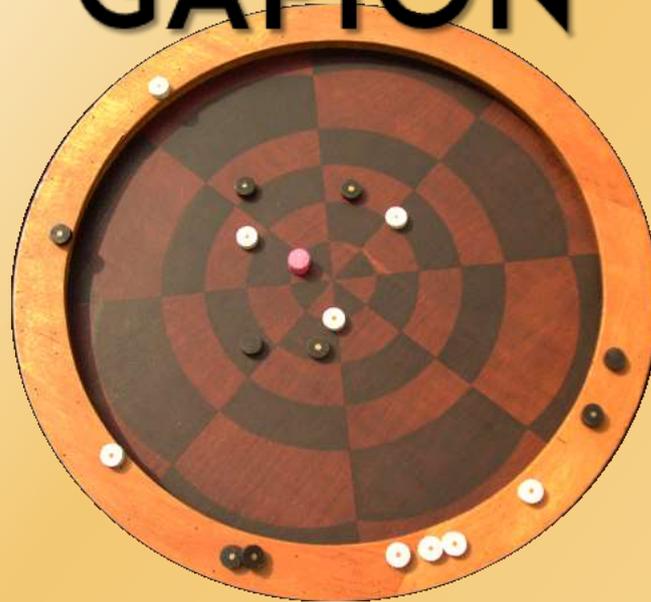


# GAPION



2 Players and +



6 and up



15 min

## BACKGROUND

Frenchman Alain Bideau is the inventor of Gapion

## MATERIALS

- 1 circular board divided into 8 slices each divided into 5 sections
- 4 different sets of 6 pawns
- 1 pawn of a smaller size or different color (i.e. the target)

### Objective

To collect 13 points.

## PROGRESS OF THE GAMES

At the beginning of the game:

The target is placed in the center of the board and each player faces a slice of the board.

The first player places his or her pawns in the section of his or her slice furthest from the center of the board. He or she taps on the board to indirectly move the pawns towards the target placed in the center of the board. One by one the next players do the same.

If a player hits the target and pushes the target outside the innermost circle of the board, the losing player can place the target anywhere inside the innermost circle to his or her advantage.

The player whose pawn is closest to the target wins. The winning player earns 1 point for winning the round. In addition, the winning player earns bonus points for the 2<sup>nd</sup> closest pawn, 3<sup>rd</sup> closest pawn, etc.