

Torschuss-Panik!

1-5 players, approx. 10-30 min., 8-99 years

TORSCHUSS PANIK!



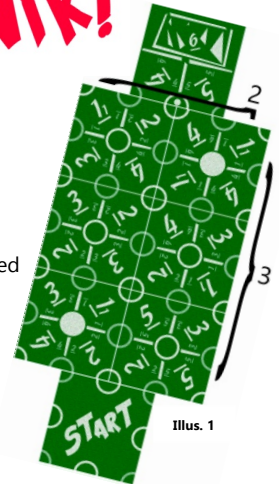
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- ✓ 11 coasters (9x running field, 1x start field, 1x goal field)
- ✓ 1 punching board with 15 balls, 3 each in the player's colors red, yellow, blue, violet and orange
- ✓ 1 spot dice [1-6]

SET-UP

The start and goal fields are sorted out from the playing fields. The running fields are mixed well and then, as shown in Illus. 1, are placed in arbitrary arrangement as a large playing board (always edge to edge, 3x2 grid). Note: Each running field always shows 4 individual playing fields. Then the start and goal fields will be placed suitably below and above. Remaining coasters are put aside and do not play along.

Note: This setup (3x2 grid) is a basic setup. In further games the playing board with the running fields can be placed as desired, for example as a 3x3 grid or as a long continuous course (9x1).



Illus. 1

Each player chooses a player's color and places his 3 balls on the starting field. A starting player is determined (highest score on dice) and starts the first round. The game is turn based, this means all players will play the same number of times (last round is always finished). The game is played clockwise.

OBJECT OF THE GAME

The player, who has all own 3 balls in goal at the end of a round, wins the game.

If there is a tie between players, a penalty shoot-out will be done between the tied players. For this purpose, 1 own ball is placed on the penalty point and the players roll alternately (always up to 3 rolls each ball) to achieve penalty goals (each with a rolled 6). The players play until a player leads and thus wins the game.

HOW TO PLAY

Each round the player in turn (= active player) tries with one of his own balls to advance towards the goal and in best case to shoot a goal. From the current position of any own ball, the player **always** has up to 3 rolls to move the ball on an adjacent field. The ball can change the position only if the number of a directly adjacent field is rolled.

Important: Only one equal (own) ball can be moved in one round.

At the beginning of a player's turn, the player decides (within the 3 rolls), which ball he plays this round. This round the player is determined on this chosen ball. The ball can only be moved forward (straight or diagonal) or sideways (Illus. 2: yellow arrows), never backwards (Illus. 2: red arrows).



Illus. 2

The player can always decide whether the result should be used after a roll or not. The next roll may already offer decisive new opportunities, because not every playing field offers equal opportunities to progress.

A diagonal movement is only possible if the playing field circle to move over is open and not blocked.

Important: Every time the ball reaches a new field, the player has immediately again up to 3 new roll attempts.



open



blocked

Example (Illus. 2): A player's turn in detail: The yellow player first rolls a 5, then a 6 and (luckily) a 2. He can move his ball diagonally forward to the field-2 (circle is open). After that he has 3 roll attempts again. He rolls a 6, then a 1. He moves sideways to the right on the field-1. He has 3 roll attempts again. He rolls a 2. He moves sideways to the left (again) on the field-2. He has 3 roll attempts again. He rolls a 3, then a 4. He just moves forward to the field-4. He has 3 roll attempts again. He rolls a 2, then a 6. He scores a regular goal!

Foul play: On one field several own balls can lie at the same time. If the active player moves an own ball on a field with an opponent's ball, it can become precarious here.

- ✓ If your own ball is moved down from this field to an adjacent field within the next 3 rolls, nothing happens here. The player's turn continues as normal.
- ✓ If your own ball cannot be moved down from the field within the next 3 rolls, it will fly back to the starting field (active player's turn ends immediately). Unless, within the 3 rolls the number of the field (on which the balls lie) is rolled, then instead the opponent's ball flies back to the starting field (also here the active player's turn ends immediately). Note: This way also several opponent's balls of the same opponent (lying on the same field) can fly back at the same time.

Shooting a goal: If a player's ball lies on field-4 or field-5 right in front of the goal, one rolled 6 is enough to score a goal.

Penalty kick: If a player's ball lies on any field-1 and another 1 is rolled within the next 3 rolls, the ball can be moved towards the penalty point. Rolls the player within the next 3 rolls a 6 on this point, he has scored a penalty goal. If he does not roll a 6, he has to go back to the starting field.



If the player shoots a regular or a penalty goal, the ball is placed on the goal field and the next player in line comes to his turn. If the ball cannot be moved further, at the latest after a 3rd roll, it will remain on its current occupied field. The next player in line comes to his turn.

SINGLE PLAYER MODE

The game can be played alone. Then the player has exactly one pass for each ball to score a goal. The best result is to move all 3 balls in the goal.