



Place the counters on the board in the top row in the order below. They will take up the whole row.



These tokens are 'light' and 'dark'. The light tokens are yours and the dark tokens are your opponent's. You can only move your light tokens onto empty squares. You can only move your dark tokens onto empty squares or onto a square where a light token is already placed.

Throw the dice and move your token. If you land on a square with a light token, you can swap places with it.

your turn to move. However, you can't swap with them if they have two or more pieces in a row.

If the other player has the same number of pieces in a row, you can't swap.

These squares are 'light' and 'dark'. Your opponent can't swap with you if you land on these.



This square is a 'danger' square. If you land on this square then you have to swap places with the light token.