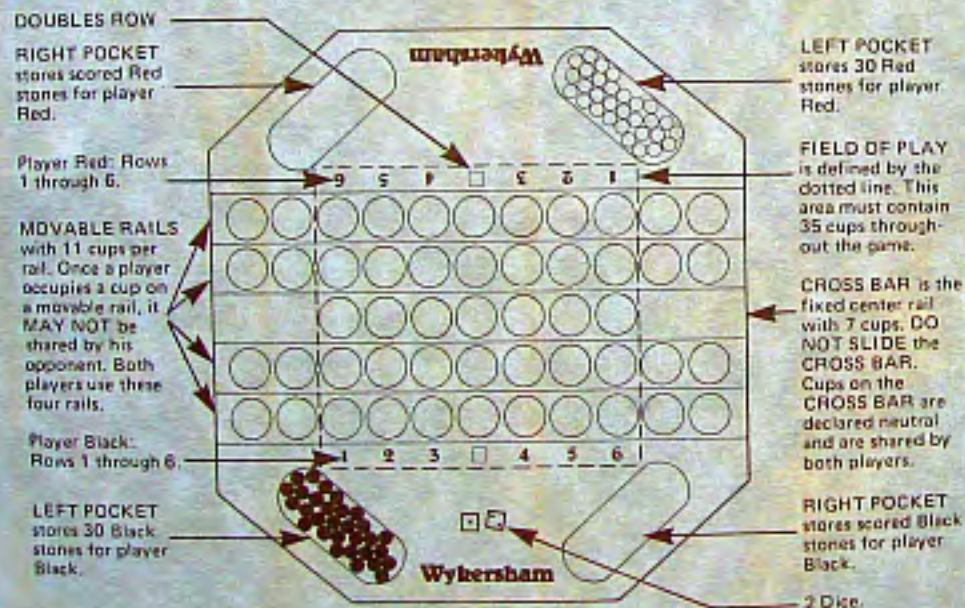


Wykersham is an intriguing and competitive slide game for two players, offering a unique balance of strategy and chance.

Players begin the game with 30 stones each, playing two stones per turn. Players alternate turns, competing to see how many of their stones can be scored and removed from the board by the end of the game. The player removing the most stones wins.

THE LAYOUT



THE OBJECT OF WYKERSHAM

The object of the game is for each player to move all 30 stones onto the board, scoring as many of them as possible, and removing them from the board. The process of removing stones, once a player has formed a score, is called **STRIKING-OFF**.

THE PLAY

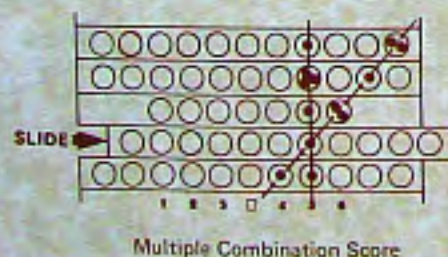
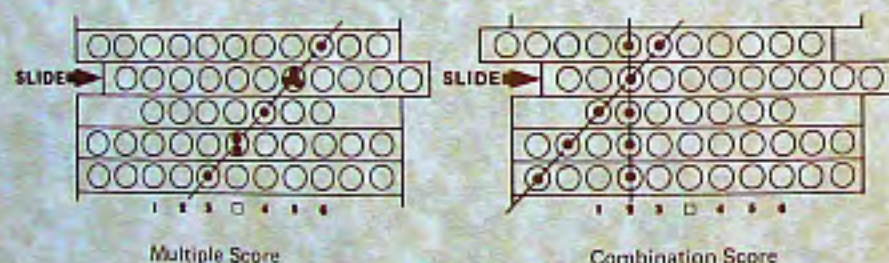
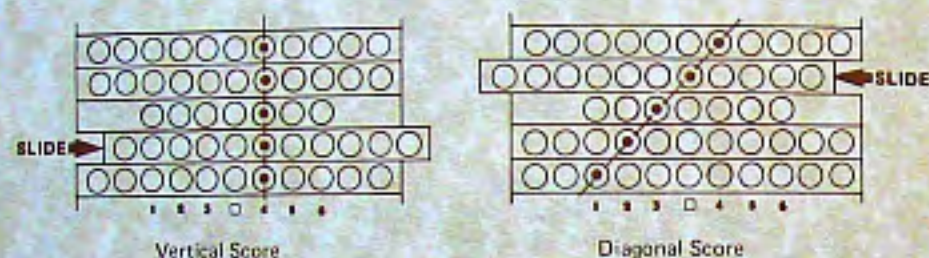
- STEP 1** Roll the dice.
- STEP 2** Place your first stone in an eligible cup on one of the 5 interlocking rails. (Die must correspond to the numbered row on your side of the board.)
- STEP 3** Immediately following placement of first stone, decide to slide the rail played on (one row right or left) or elect to not slide at this time. (Rule 6 and 7).
- STEP 4** If a **SCORE** has been formed after sliding, you must decide either to **STRIKE-OFF** and tally your stones or leave them on the board for a future offensive or defensive maneuver.
- STEP 5** Position your second stone, using the remaining die and repeat STEPS 1 through 4.
- STEP 6** Play alternates after stones and rail(s) have been properly positioned.

