



The Game of Manipulation Basic Manipulation™ Game Rules

Created by James L. Merriman, Grandson of Leon L. Merriman

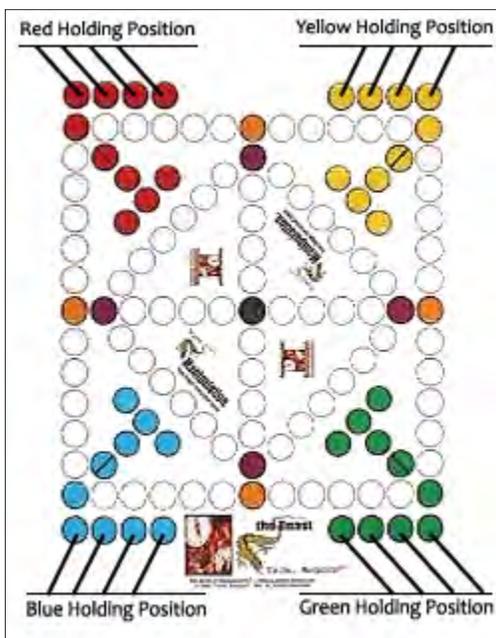


GAME LEVEL: BASIC A game of skill and chance designed for ages 8 to adult playing in combinations of 2 or 4 players, playing separately or in partnership.

OBJECT: The object of the game is to be the first player to skillfully manipulate all of their playing tokens into their home refuge area.

EQUIPMENT: The Basic Manipulation™ Game Set consists of the playing board, 4 white rolling dice, and sixteen (16) total playing tokens, divided into four (4) colored coded playing tokens: Red, Yellow, Green and Blue.

GAME PREPARATION



In each corner of the game board is a differently colored "HOLDING POSITION".

Each player select one (1) colored token having four playing tokens and one (1) playing dice. If there are four (4) players, playing separately, each player chooses a colored token set and one dice.

If there are four (4) players, playing as partners, the partners sits opposite of each other with their chosen colored tokens to their right.

If there are two (2) players, playing in tournament mode, each player chooses two colored token sets which are in opposite corners of each other.

Example:
Player 1 uses the Red and Green Playing Tokens.
Player 2 uses the Yellow and Blue Playing Tokens.

Each player places three (3) of their playing tokens into the respective color holding position and one (1) playing token on their colored starting position.

BOARD PLAYS

Bring out playing tokens from the holding position.

To bring a playing token out from the "HOLDING POSITION" onto the "STARTING POSITION"; a player must roll a one (1) or a six (6) on the dice.

Moving the tokens.

If a player has more than one token outside of the "HOLDING POSITION", that player may move any one of the tokens, on any roll of their dice, providing that they will not pass or jump over a token of the same color.

A PLAYER CANNOT PASS OVER A TOKEN OF THE SAME COLOR SET AT ANYTIME DURING THE GAME.

When two (2) players are playing in tournament mode.

Each player may move anyone of their two (2) color sets of tokens, on any roll of the dice, and can pass their opposite colored set of tokens, they are playing.

Manipulative SIT-OUT.

A "SIT-OUT" is when a player CANNOT MOVE ANY OF THEIR TOKENS, the full value of the dice rolled. That player must sit out that turn and play passes to the next player on their left.



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Manipulative ATTACK.

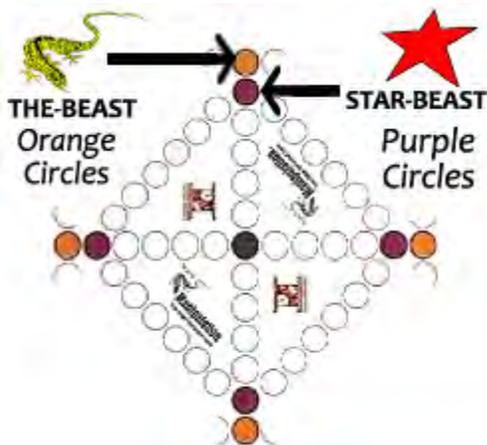
During the game, a player will encounter that one of the opposing player's token is occupying a space that they could move onto. The player may move to that space, and the opposing player's token must be sent back to their holding position.

