

Ciao Ciao (Alex Randolph, Drei Magier, 1977)

* Game setting

All players the ladder in game box place have pawns 7 things which is color and they put.
It puts the score board where 12345678 is recorded in box end.

* Game start

In ladder place pawn one it raises the pawn of the player and it puts.
(One must be to ascend always. That over does not become.)
The player which it starts first rolls the die.
(from inside the tube)

To the die 1,2,3,4, X and the X are to be recorded.
Only the of course oneself it is seen a result and.

It listened to an example and 3 came out, assume.

The place where it ascertains a like this case truth lie

The truth one case: When the counterpart recognizes the fact that 3 comes out, 3 units it advances.
Lie one case: The if relation suspects, it will lie and the case die tube which will demand a confirmation it will hold to show, confirmation it does as a favor a fact and the pawn of relation comes to tremble at the jungle, and the pawn of the person oneself advances 3 units as well.

When the X comes out, that intention drops the own pawn at the jungle the player which rolls the die because is meaning to send a general lie, it becomes.

It catch a that time well and the fact that it puts out a lie beautifully is point of game.

The number came out that way but when as the place 4 where the number of the place if die which is the possibility of sending a lie is 1 becomes percentage case detection, the player which it suspects moves as 4-1 3 units.

When 3 pawns pass with with the ladder above like this jungle,

it is won from game and.

* Game end

The score which appears in the case score board which is not the player which passes if pawn 3 thing it decides the winner in adding up.

When going across the ladder safely, the person one recording score which arrives first is received and is low. (from 1 piece.)

* An example

The red color pawn arrives with 1st and it is put it gets and in 1 time and and 1 piece the color pawn which is a blue arrives with 2nd and it gets 2 pieces and afterwards the that also the red color pawn arrives at 3rd and in the score board where 3 times are recorded and it is put.

When the game after the like that is over, red color pawn $1+3=4$ the color pawn which is a point blue only 2 pieces becomes the victory of the red color player in convenience.

* Attention !!

When there was not a pawn of the if player, (all pawns fell and the case which will go across) there is a possibility more the over die the possibility of throwing it is not but the suspicion doing. When the language of the oneself goes across one only only, it is possible.

Like that case already with the fact that it drops that pawn which gets a score from the ladder it will be able to suspect the other player under same conditions.

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