

Space Between Us - Instructions

Define your journey by composing it as one of the board design templates offered in pages 3-4

Roll one dice and whoever has the lowest number goes first, second lowest, second, and so on

Place travelers on the start of the game shown on the template

Player 1 & 3, also known as Shwuuus, must turn left at the intersection

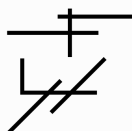
Player 2 & 4, also know as Gloops, must turn right at the intersection

Shwuuus and Gloops can't cross paths after they've separated

Whoever lands exactly on the last block on their path, wins the game.

However, if you pass your block you have to go to the start and continue on your path until you get to the last block.

Symbols:



Oops



Sorry

Player 1 + 3 behavior:

When rolling a double, advance anywhere from one move forward to the total number rolled or have Shwuuu move back half of what you rolled.

E.g.

dice 01: 2 dice 02: 2 (2 + 2 = 4) move 1,2,3 or 4 steps forward

When landing on oops symbol, move back as shown in the following chart:

Highest Dice Rolled	Move Back # of Steps
0	0
1	1
2	1
3	2
4	2
5	3
6	3

When landing on sorry symbol, remove your last 2 blocks of your trajectory & add them to Gloop's trajectory.

However, if you land on sorry symbol and you have both dice on 9 (18 total), then you add 3 blocks (instead of 2) to Gloop's trajectory

Player 2 + 4 behavior:

When rolling a double, you can roll again or have Shwuuu move back 5 steps back.

When landing on oops symbol, add your last 3 blocks to Shwuuu's trajectory

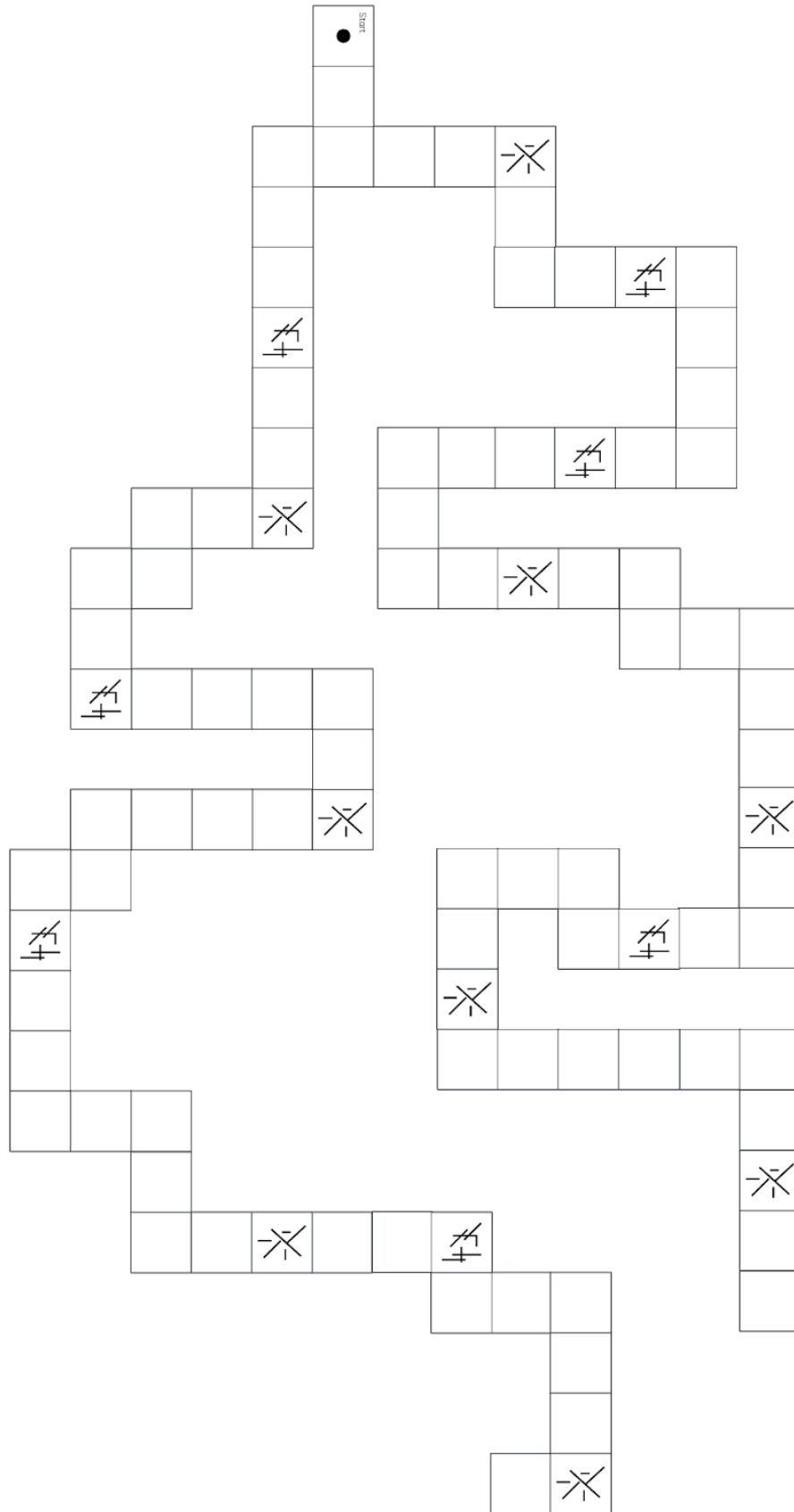
However, if you get a double when landing on oops symbol, add 5 blocks (instead of 3) to Shwuuu's trajectory

When landing on sorry symbol, move back as shown in the following chart:

Sum of Both Dice	Move Back # of Steps
0	0
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6

Board Design Templates

#1



#2

