

BENGALEE

Each player places his four game men in corner square of same color as men. Each player takes his turn of spinning the arrow indicator on the dial. The player who spins the highest number starts the game. The others follow clockwise.

To release each man from his home field, players in turn must spin a “+” numeral on dial, and advance his man according to the number indicated on dial. For example, if “+5” is spun, he may advance his man five points. Men in home field cannot be put into play if a “-” numeral is spun, but a man on the playing field can be advanced or set back the number of spaces the arrow indicates. Only one man can be moved at a time.

In order to reach home base, the exact “+” numeral must be dialed, and when added to the numeral on playing field on which a man in play is standing, the total must add up to exactly 40.

All four game men can occupy the same position on any numeral on the chart.

In addition to the above, read the further instructions for rewards and penalties that appear on the playing board.

The player who succeeds in getting all of his four men home first is the winner.