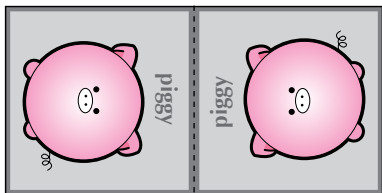
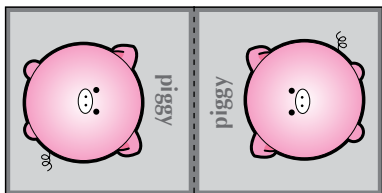
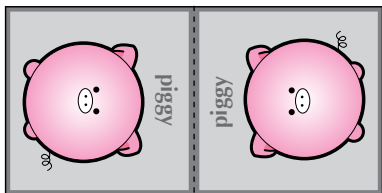
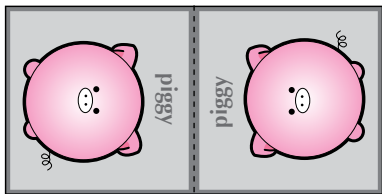


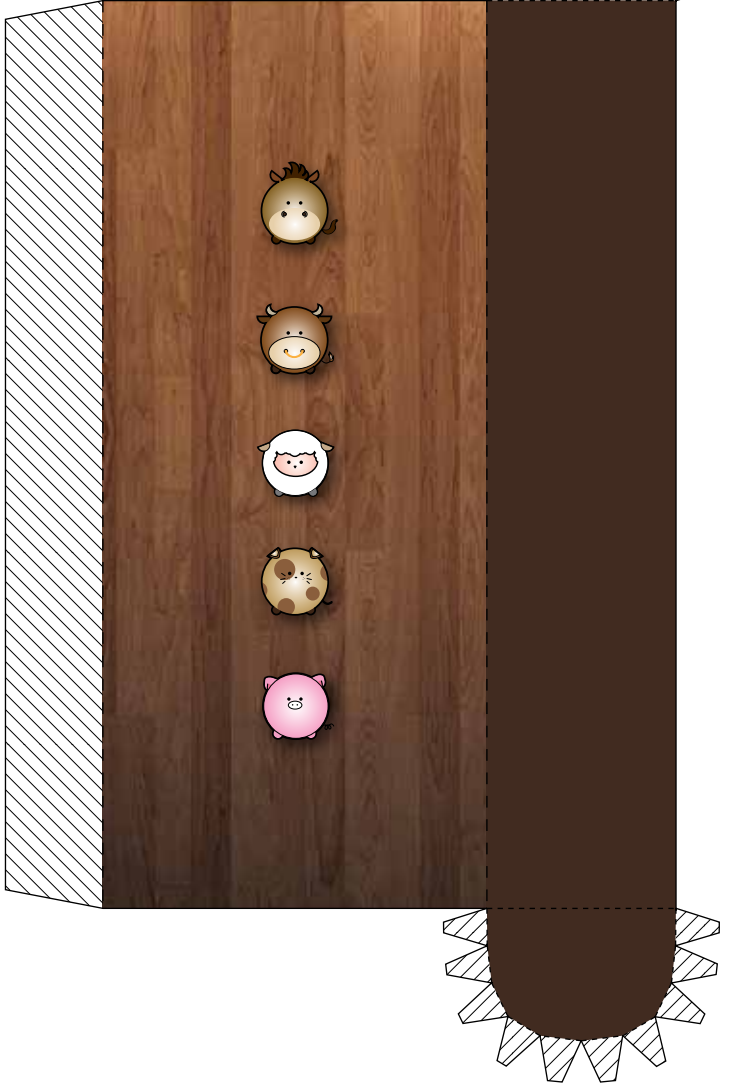
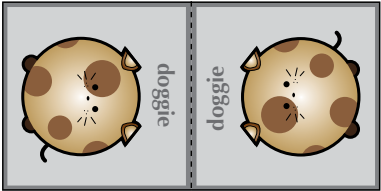
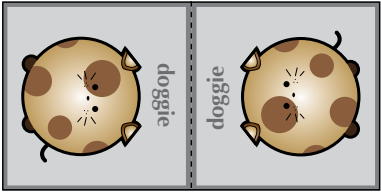
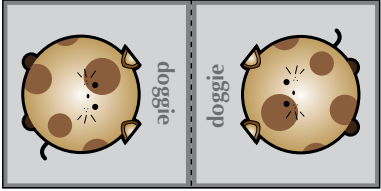
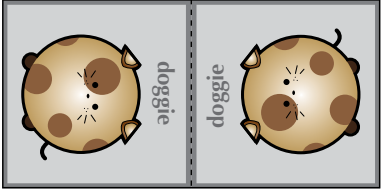
racers

