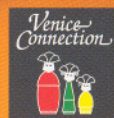


# Number one

A tactical game for 2 up to 4 players with an extraordinary play mechanism.

licenser:  
Venice  
Connection



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## For 2 - 4 players starting from 8 years

Number One, the number one, is the smallest but most important peg. This one decides the game.

Each player has three pegs of different size. According to the size of the peg you are moving on one, two or three fields and stepping on the black token there lying, which is now vanishing from the board as if by magic.

But take care, only fields may be stepped on, that are covered by a black token, except ...

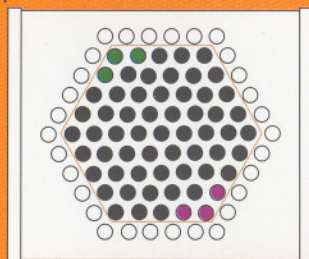
### Material to play with:

- 1 board with 91 holes
- 91 black tokens
- 12 pegs in 3 different sizes and 4 colours

### How to start playing:

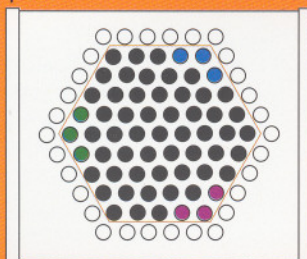
- The board is put on a table showing the wooden surface.
- The field will be used differently, according to the number of players.
- For 2 to 3 players, only the field inside the marking, will be used and only the holes inside the marking will be filled with pegs. (see pictures 1 and 2).
- For 4 players the whole field will be used to play and all holes will be filled with black tokens (see picture 3).
- Each player gets three pegs of one colour of three different sizes. It is up to him, to distribute his pegs on the field (see pictures 1 to 3).
- Each peg is placed with the marking upside. (see picture 4)
- According to the number of players the pegs will, as illustrated in pictures 1 to 3, be placed on the board. Each player could dispose his 3 pieces in the 3 indicates positions as he wishes. The black tokens which are lying there, will be sunk by the respective peg.
- The players decide who is to start.

pic: 1



2 players

pic: 2



3 players

pic: 3



4 players

pic: 4



### Goal of the game

The player is winning, who can move his smallest peg at last.

### How to move

Each peg may only step on a field covered with a black token. Thereby the black token will be sunk by the respective peg. Afterwards it is forbidden to step on this field.

**Exception to the rule:** If a peg has no other possibility to move, or if a player prefers out of tactical reasons to move, on an empty field, he may **once** move with each of his pegs on an empty field. In this situation the peg has to be turned upside down, thus the making is now to be seen downside. Thereby it is obvious, that this peg has already used this possibility to move. Pegs that are turned around may no more move on an empty field. If such a peg has once again to move on an empty field, this peg is removed from the game. If the smallest peg drops out, all other pegs of the same colour will also be removed from the board and the player drops out. A peg will also drop out, if it is blocked by other pegs. If this happens to the smallest peg, all other pegs of the same colour will drop out as well.

### How to play

It is played clockwise around the board.

The player, whose turn it is, moves **each** of his three pegs, regardless of the order. Each peg is according to its size moving in a straight line either one, two or three fields on:

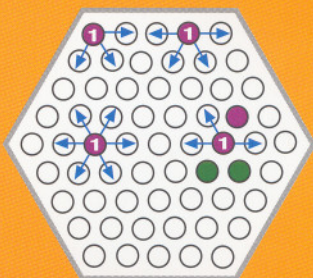
- the small peg one field,
- the medium peg two fields,
- the large peg three fields.

The black tokens which are thereby jumped over will

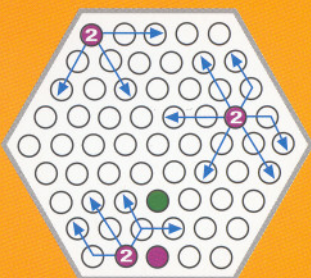
not be touched. The token on the reached field will be pressed down by the peg and is disappearing from the board.

Pegs may not be jumped or beaten.

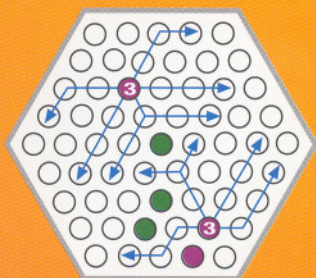
The medium-sized and the large peg may get around other pegs during one term in an angle of 120 degree (see pictures 6 and 7).



pic: 5



pic: 6



pic: 7

## End of play

The player, whose small peg is doing the last valid move, is the winner.

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