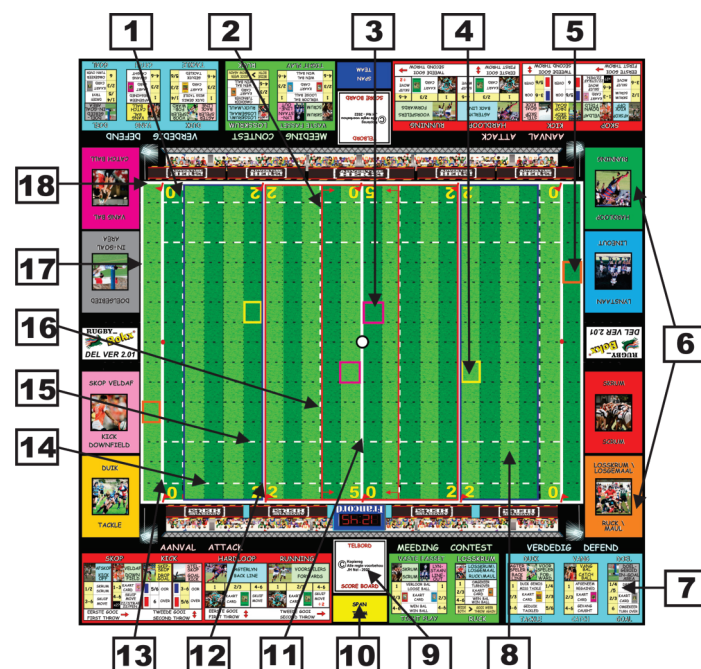


Welcome to the development version of **RUGBY_ Bokx**. The purpose of the version is to get feedback from the participants as to improve the game. Please leave comments at www.rugbybokx.com

1. WHAT IS PRINTED ON THE BOARD?

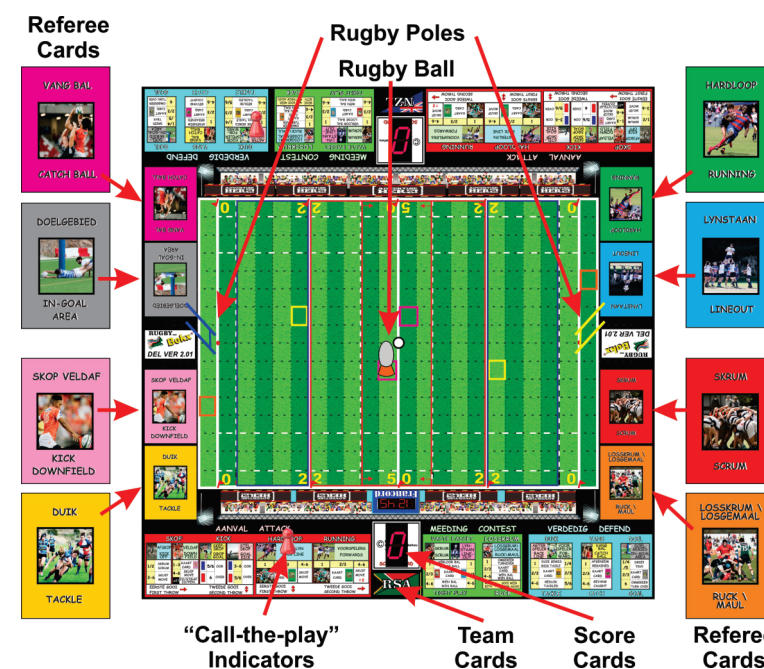
NR	DESCRIPTION	NR	DESCRIPTION
1.	Blue Zone	10.	Team Card
2.	Red Zone	11.	Halfway Line
3.	Halfway Line Kick-off	12.	22m Line
4.	22 Drop-in	13.	Goal(Try) Line
5.	Goal Line Drop-in	14.	Lineout 5m Dotted Line
6.	Referee Cards	15.	Lineout 15m Dotted Line
7.	Call-the-Play Area	16.	10m Dotted Line
8.	1 x Block (5mx5m)	17.	Dead-ball Line
9.	Score Board	18.	Side Line

See next page.....



