



WAHOO XTREME

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Simplified RULES for Wahoo Xtreme for 2 to 4 players - Individual or team play

The object of the game is to get the game pieces from Home into the House row.

Each player has two (2) dice and five (5) game pieces.

To **Start** the game.

- Each player rolls one Die to determine who starts. High roll wins. *In case of a high roll tie, the tied individual's roll again.*
- Play on the board moves clockwise. Each player rolls two dice during start of turn.
- To leave home or the center **requires** a One or a Six roll on a die. When rolled the player moves from the home to the colored Home spot. A six and a one are equal when leaving the center or home and count as a single move.
Example: If you roll a Six on one die and a One on the other. You can use either the six or one to get out and the move the remainder of the other die with any game piece you have in play.

BONUS! When you roll a six – You get to roll the die with the six again. NO Limit.

- When you have only one game piece that can move either a high roll and low roll (but not both) you must use the high roll.
Example you roll a 3, 4 but can not move the total 7, and you have no other game pieces to move, you must move the 4.
- You **can not** pass yourself. You can pass other player game pieces.
- **Landing on another player's Game piece** – the other game piece is sent back to the home and you get another roll of a die. In partner play if you have any another move you must take it first before hitting your partner.
- **Landing on one any of the four corners to the center** moves that game piece to the center. You must have a 6 or a 1 roll to get out. If an opponent's game piece is in the center their game piece is sent home and you move to the center and you get another roll for the hit. If you are already in the center, the four corners are treated like a regular space and the game piece on the corner cannot enter the center unless you roll a one.
- **Removing your hand** from a game piece ends play for that die roll. – You can't take it back!
- If you have another die roll coming and hesitate, then do not object before the next person rolls and moves, then you forfeit that roll if their move is complete (hand removed). If you object before they complete the move of the game piece you win the objection.
- In team play - The team member that gets all their game pieces into their house will use their dice rolls for their partner.
- First team that gets all the game pieces in their house row wins.
- If you roll before your turn and no one objects until after you have moved your game piece and removed your hand then the roll "stands". Play at this time continues normally. Complete your turn and then the next player rolls. Skipped players will have to wait for their next turn. If an objection is made prior to you removing your hand then your cheat is void and play resumes where it left off before the cheat.
- If a player has a six roll and hesitates and next player rolls and completes a move (removes hand from game piece) then the player with the six loses the additional rolls.
- While moving if you miscount and no one objects before the next player rolls then the move stands.
- During your turn if you move from the home without rolling a six or a one and no one objects before the next player rolls then the move stands.

