

CONTENTS: 1 board, 1 dice cup, 1 score pad, 59 counters (18 purple, 18 blue, 13 grey and 10 black) , 8 dice

PURPOSE OF THE GAME: The aim is to form rows of three or more counters and to capture the counters of the opponent(s).

The player with the most points wins the game.

BEFORE PLAY: Place the board in the middle of the table and decide who is to keep the score. If two people are playing Columbiz, each player takes 18 counters of the same colour. If three people are playing, each player takes 13 counters of the same colour. If four people are playing, each player takes 10 counters of the same colour.

START: The players take turns in a clockwise direction. Each player throws a dice and the player with the highest score begins. The board can be turned to face the player whose turn it is.

A turn is taken as follows:

THROWING: Players can throw the dice three times to get the desired values. After the first throw and the second throw, the player can leave any dice with useful values and only re-throw the remaining dice. After three throws the counters can be placed on the board corresponding to the numbers on the dice and according to the following rules:

- Counters can only be placed in empty squares.
- Above the columns are pictures of dice with 1, 2, 3, 4, 5 or 6 spots. In order to place a counter in a column, you must throw one or more dice with the corresponding number of spots. The numbers in the squares indicate how many dice with the corresponding number have to be thrown in order to be allowed to place a counter in that square.

For example, after throwing the eight dice you have 1-2-33-555-6. You can now place your counters. You may decide to place one counter in square two of column three (using the two threes you have thrown) and one counter in square three of column five (using the three fives you have thrown).

With this throw you could also place counters in the first squares of columns one and two, but these counters run a high risk of being captured, as explained farther on, so this is not such a good idea.

- You can use dice with the same number of spots to place one or more counters. *In the above example, in which you have three fives, you can either place one counter in square three of column five or one counter in square one and one in square two.*
- You may not place more than four counters per turn.
- You do not have to use all the dice thrown, but you do have to place at least one counter per turn.
- If a player cannot place any of his counters in an empty square, he must give up three of his remaining counters.
- Dice that have been used to place a counter cannot be used a second time in the same turn.

CAPTURE: Every time that you place a counter:

- All the opponents' counters that are in the same column but on a lower number are captured. This means that the counters are removed from the board and given to the capturing player. They are no longer used in the game.
- You can score points if you have three or more counters in a row (horizontal, vertical or diagonal). A row of three counters earns one point, a row of four counters earns two points, a row of five counters earns three points, and a row of six counters earns four points.

GAME OVER: The game is over when one of the players runs out of counters, although the round must be completed so that all players have the same number of turns.

THE WINNER: The players count the captured counters and record the corresponding points below the line next to the prison symbol. The points allocated to the numbers of prisoners are shown in the following table:

1 prisoner = 1pt, 2 = 2 pt, 3 = 4 pt, 4 = 6 pt, 5 = 9 pt, 6 = 12 pt, 7 = 16 pt, 8 = 20 pt, 9 = 25 pt, 10 = 30 pt, 11 = 36 pt, 12 = 42 pt.

For each player (column) the points above and below the line are added together. The player with the most points is the winner.