

Credits

President: Claude Comair

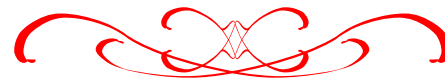
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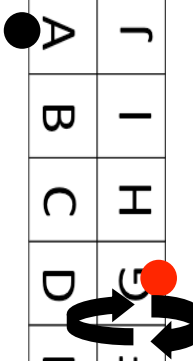
10 Squares

RULEBOOK



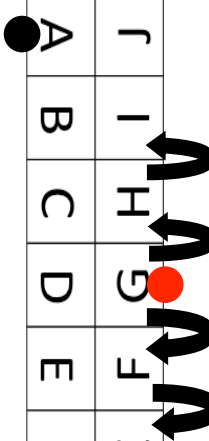
10 Squares

10 Squares is a card game for 2 players. It is a game, which requires some degree of foresight, observation as well as luck. 10 squares is a quick game to be played between 10-15 minutes. Easy to learn and play, it is a game for anyone and everyone.



A	J
B	I
C	H
D	G
E	F
F	E
G	D
H	C
I	B
J	A

X



A	J
B	I
C	H
D	G
E	F
F	E
G	D
H	C
I	B
J	A

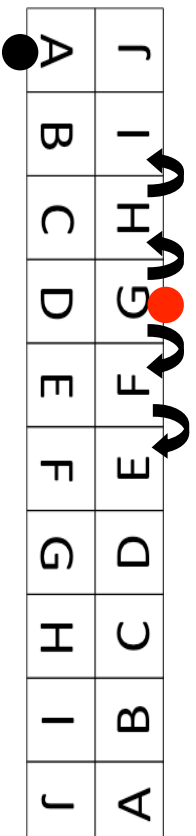
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As shown on the previous page, the player has 2 options, either going to square I or Square E

7. Players are allowed to move their marker in one direction only towards either end of the board and not changing direction during movement as depicted by the example on the next page

Contents

- 10 Squares game board (Split into 2, with 2 rows each) as shown on the next page
- 01x black marker
- 01x red marker
- 01x rule book
- 01x deck of 26 "10 squares" playing cards
 - 10x black numbered cards
 - 10x red numbered cards
 - 02x triangle shape cards (black & red)
 - 02x square shape cards (black & red)
 - 02x circle shape cards (black & red)



JOIN

J	I	H	G	F	E	D	C	B	A
A	B	C	D	E	F	G	H	I	J

As players reach the end of the board, they will have to go in the reverse direction if moves are still left as shown on the previous page

6. Upon reaching/passing Square J for the very first time, players are now allowed to move in any direction for subsequent plays

Play
Pile

2

(Discard Pile)

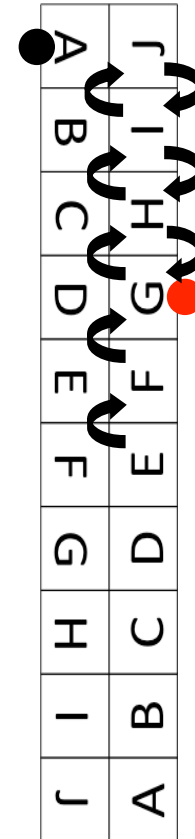
Aim

Starting from square A, players are to move their associated coloured marker to Square J and then back to Square A again exactly within the number of moves as stipulated by the numbered cards. The first person to accomplish this is the winner.

Rules

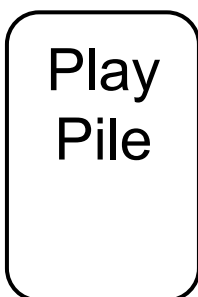
- The play pile¹ consists of a deck of 26 cards. This deck is shuffled thoroughly, and placed face down beside the game board.
- The numbered cards (1 - 10) in the play pile direct the marker's movement of play.
 - Red numbered cards direct the red marker
 - Black numbered cards direct the black marker

¹Deck of face down cards which are to be flipped over and revealed for play



The red marker moves 4 squares from Square A to Square E.

4. Players then take turns subsequently to reveal the top card from the play pile.
5. Continuing from the previous example, if the next card revealed is as follows,



(Discard Pile)

•Shape cards have certain special instructions for players. Cards with a Red Triangle, Square or Circle instruct the player with the red marker. Cards with a Black Triangle, Square and Circle instruct the player with the black marker.

•Triangles - allow players to move **HIS OWN** marker to any square except Square A along **HIS OWN** row.

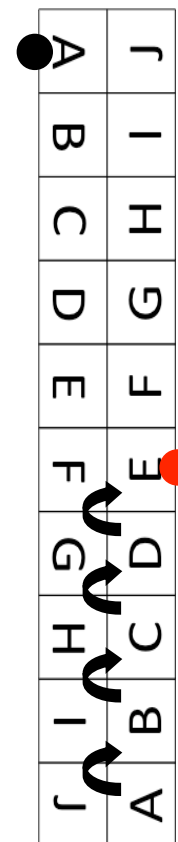
•Squares - allow players to move **OPPONENT'S** marker to any

square except Square A along **OPPONENT'S** row.

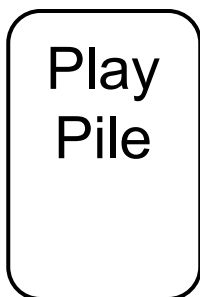
•Circles - allow players to pick any **3 NUMBERED CARDS** of his colour from the discard pile² and shuffle them into the play pile.

•If a Triangle, Square or Circle card is revealed before a player's marker reaches J for the first time, that card does not count and is shuffled back into the play pile

²Deck of face up cards revealed after play. Placed next to the play pile. Cards here may be brought back into play as appropriate.



2. Players decided who should start first in turning the first faced-down card from the play pile onto the discard pile to start play
3. If the revealed card on start is as follows,



(Discard Pile)

- Upon reaching Square J for the first time, players have the option of moving alphabetically or otherwise. (Refer to Play for a detailed example)
- The game is considered a tie if no one player's marker is able to reach exactly back to Square A again

Play

1. Each player starts the game by placing his chosen coloured marker on Square A

A	J
B	I
C	H
D	G
E	F
F	E
G	D
H	C
I	B
J	A

Winning

The first person to reach back to square A exactly again as stipulated by the revealed card is the winner of the game

If no one manages to achieve this, the game ends in a draw.