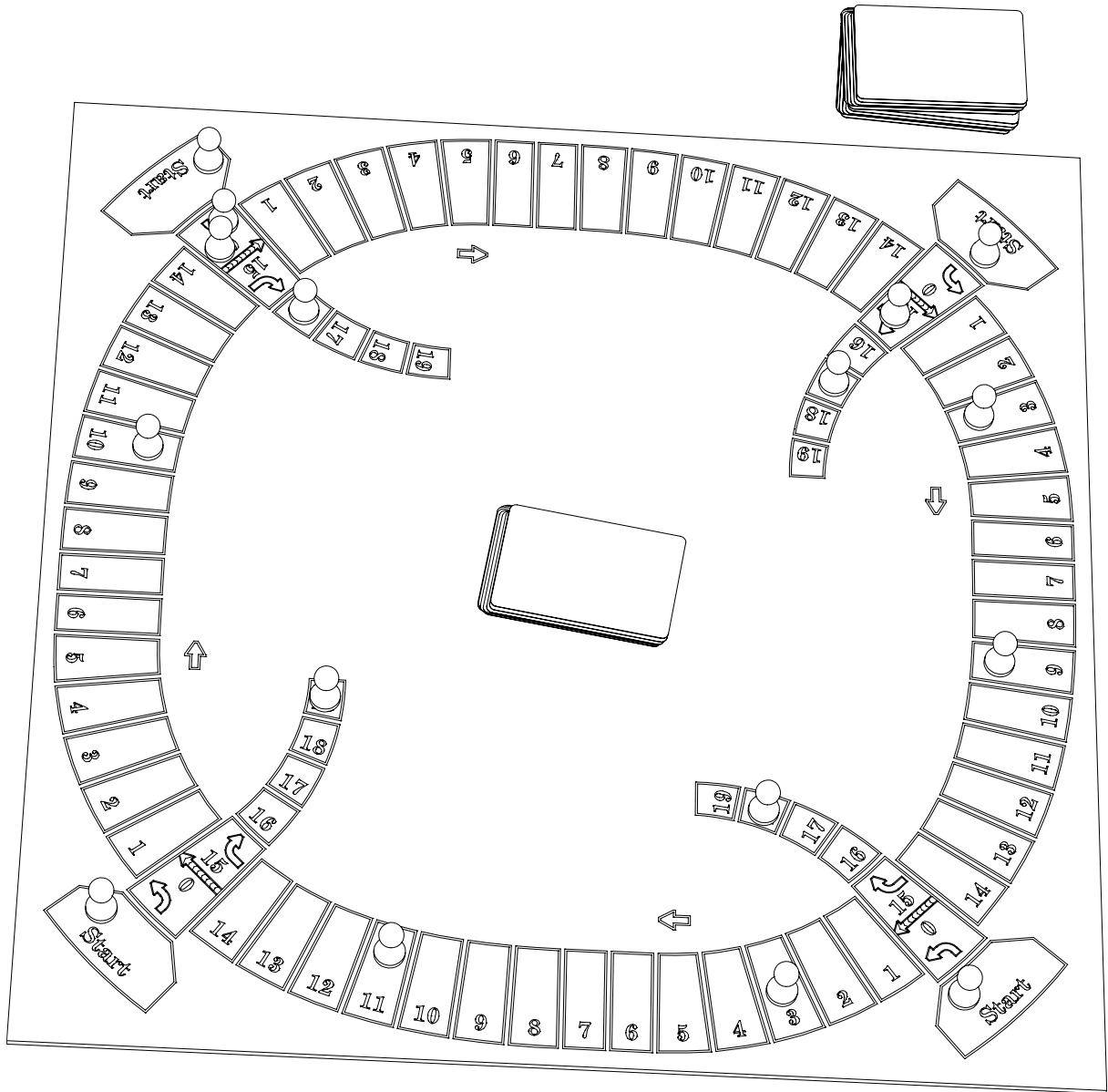


# Partners



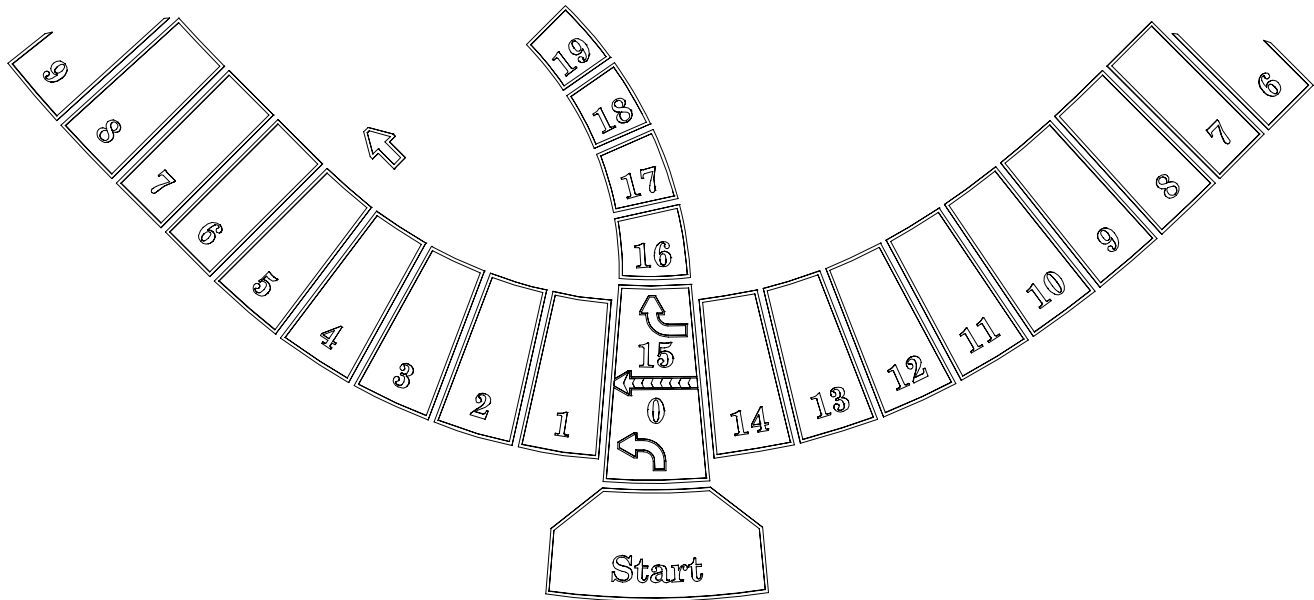
## Trust • Cooperation • Strategy

A strategic and entertaining game for two couples, where the objective is to be the couple that first gets all the pawns home. The outcome of the game is largely determined by how good the two partners are at working together to get their own pawns home and to prevent the two opponents from getting their pawns home.

*Have fun and enjoy the game*

# The playing board

- The space **Start** where the pawns appear before the game begins.
- The spaces 0, 1, 2, 3, ..., 14, 15 are called the **Track**.  
The spaces **0** and **15** are two different spaces next to a player's own Start space.  
The spaces 0 and 15 are one space called **0/15** next to the other three players' Start space.
- The spaces 16, 17, 18 and 19 are called **House**.



