

# Chinese REVOLUTION™

For 2 to 6 players  
Ages 8 and up

## Rules

### OBJECT:

Be the first player to move all your color pegs across the board and into the opposite triangle.

### CONTENTS:

Chinese Revolution game base, 60 pegs (10 each - 6 different colors), game cards.

### SET-UP:

Each player takes 10 pegs of the same color and places them in a triangle. The diagram below shows which triangles to occupy if 2 - 5 people are playing: (any color pegs can be used)



If there are less than six players playing, do not use the extra pegs. Leave them off the game base.

Shuffle the cards, and place them face down within easy reach of all players.

Note: for a 2 or 3 player game, remove 6 of the no-spin cards from the deck before playing.

### PLAY:

1. The oldest player starts the game, then play moves to the left. