

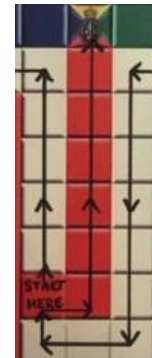
How to play Uckers

Uckers is a popular board game played by naval personnel across the world. There are a number of ways to play. Below is one set of rules you could follow. Uckers can be played by two or four people, or in teams.

1. Each player (or team) receives four game pieces of the same colour.
2. Start by placing your four pieces on the big square of the same colour. This is your “base”. The square in the centre of the board is “home” (see Image A). The aim of the game is to be the first to move all four of your pieces around the board to home.
3. Each player takes a turn to roll the dice. You must roll a six to first move any of your pieces from base to the “start square”: the small coloured square next to base (see Image B).



4. Once you've rolled a six, roll again to see how many places to move your game piece. Move your piece in a clockwise direction along the white squares (see Image C).
5. Once you make it back to your start square, move your piece along your coloured squares to home (see Image D below).



6. A player must return their piece to base if an opponent lands on the same square as one of their pieces.
7. If a player lands on the same square as one of their own pieces, the two pieces form a barrier known as a “blob.” The blob acts as a single piece moving around the board.
8. A player on the same team can freely pass a blob. However, for an opponent to pass, they must land on the square behind the blob and “challenge”. To challenge successfully, the opponent must role a six. The opponent then moves to the blob square and the blob returns to base.