

SHUTTLES®

OBJECT

Be first to move all five pieces of your color through the maze and into your goal. (Opponent's starting block is the player's goal.)

SET UP

Align the seven shuttles so that they are even with the board. Each player places five pieces of his color into his starting block. (Green pieces into the green starting block, etc.)

RULES

The toss of a coin determines which player has the first move. The players alternate turns making **only one** of the following moves:

1. **Shuttle Move:** A player may move any shuttle of his color left or right only one notch.

OR

2. **Piece Move:** A player may move any piece of his color in one direction only, forward, backward or sideways any number of spaces without passing over a barrier or another piece. (He may not move diagonally.)

OR

3. **Jumping Move:** A player may jump over one opponent's piece if he is adjacent to it, but must stop immediately on the opposite side. He may not continue any farther on that turn. He may jump forward, backward or sideways, but may not pass over a barrier or a vacant space during the jump. When jumping the opponent's piece is not captured.

OR

4. **Center Shuttle:** As a turn, either player may move the center shuttle left or right, only one notch, providing that his opponent has not moved it on the preceding turn.

A PLAYER MAY NOT:

- a) jump his own piece;
- b) jump two or more of his opponent's pieces in one turn;
- c) capture an opponent's piece;
- d) move or jump diagonally;
- e) jump across a void between shuttles;
- f) move both a shuttle and a piece on the same turn;

- g) move a shuttle of his opponent's color
- h) move a piece back into his starting block once it is on the board;
- i) move one of his pieces into his goal until all five of his pieces are out of his starting block and on the board.

A PLAYER MAY:

- a) move one of his pieces sideways in his starting block or in his goal in accordance with rules 2 and 3;
- b) move or jump, with a piece of his color, on the center shuttle in accordance with rules 2 and 3, even if his opponent has just moved the center shuttle;
- c) claim victory if his opponent refuses to vacate his starting block.

**THE FIRST PLAYER TO GET ALL FIVE PIECES
OF HIS COLOR INTO HIS GOAL WINS!**

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