

DON'T GET UPSET, BROTHER!

Don't get upset, brother! it's a 2-4 player game.

To be able to play this game, you need a special board, a dice and 4 pawns of the same color for each player.



HOW TO PLAY DON'T GET UPSET, BRO!

- At the beginning, each player will choose the color he will play with and take 4 pawns of the same color, which he will place in the following way: 3 pawns in the circles of corner "B" and one pawn in the circle "A".
- **THE GOAL OF THE GAME** is to surround the game board with the four pawns in the direction shown by the arrow to arrive with all the pawns in the circles "A, B, C, D" of the color you chose to play with.
- **RULES:**
 - ✓ each player takes turns rolling the dice only once. The player who rolled the highest dice starts the game. He will advance with the pawn on circle A with as many points

as the circles he got on the dice. Then, one by one, the other players roll the dice and move their pawns as well

- ✓ the pawn in B can be moved to A only when, by throwing the dice, 6 points have been scored.
 - ✓ Always the 6 point die forces you to this move.
 - ✓ Only if you have no more pawns in B can you advance with any other pawn
 - ✓ During the game, when you score 6 points with the dice, you have the right to one more throw
 - ✓ When you have reached a circle occupied by another player, his pawn will be removed and returned to B, from where it can only be put back into play by a 6-point dice roll
 - ✓ You can jump over your own pawns or those of the other players, but counting the jumped circles
 - ✓ You will not be able to enter the final circles A, B, C, D unless you throw the dice a number corresponding to the free circles.
 - ✓ If a higher number is rolled and you have no other pawn to move you will wait until you roll the right number.
 - ✓ Only pawns of that color can enter inside these circles.
- **WHOEVER MANAGES TO ARRIVE FIRST, WITH ALL 4 PAWNS, IN A,B,C,D IS CONSIDERED THE WINNER.**