Manipulative SET-BACK.

A "SET-BACK" is when a player's dice indicates that their only playable token will land on a space occupied by a partner's token. The partner's token must be sent back to their holding position. This can only happen when 2 players, are playing in a partnership mode.

"Take care; that you may not lose all that you have labored for, but that you may win!" JLM

SAFETY AREAS



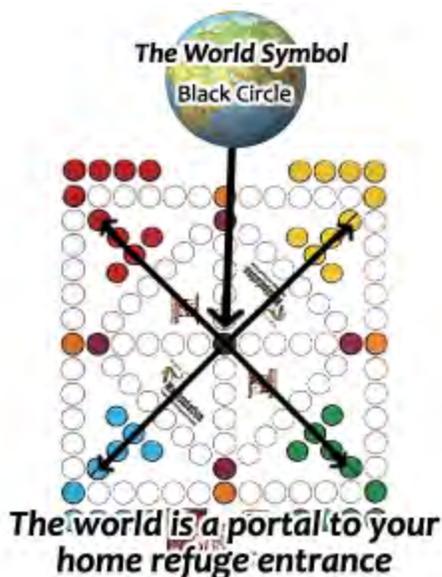
In the center of each outer lane of the playing board is the symbol of "THE BEAST" (Orange circles) and directly above is the symbol of the "STAR-BEAST" (Purple circles).

These are the safety areas of the game board.

When a player is occupying one of the "Safety Areas", they are exempt from manipulative attacks or setbacks. The opposing player who could have moved onto the occupied safety area, must move one space beyond and the occupant of the safety area may remain there.

Note: You cannot enter into the center diamond area. A player must first occupy a symbol of "THE-BEAST".

CENTER DIAMOND AREA: THE WORLD SYMBOL



In the very center of the playing board is the symbol of "THE-WORLD". It is an automatic portal to your Home Refuge Entrance.

When a player lands on the symbol of "THE-WORLD" they IMMEDIATELY MOVE their playing token to their Home Refuge Entrance.



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HOME REFUGE ENTRANCE AND AREA



Home Refuge Area



Home Refuge Entrance



When a player has arrived at their "Home Refuge Entrance" by the symbol of "THE-WORLD", that player has to roll the exact score on the dice, equal to the amount of spaces remaining within the home refuge area to enter.

When arriving at the home refuge area from the outer-lane of spaces, a player does not have to actually land on the Home Refuge Entrance to enter the Home Refuge area.

During the game, the Home Refuge Entrance can be utilized for several different board plays; besides entering into the Home Refuge area.

1. When playing as Partners

A player may use their partners Home Refuge Entrance, instead of blocking their partners Starting Position and being in danger of a Manipulative Set-Back. The same applies when the partner is on the Home Refuge Entrance, the other partner may use the Starting Position instead.

2. An Opposing player.

You can only move onto an opponents Home Refuge Entrance, when the opposing players token is occupying their Home Refuge Entrance. Otherwise, you must land on the opponents Starting Position, and possibly endanger yourself for a Manipulative Attack.
Special Playing Rule

When an opposing player makes a manipulative attack on a players token in the home refuge entrance, the opposing player token is sent back to their Holding Position, however this is a very risky move.

If the player who was attacked, rolls a one (1) on their dice, they can move back onto their home refuge entrance, thus making a manipulative attack on the opposing players token sitting on their home refuge entrance. This move can only be made if you roll a one (1) on the dice, if you roll a six (6) you can only bring out a token from the holding position to the starting position.

WINNING THE GAME

When two (2) players are playing in tournament mode.

The first player to have BOTH colored sets of tokens in their respective colored Home Refuge Areas is the winner.

When four (4) players are playing against each other.

The first player to have ALL of their tokens in their Home Refuge Areas is the winner.

When playing as partners.

BOTH partners must have their playing tokens in their respective Home Refuge Areas to be the winning team.

Partners Assistance.

When playing as partners, and one partner has all of their playing tokens in their home refuge area, then that partner's roll of the dice or turn will assist the other partner to get their tokens into their home refuge area.