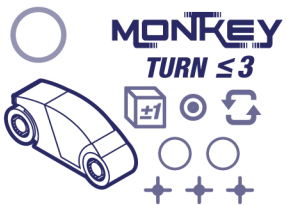




✂ ————— cut along the external gray line —————




## NORT BLUE TEAM



 You can add or remove 1 to your "Call".

 You can win a lost "call", reversing its outcome.

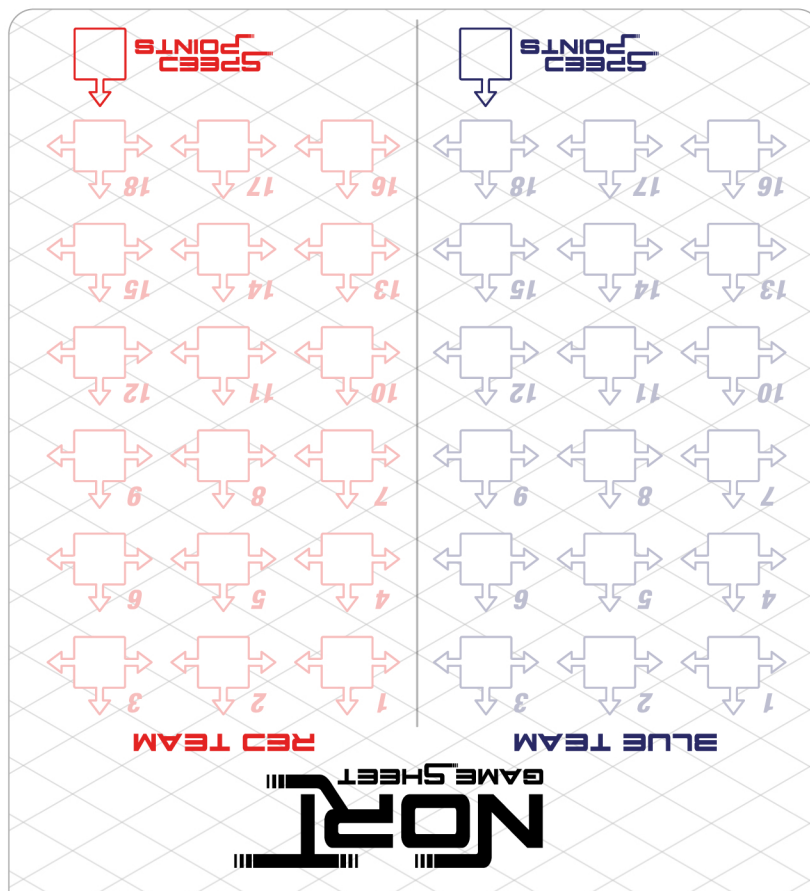
 You can pass unscathed over a gray Explosive Mine.

 You can cross the edge of the Arena and re-enter on the opposite side.

 Opponent's Trace intersected.

## NORT RED TEAM





## RULES

**Nort** is a 2 player pastime.

**Components:** 2 pencils in 2 different colors, 2 d6 dice, 1 Arena (game grid)  
**Objective:** to bring the opponent to "disintegrate" his vehicle against the edge of the Arena, against an Explosive Mine or against the "Traces" left on the game grid by the other vehicle.

**Setup:** players choose (by marking the concerning icons with the pencil) the START points (Race or Duel mod), the color of their Team, the types of gray Explosive Mines they intend to activate (the central Black Mine is always active) and, secretly, the vehicle they want to play with.

**Game turn:** at the beginning of each round the Arena (the game grid) is covered, two dice are rolled (no matter who throws, the outcome is common for both players) and the "Call" takes place.

The "Call" consists in being the fastest to declare the Value and the Direction (Right, Left, Straight) desired in order to move his own vehicle and then in marking (on the "Game Sheet" using the pencil) the chosen value and direction.

The declared value can be one of the two numbers resulting from the dice roll or any number obtained through an operation of **addition** or **subtraction** between these two numbers.

**Example;** dice outcome: **6-2**

The player who wins the "call" can say **6, 2** but also **8** ( $6 + 2$ ) or **4** ( $6 - 2$ ) (If the fastest player says an unavailable number, the "Call" is won by the opponent.)

After the fastest player has spoken, the "Call" is up to the second player who can declare any available value except the one previously called by the opponent.

- The player must go straight when he calls a number higher than the "Turn" value of his vehicle; on the contrary he can choose to turn when calls a number equal or less than its own vehicle "Turn" value.
- The player is allowed to turn exclusively at the beginning of the move (never during the movement) and only 90 degrees (left or right).
- The player who "calls" 1 is forced to turn.
- The player cannot turn for two moves in a row.
- When the dice roll outcome is a **pair** (1-1 etc.) only the winner of the "Call" can declare **"Zero"**, accordingly his vehicle will stand still.

**IMPORTANT:** the Start (opening move) must always take place in the "Straight" direction.

- When a player declares "Straight" with a value lower than the one of his previous move, he must trace his trajectory **"dotting"** the intersections of the grid; these **"Trace Dots"** will be crossable by the opponent vehicle without any damage.

When the second player completes the "call" the game grid is uncovered, the players trace (following the priority order of the "call"), their trajectories ("Traces" are orthogonal only and are traced on the grid lines), then the players cover the Arena and proceed to a new "call" by rolling dice again.


**Penalty:** when a vehicle crosses the opponent's "Trace" the player takes a penalty that is, he will not be allowed to speak first in the next "call".


- During the game each player can intersect the "Traces" left by the opponent's vehicle 3 times at most; the third intersection is fatal and leads to defeat (players mark with the pencil the concerning "intersection" ✚ icons to keep track of the number of crossed "Traces")


**IMPORTANT:** "Traces" cannot be retraced under penalty of defeat.


**Special Powers:** each vehicle can apply different Special Powers but during the game a maximum of 2, even of the same kind, can be used.


(the players mark with the pencil the concerning circles under the SP icons in order to keep track of the number of SP used).

 It allows you to add or remove 1 to your "Call".

 It allows you to win a lost "call", reversing its outcome.

 It allows you to pass unscathed over a gray Explosive Mine.

 It allows you to cross the edge of the Arena and re-enter on the opposite side.

Except for  the use of a Special Powers must be declared when the Arena is uncovered, before tracing the vehicle's trajectory.

**End of the game:** when a player "disintegrates" his vehicle, the game ends with the victory of the opponent.

If at the end of the 18th move both vehicles are still in the game, the player who declared the highest number of "Speed Points" wins the challenge (Speed Points are calculated by adding up all the "Straight" values declared by each player).