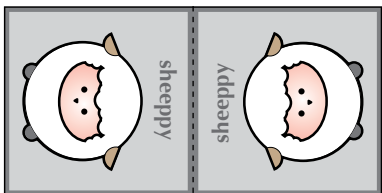
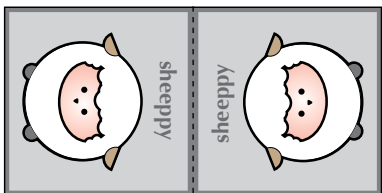
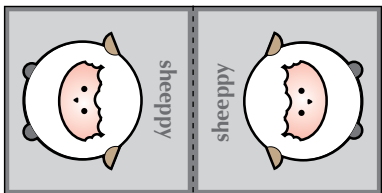
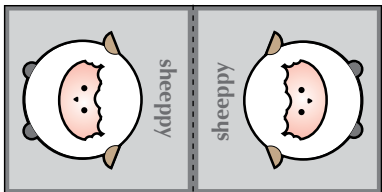
(four racers for each team)

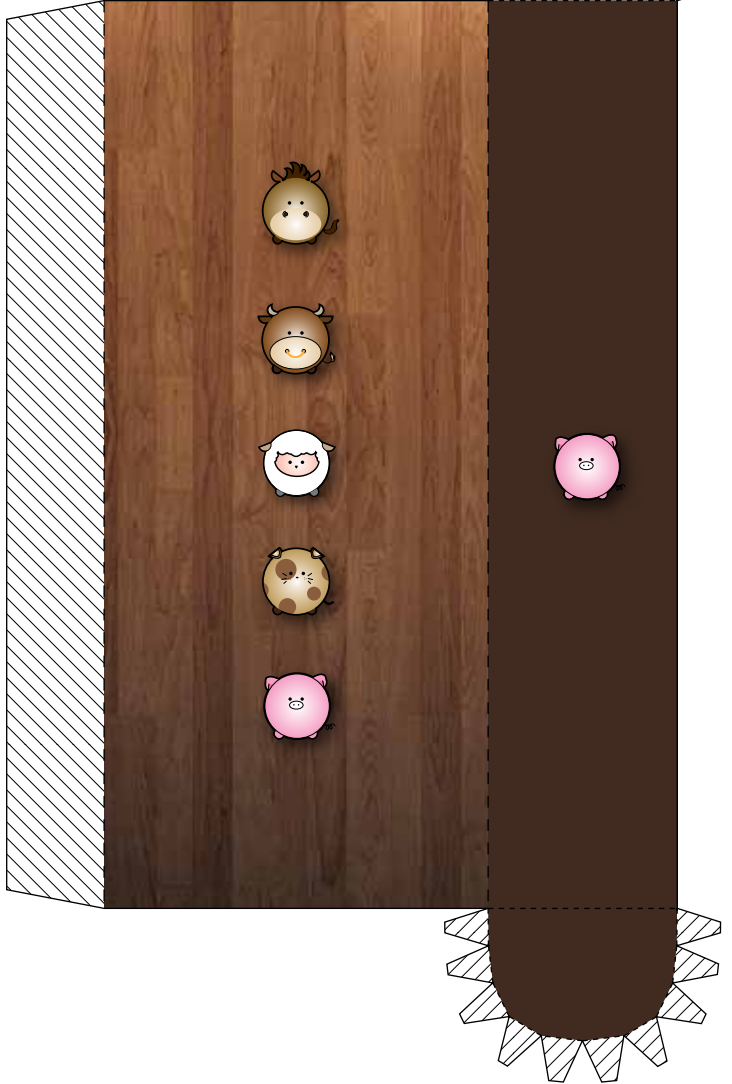
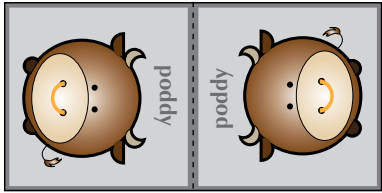
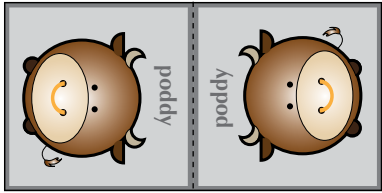
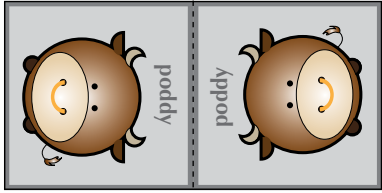
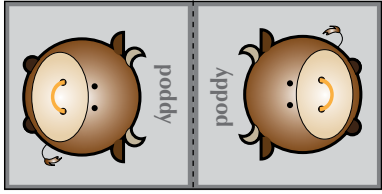