Note: This section will be discussed later in **THE SAMPLE GAME**.

THE SCORE

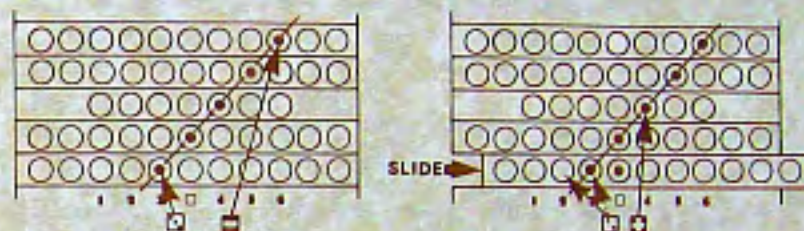
A SCORE is accomplished by SLIDING a rail, in order to position 5 stones in a straight line (vertically or diagonally), across the 5 interlocking rails. Remember, a player must slide to score.

The following diagrams illustrate the FIVE SCORING FORMATIONS.



THE SLIDE

The original game of Wykersham was commonly called SLIDE SCORE...a fitting name, since a player had to SLIDE a rail to form a SCORE. Through the years this rule has not changed. Examples below best illustrate this rule.



Black rolls 3 and 6. Black places his first stone on Row 3/Rail 1. Black places second stone on Row 6/Rail 5. Black can not STRIKE-OFF and tally his stones, since Black DID NOT slide to form this score.

Black rolls 2 and 4 and positions his first stone on Row 4/Rail 3 (CROSS BAR). Black places his second stone on Row 2/Rail 1 and slides one row right to SCORE. Black may elect to STRIKE OFF and tally his stones.

THE RULES

- RULE 1** Two stones are positioned during each turn. Each player is required to take all 15 turns, resulting in all 30 stones played.
- RULE 2** A stone must be positioned directly in front of the number shown on your side of the board. Each die value determines the number played. Dice values are never added to determine placement.
- RULE 3** Players **SCORE** and **STRIKE-OFF** their own color stones. Opponent's stones are never captured or positioned.
- RULE 4** Both players share the cups on the **CROSS BAR**. Remember, this rail does not slide. This is the only rail both players share.
- RULE 5** Each cup may contain up to 5 stones.
- RULE 6** After each stone is positioned, a player must decide immediately whether or not to slide. A player may slide a rail only one row left or right, even if both stones are placed on the same rail.
- RULE 7** Each player may slide a maximum 2 rails per turn; that is, one rail after each stone has been positioned. Once a rail has been moved, it is termed **DEAD** and may not be played on for the balance of that turn.
- RULE 8** Once a player has positioned his stone and initiated a slide, he is required to complete the move in the same direction he began. This rule eliminates sliding rails to visually test scoring opportunities.
- RULE 9** If **DOUBLES** are rolled, a player has two options:
1. Place one stone on an eligible rail on the **DOUBLES** row marked . Position the second stone in front of the number which corresponds with the dice. This is called a **SPLIT**.
 2. Play both stones on the **DOUBLES** row. Both stones may be placed in one cup or each stone on a separate rail, as long as two stones are played on the **DOUBLES** row.
- RULE 10** A player must **SLIDE** a rail to form a **SCORE**. Only after scoring is a player allowed to **STRIKE-OFF** and tally his stones.
- RULE 11** To tally a score, a player is required to take at least one stone from each cup in the scoring formation.

THE SAMPLE GAME

A sample game of Wykersham has been laid out to illustrate the rules of play. It is recommended you lay out your game and follow along.

To start the game, each player rolls the dice. The highest number starts the game. In this sample game, Black rolls high and starts play.

First Turn Black

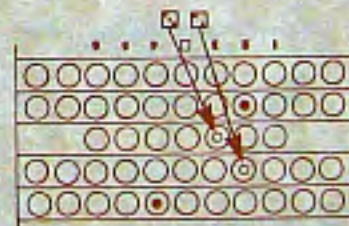


Broken line indicates zone where player is allowed to position his stones.

Black begins play and rolls 3 and 5. Black plays his first stone on Row 3/Rail 1 and decides not to slide the rail.

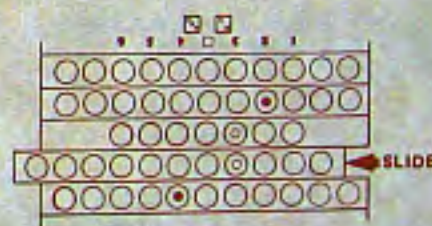
Black plays second stone on Row 5/Rail 4; again, deciding not to slide the rail.

