

BARRICADES



2 to 4 players



6 and up



40 min

BACKGROUND

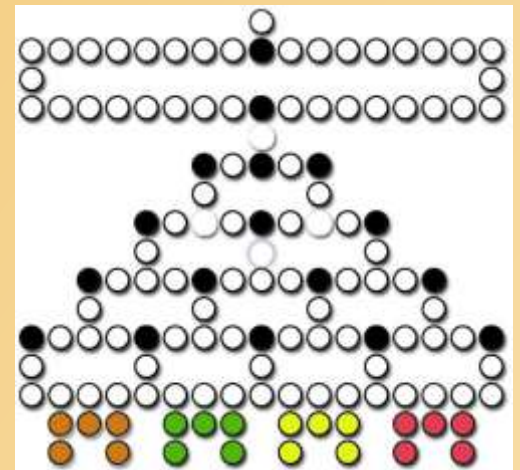
Barricades was invented in Germany in the 1890s. In 1959 the toys and games company Ravensburger commercialized Barricades.

MATERIALS

- 1 board
- 4 different sets of 5 pawns and of different colors
- 17 barricades
- 1 dice

Object of the game

To be the first player to lead a pawn to the end of the board.



PROGRESS OF THE GAMES

In the beginning the pawns are placed in the four zones at the base of the board and the 17 barricades are in position.

Each player throws the die to determine the number of spaces to move and moves a pawn in his or her direction of choice. If a player rolls 6, he or she gets to play again. You can jump over your own pawns. If you jump over an enemy pawn, you send the enemy pawn back to its starting position.

About the barricades: Pawns cannot jump over barricades. However once a pawn occupies the space where a barricade is located, the player can move the barricade to any empty space on the board except for the first row. Players can use barricades either to block opponents or protect his or her pawns.

The game ends when the first pawn reaches the end of the board.

Caveat: A player must roll the exact number of spaces required for a pawn to reach the end of the board. For example, if a player rolls 4 and the pawn is 3 spaces away, the pawn cannot move. The player needs to use his or her turn to move another pawn.