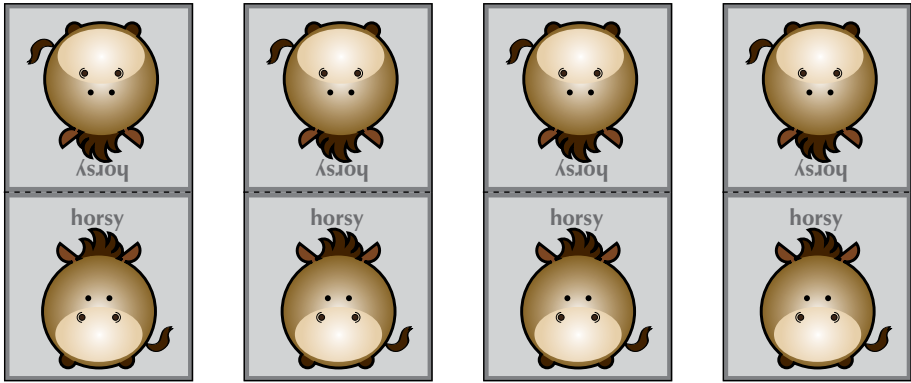
stick



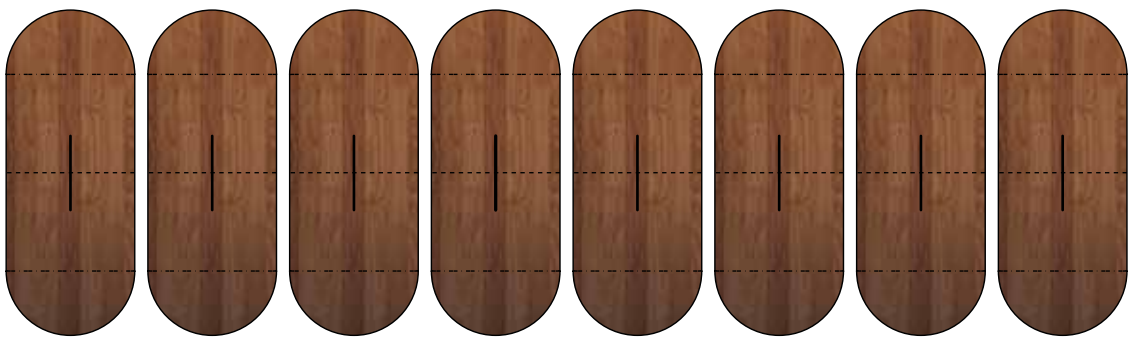




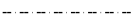







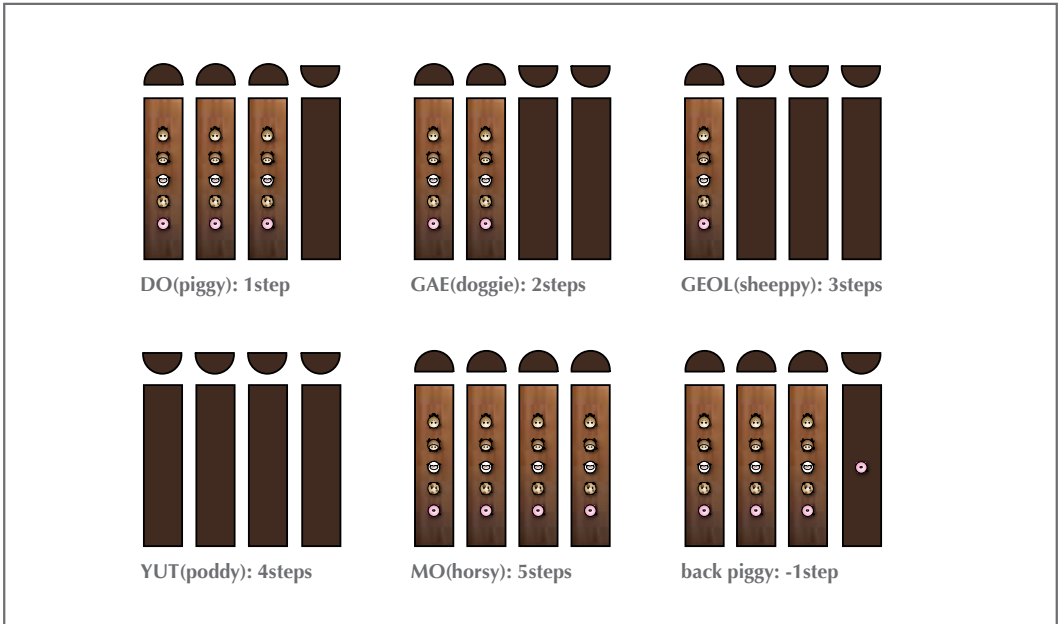
racers' stand



-  apply glue
-  mountain fold
-  valley fold
-  cut line

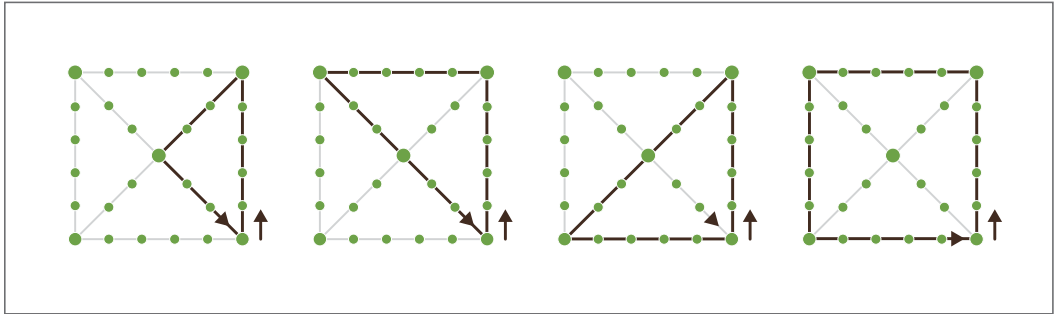
how to play

1. The game is played between two teams who play in turns or more.
2. A player throws four sticks on the ground.
3. Depends on the figures, player can make his racer move on the game board.



4. A player achieving at Poddy(4) or Horsy(5) is allowed to cast again (No limit the number of times).

5. When racer gets vertices on the board(horsy spot), he can move to the center of it. (shortcut)



6. If a racer lands on a station occupied by the opponent's racer is removed from the course and returned to the starting position, and the current player is allowed to cast again.
7. If a racer lands on a station occupied own team, there racers can trave together from the point on(counting as one).
8. However, if an opponent lands their racer on a station occupied by several racers of the opponent, all there are removed from the course.
9. A player that makes all racers a around of the board is a winner.
10. A player must go back one spot that he just passed when he gets back step.
11. Caught racers have to be started again when their turns come.