First Turn Red



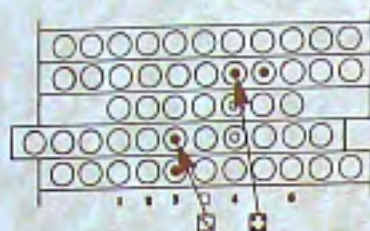
Red rolls 2 and 3. Red plays his first stone on Row 3/Rail 3 (**CROSS BAR**).

Red plays his second stone on Row 2/Rail 4 and ...



...decides to slide one row to his right.

Second Turn Black



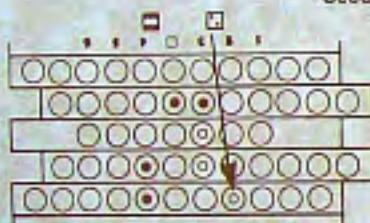
Black rolls 3 and 4. Black plays his first stone on Row 3/Rail 2 and elects not to slide the rail.

Black plays second stone on Row 4/Rail 4 and ...

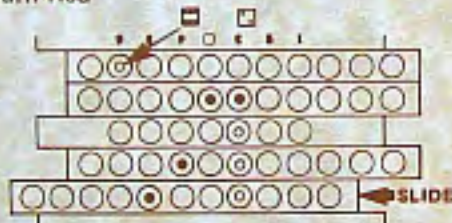


...slides one row to his left.

Second Turn Red

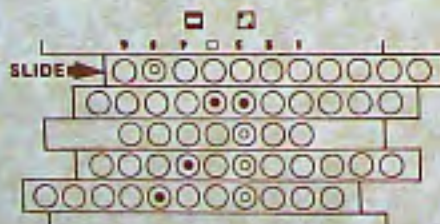


Red rolls 2 and 6. Red places his first stone on Row 2/Rail 5 and ...



...decides to slide one row to his right. Rail is now DEAD and may not be played on.

Red plays second stone on Row 6/Rail 1 and...



...decides to slide rail one row to his left.

Third Turn Black



Black rolls DOUBLES. Black has option: Play his first stone on Row 1 and second stone on the DOUBLES row. This is called a SPLIT; or, play both stones on the DOUBLES row.

Black elects to play his first stone on Rail 3 (CROSS BAR), then places his second stone on Rail 4 and ...



...slides one row to his right.

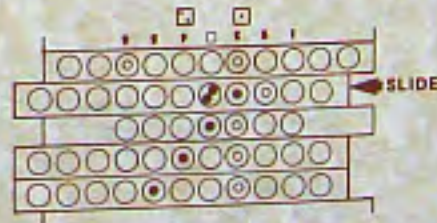
Third Turn Red



Red rolls 1 and 2. Red plays his first stone on Row 2/Rail 1 and ...

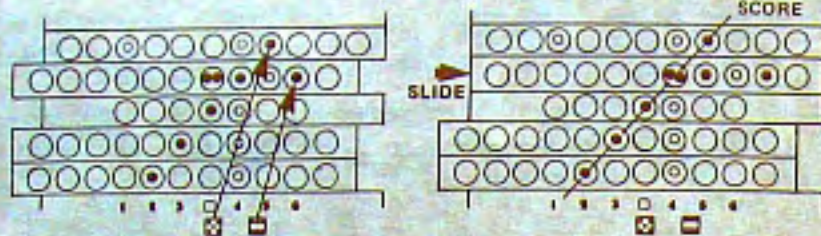


...decides to slide one row to his right. This rail is now DEAD. Red plays second stone on Row 1/Rail 2 and...



...slides one row to his right.

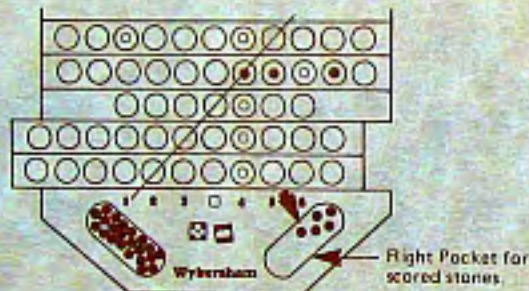
Fourth Turn Black



...slides to score.

Black rolls 5 and 6. Black, in order to score must place his first stone on Row 5/Rail 5. Black has maneuvered into a scoring position.

Black plays his second stone on Row 6/Rail 4 and ...



Black, now that he has scored, has three options:

1. Black may elect to leave his score on the board and try to increase his score later in the game.
2. **STRIKE-OFF** and tally all six stones.
3. **STRIKE-OFF** only the required 5 stones leaving one stone on Rail 4 as a defensive strategy.

Black elects to exercise option three as illustrated above.
(Play continues.)

IMPORTANT

Follow these simple steps and your "new" Wykersham game will last for years:

- When not in play, store your game on a flat surface in a dry area, free from extreme temperatures and excessive dampness.
- To maintain Wykersham's natural finish, apply a thin coat of teak oil to the wood when needed. Rub in thoroughly and buff with a clean, soft cloth.
- DO NOT lay leather pads directly on wood rails. Use the enclosed poly-coated paper to separate these game parts.