

## Go Round

### A strategic board game for two players Christoph Endres

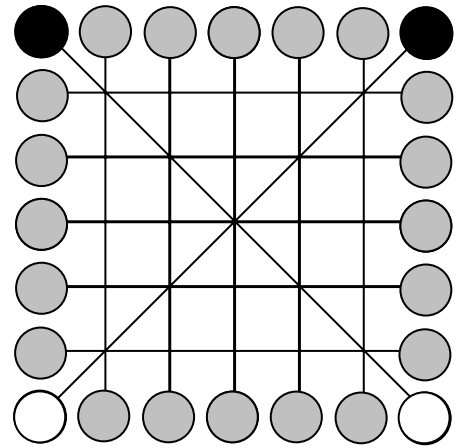
**Material:** For each player two figures and 13 chips in his color, one dice, one game board as shown in this figure with the corner fields colored in the colors of the respective players.

**Recommended age:** 8 years or older.

**Duration:** 10-20 minutes (depends on variation)

**Objective:** Each player attempts to be first to place all of his 13 chips on the 25 intersections of lines.

**Initial Setup:** Both players place their figures in the two corners of their color. Each player keeps his 13 chips on the table in front of him.



The board: Each player faces the side with the two corners in his color.

**Playing:** The first player is chosen randomly. After that, the following rules apply:

1. Both players take turns.
2. The player about to move tosses the dice and moves one of his figures either clockwise or counter clockwise on the border fields according to the number on the dice. He can not move on a field with another figure (either his own or opponent's).
3. After the move the player checks whether the two lines ending at his figures intersect at an intersection without a chip. If that is the case, he may put a chip in his color on that intersection.
4. If both figures of a player are at opposite ends of a line, no chip can be placed.
5. There are no other legal moves.

The player who first placed all of his 13 chips wins.

#### Some rule variations:

The following variations can be played separately or combined:

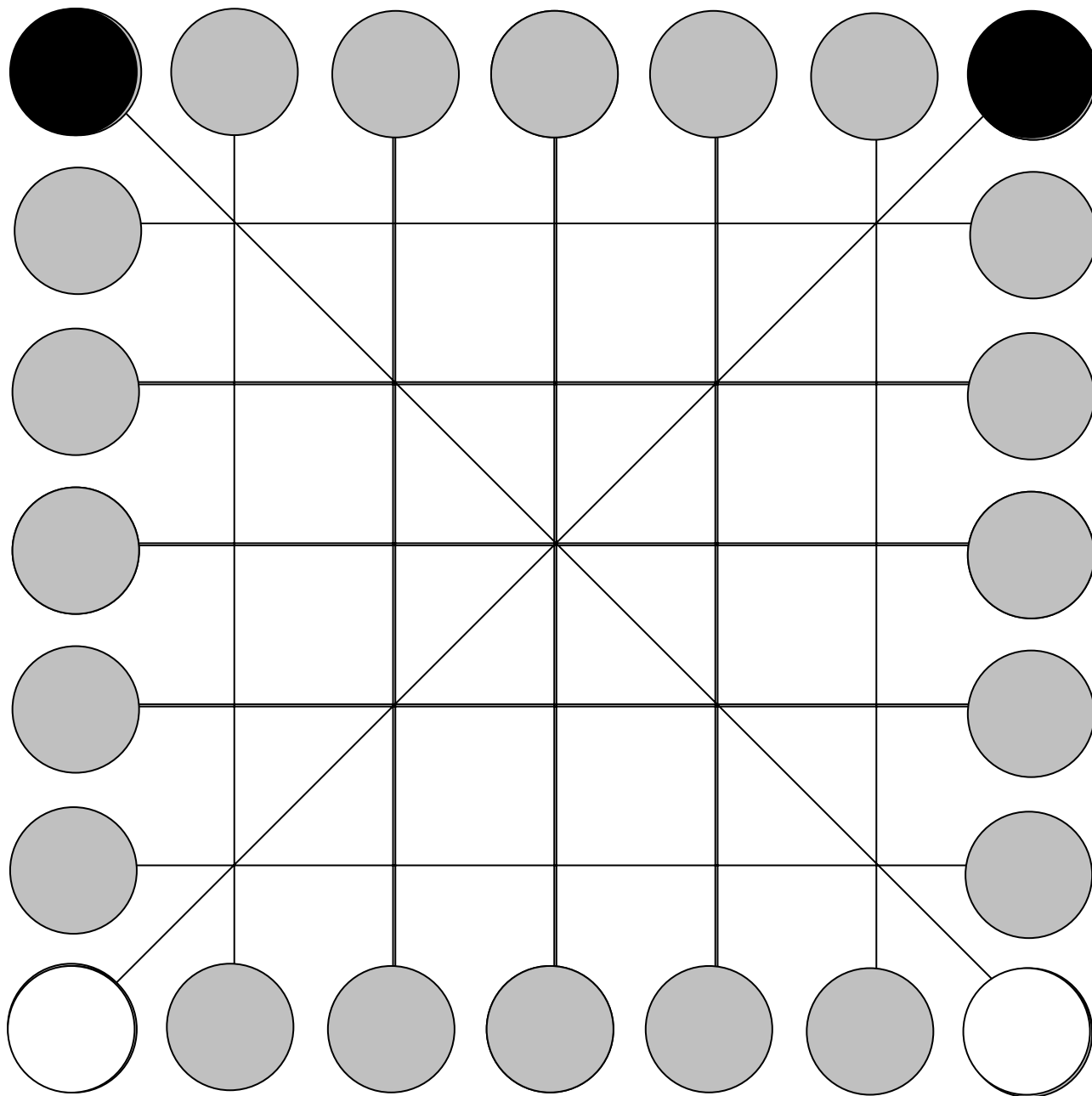
1. If the figures of a player are located on opposite sides of the same line, an arbitrary intersection on that line can be chosen.
2. A player can move to a field with an opponent figure and relocate it to any other border field.

#### For competitions:

***An amount of rounds is agreed on and played. The first move of each game is alternated between the two players. At the end of each round, the winner gets as many points as its opponent has unplaced chips left. Winner is, who has the most points accumulated after all rounds have been played.***

# *Go Round*

Ein Strategiespiel für zwei Spieler von Christoph Endres



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