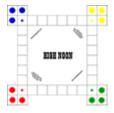
### HI & WELCOME!

PRINT & PAPER: best on white paper, size A4 or US Letter, portrait format, black or colored The pieces have to be in color (print colored or color them yourself)
TIP: print or stick all the items on thicker paper or cardboard!

### **CHECKLIST 'High Noon': (contents for 4 players)**

- checklist & game rules
- gameboard part 1
- gameboard part 2, pieces
- Cut gameboard parts and fit to match:



- Pieces: print colored or color them. (4 of the same color for each player: 2 with a +, 2 with a -)

## "HIGH NOON" COURSE AND RULES OF THE GAME

Object of the game is to challenge your opponents to a duel and win the duels - so you are the last man standing!

- Each player receives 4 pieces of one color (2 with + and 2 with -) and places them face up in their "Saloonfields" (4 fields in a corner in your color).

  The 3 fields with large circles are your SALOON. The field with smaller circle is the ENTRANCE.
- + means: piece moves clockwise
- means: piece moves counter-clockwise

Each turn every player moves **6 spaces**. You can move as many of your pieces you want as long as the total moves add up to 6! (e.g.: 6 spaces with one piece / or 2, 3, 1 spaces with 3 different pieces ......)

- You cannot move to opponent's Saloons (3 fields with large circles).
- You may jump over other pieces. (that space counts too)
- **DUEL**: if you piece lands on an opponent's piece you challenge him to a duel: The player who was initially on the space chooses ODD or EVEN.

(The challenger takes the other possibility)

Then both players count to 3 and display 1,2,3,4 or 5 fingers at the same time.

Add up fingers from both players. The player who guessed the outcome correctly wins the duel.

The looser's piece is returned to him and is out of play.

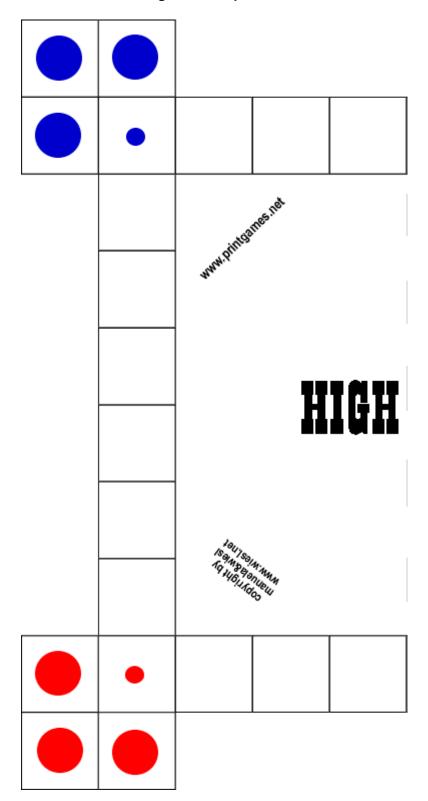
Pieces standing in their own Saloon (3 large circles) can't be duelled!

#### - OUT OF PLAY PIECES:

Pieces may be returned to the game when a complete revolution is made around the gameboard and you land on your own Entrance or Saloon. Then you can put a piece that was out of the game back into the game: it starts on any of your saloonfields (entrance or saloon).

- WINNER is the last person standing! All other colors are out of the game.

# gameboard part 1



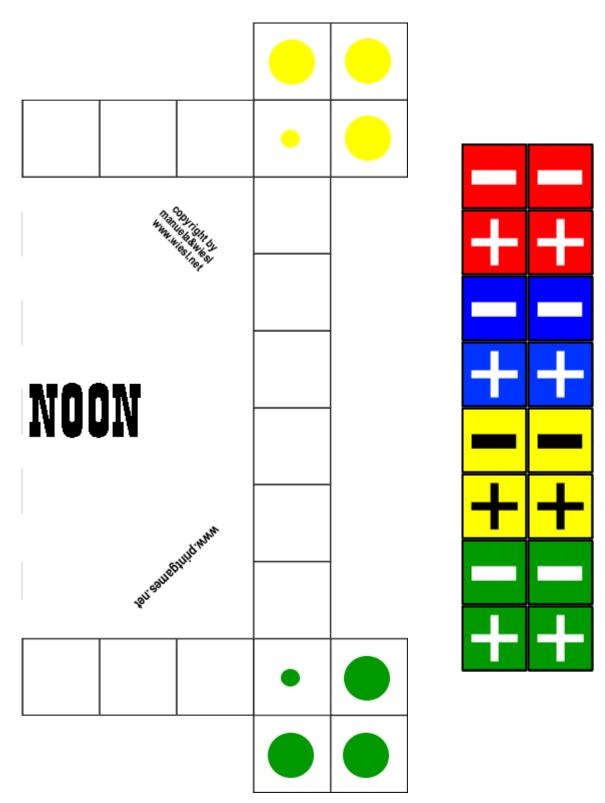
www.wiesl.net

Game: HIGH NOON

Inventor: © manuela&wiesl

Editors: info@printgames.net

## gameboard part 2, pieces



FINISHED! Thank you for using our services. HAVE FUN!