4. PLAY STRINGS

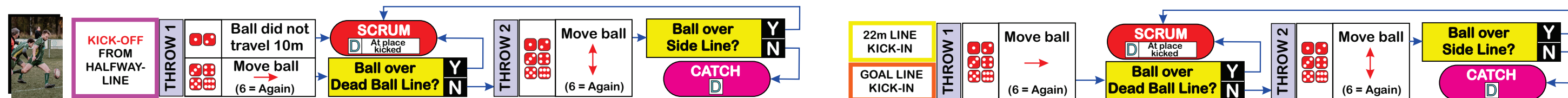
2. HOW DO I SET UP THE BOARD?



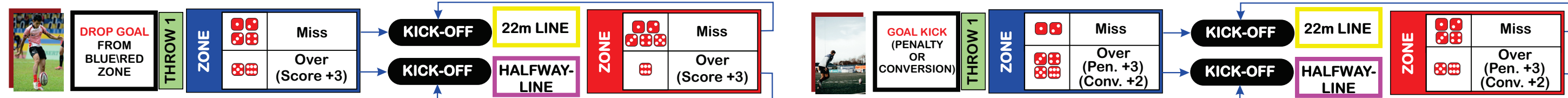
3. LET'S PLAY!!!

1. Set up board (shuffle Referee Cards).
2. Choose Teams and place Team Cards on board.
3. Decide on game duration and check/set watch.
4. Both players throw dice - highest total choose "Receive" or "Kick-off".
5. Player kick-off from Halfway Line - follow the Play Strings (explain how game flows).
6. Each player has one dice and except for the "Ruck\Maul" play, only one player will throw the dice at a time.
7. When a player scores, change Score Cards accordingly (Try = 5, Conversion kick = 2, Goal Kick\Drop Goal = 3).
8. The ball is moved one block (5x5m on real-life rugby field) at a time according to the dice value thrown.
9. The player in possession of the ball is considered the Attacker, thus the other player the Defender (ball always moves towards the Defender's Goal Line).
10. Place the Referee Card that was read either at bottom of stack or face up next in space next to board, if available (players can confirm call).
11. Play one continuous game or two halves (change Pole positions if choose to change side).
12. Player with highest score at end of game wins.

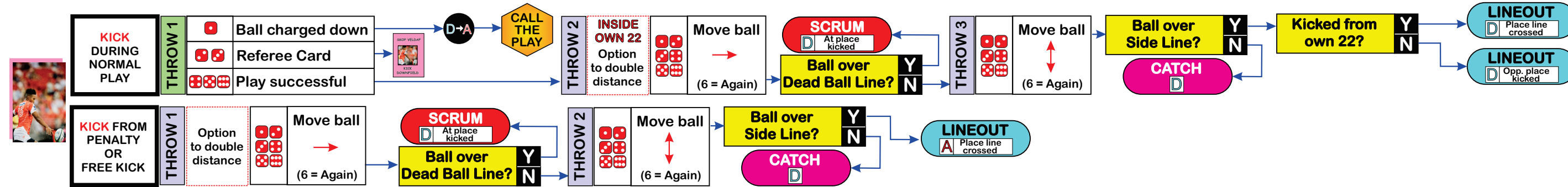
KICK-OFF (KICK-IN)



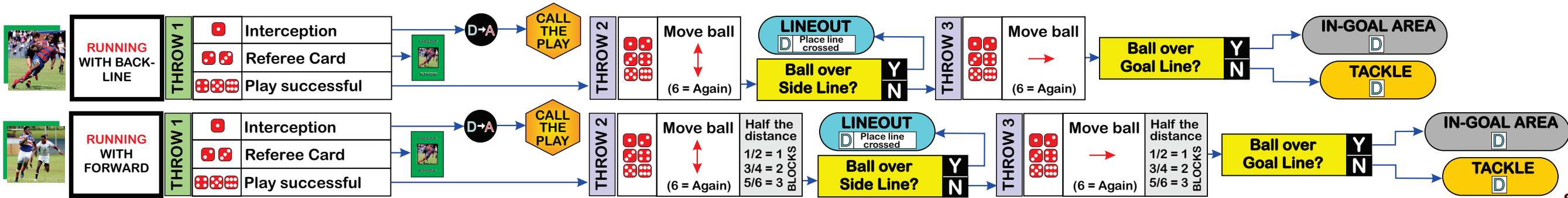
KICK TO POLES



KICK DOWNFIELD



RUNNING



SEE BACK OF PAGE....