## Characteristics of the spaces

- Start**
- Each player has four pawns in the player's color placed on Start at game start.
  - A pawn can be moved from Start to 0 when the player plays a Start Card.
- 0**
- A pawn on 0 is moved onto the Track and cannot be moved to 15 or Home.
  - A pawn that moves backwards past its own Start, passes 0 and not 15.
  - A pawn on 0 is safe and thus cannot be hit home to Start.
  - A pawn on 0 blocks so the pawn of the other three players cannot pass 0/15.
- 15**
- A pawn on 15 can be moved in House or moved backwards with a  $\div 4$  Card.
  - A pawn that moves forward passes 15 and not 0.
  - A pawn on 15 can be hit back to Start by an opponent or co-player landing on 0/15.
  - Pawns cannot be swapped to or from 15.
- 0/15**
- A pawn on 0/15 can be hit home to Start or be swapped.
  - Two pawns of 0/15 are safe; they also block for moving a pawn from Start to 0.
- House**
- A pawn in House cannot be moved back out on the track again.
  - Only one Pawn can be on each space in House.
  - Pawns in House cannot be passed.
  - Pawns in House are safe.
- Track**
- A single pawn on a space is hit home to Start if another player's pawn lands on that space.
  - Two pawns on the same space are safe and thus hit home another player's pawn if it lands on the field.

## The playing cards

2, 3, 5, 6, 9, 10, 12		Move one pawn the number of spaces that the card shows.
1	1/14	Move one pawn one or 14 spaces.
4	÷4	Move one pawn backward four spaces.
7	7×1	Move one or more pawns a total of seven spaces, no less, no more, even if it is the players' last pawn. The same pawn can only be moved once.
8	Start/8	Move one pawn from Start to 0 or move one pawn eight spaces.
11	Start	Move one pawn from Start to 0.
13	Start/13	Move one pawn from Start to 0 or move one pawn 13 spaces.
Joker	Swap	Swap two pawns on the Track. It can be your own, partner's or opponent's pawns. Safe pawns cannot be swapped.

## Before the game

- The game board is placed on the table.
- The two players facing each other are now "partners" so yellow and blue play against red and green.
- Each player place four pawns in the player's color on the player's own Start space.
- The player who has last been in the kitchen is the first dealer.

## Gameplay

- The dealer shuffles the cards and gives each player four cards.
- Each player takes the four cards on the hand so that only that player can see the value of the cards.
- Each player now exchanges one card with the partner, the opponents must not see which. The card must not be taken up before the player has placed a trading card.
- The player to the left of the dealer starts the game by placing a card facing upwards on the middle of the game board and making the move that the card shows.
- If a move cannot be made, all the player's cards facing upwards are placed on the middle of the game board. The player then waits until the cards are dealt again.
- If a move can be made, it must be made even if it is disadvantageous.
- The card must be placed before the move. If a pawn is moved before the card is laid, the card must be used, but the player will only be dealt three cards when cards are dealt next time!
- When all four players have played all four cards, the dealer deals four new cards to each player and the game continues. The cards are not shuffled.
- After three rounds, when there are eight cards in the un-played deck of cards, all 56 cards are given to the next player who is now the dealer. The cards are shuffled and dealt again.
- When a player has own four pawns in the House, the player plays the partner's pawns. A 7×1 card can then be shared between own and the co-partner's pawns.
- Two partners are not allowed to talk about the game in progress. The penalty for doing so is, that the player sitting left of the player who talked, can move one of the talker's pawns from the Track back to Start.

# Winning the Game

- The two partners who first get all the pawns in House have won.

## Worth considering

- A player is never closer to winning than the partner is!
- It can be as important to obstruct your opponents as it is to help yourself!
- A pawn on 0, 1, 2 or 3 benefits greatly from being moved  $\div 4$ .
- It may be disadvantageous to have a pawn on 11 if an opponent has a pawn on nearby 0.
- If a player has a pawn on 0 and one on 15 and another player lands on 0/15 then, the pawn on 15 will be hit home by the coming pawn which will be hit home by the pawn on 0. The pawn on 0 is therefore the only remaining pawn.
- It is polite when swapping two pawns to: First place a finger on the space from which first pawn is to be moved, then move the first pawn with the second hand to the field where the second pawn is, after which the second pawn, still with the second hand, is moved to the space that the finger points to.

This allows the other three players to follow the process.

An appropriate penalty if the procedure is not observed is that the presumptuous player is only dealt three cards when cards are dealt next time!

*May the luck be with those who needs it;-)*

