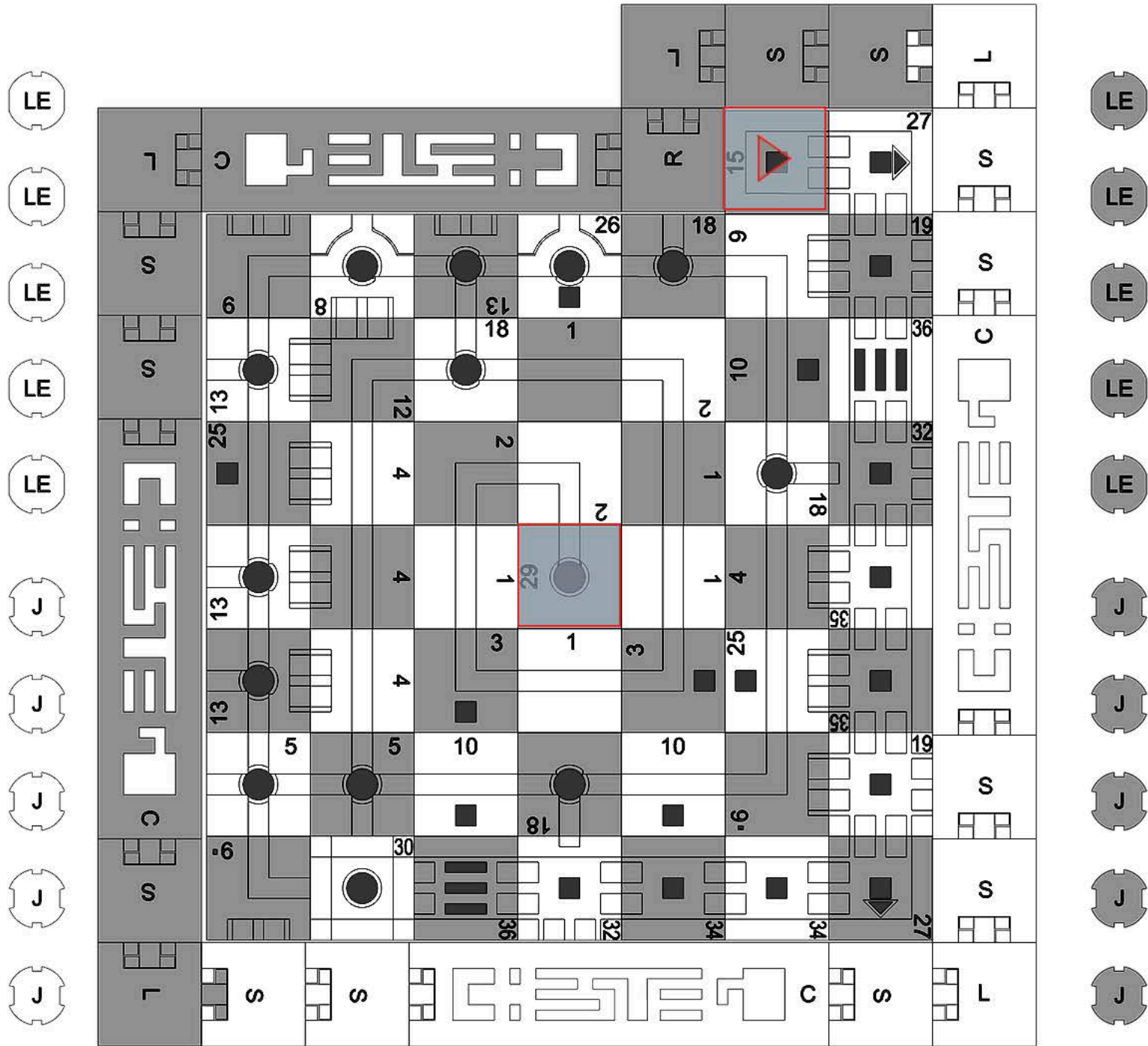
RULES AND OBJECTIVES:

- Roll one **Square** die to see who goes 1st. A **Square** wins or highest number. Re-roll ties.
- Players start with 5 **Jumpers** and have to roll a **Square** or **Triangle** to bring a piece in to the tail of the spiral (board piece 15) . Also, have 5 **Leapers** ready for later on.
- If your **Jumper** is on a **Dot** space and rolls a **Square** or **Triangle** they must use the path that is not on the spiral path. If this sends them off the board they must start over. There are some **Dot** spaces which provide a shortcut.
- If your **Leaper** is on a **Dot** space and rolls a **Square** or **Triangle** they also have to use the path not on the spiral path. A **Leaper** *does not* use a path that sends them off the board though.
- Once all **Jumpers** are upgraded, **Leapers** can destroy **Leapers** by landing on them.

WIN CONDITION:

- Destroy all the enemy pieces.

BOARD SETUP



PIECE RULES

J JUMPER 5



- **Jumper** moves the number of spaces on one die or both dice on the spiral path toward the center.
- If you land on a friendly **Jumper**, you move ahead the same number of spaces
- If you land on an enemy **Jumper** or **Leaper**, the enemy is moved to the spot you started from.
- An exact roll must be made to enter the center of the spiral.
- Once in the center, they must roll a **Triangle** or **Square** to upgrade to a **Leaper**.

LE LEAPER 5



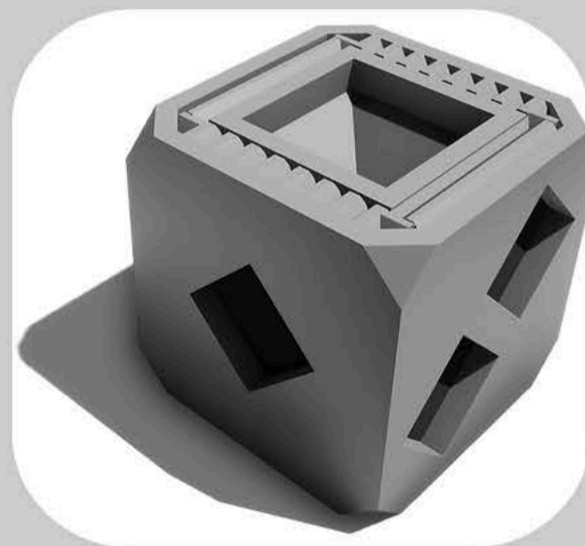
- **Leaper** moves the number of spaces on one die or both dice on the spiral path in either direction.
- If you land on a friendly **Leaper**, you move in the same direction the same number of spaces. You can't land on a friendly **Jumper**.
- If you land on an enemy **Leaper** and any **Jumpers** are still on the board, the enemy is moved to the spot you started from.
- If you land on an enemy **Leaper** and no **Jumpers** are still on the board, the enemy is destroyed.
- If you land on an enemy **Jumper**, the enemy is destroyed.

DT TRIANGLE DIE 1



- A **Triangle** or **Square** is required to start a piece at start spot (board piece 15).
- A **Triangle** can be used as a 3 or 6.
- If you roll a **Triangle** and you are on a **Dot** board piece you must use the path not on the spiral path.

DS SQUARE DIE 1



- A **Triangle** or **Square** is required to start a piece at start spot (board piece 15).
- A **Square** can be used as a 4 or 8.
- If you roll a **Square** and you are on a **Dot** board piece you must use the path not on the spiral path (see special rule for **Leaper**)