






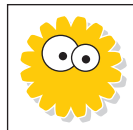
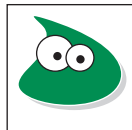
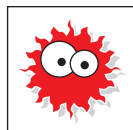
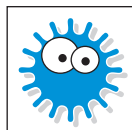
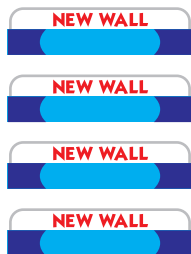
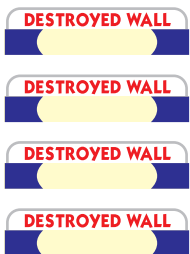


	Opponent moves you next turn	Move to same space as opponent	Ignore walls next turn	Only 1 player here at a time	
Must pass through a wall next turn			Rotate adjacent tile	Make a wall anywhere	Permanently kill a space
	Lose next turn		Swap places with opponent		Move opponent 1 space
	Next turn take 2 turns	While occupied no other space works			
Roll die to move	Jump 1 space 	May pass through wall, one way		Destroy a wall	
	Jump 2 spaces 	Slide 1 space 	Move opponent 1 space		Swap 2 tiles



Killed Space Markers