



Rules of Girumgo

Girumgo is a game of skill and chance. It's a family game, for 2 up to 6 players. Each player chooses a token of a favourite colour and starts to move it from one of the vertices' roulettes, with the objective to end up in the opponent's.

Items

- 1- A six-sided board (hexagonal) on which the roulettes are put.
- 2- Roulettes of different colours that can be rotated in all directions.
- 3- Counters: (Smaller roulettes) They are behind the main roulettes on each starting point of each player's side. Counters are there to determine the progress of participants.
- 4- Tokens: There are 6; one for each player. They are of the same colour of the roulettes' cones.
- 5- The dice: It decides the number of the roulettes' rotations each player is allowed to.
- 6- Transparent circles: They are meant to mark the triangles formed.

The way the token moves

The dice determines the number of rotations that can be carried out within the same roulette or another (1 rotation = 1 cone of a selected roulette) paving the way for the token which has to be moved through the cones of the same colour as it. . Meaning that the player can turn any roulette, even the ones with tokens on them. Whenever the token moves to another roulette, the player has to turn his counter 1 point backwards.

How to obtain progress?

- 1- The dice, once thrown, determines the number of rotations of the roulettes.
- 2- The roulettes' rotations are meant to form triangles of the same cones' colour each one. Whenever a triangle is formed, the player moves the counter to mark the progress obtained (1 triangle = 1 point).
- 3- In order to obtain progress, the triangles formed have to be different colour from those formed by the opponent and marked by the transparent circle, this, in turn has to be moved away from the board if a triangle is messed up.
- 4- If the player manages to form 2 triangles of the same colour and at the same time surrounds the opponent's token means that he gains extra point/progress, whereas the opponent loses 4 points that have to be marked in his counter. If this latter has on his counter 4 or less points he'll lose them anyway and take his token back to the starting point.

Play the game

Each player rolls the dice, and the one who obtains the highest number is the one to play first. In case of a tie the players play off. Thereafter turns are taken in a clockwise direction. The round ends once a player puts his token in the opponent's roulette.