

EVIL SQUASH!

64	63	62	61	60	59	58	57
49	50	51	52	53	54	55	56
48	47	46	45	44	43	42	41
33	34	35	36	37	38	39	40
32	31	30	29	28	27	26	25
17	18	19	20	21	22	23	24
16	15	14	13	12	11	10	9
1	2	3	4	5	6	7	8

THROW A DICE WHEN IT IS YOUR TURN AND MOVE YOUR COUNTER. FOLLOW THE ARROWS.

IF YOU LAND ON (SQUASH) ANOTHER PLAYER YOU CAN:

- 1. "SQUASH BOUNCE", THROW THE DICE AND MOVE AGAIN.**
- 2. "EVIL SQUASH" AND PUT THE SQUASHED PLAYER IN THE SQUARE YOU LEFT.**

IF YOU LAND ON ANOTHER PLAYER AS THE RESULT OF A "SQUASH BOUNCE" YOU MUST PERFORM AN "EVIL SQUASH".

IF YOU THROW A SIX AND LAND ON AN EMPTY SQUARE YOU ARE ALLOWED ANOTHER THROW.

THE FIRST PLAYER TO GO PAST SQUARE 64 IS THE WINNER!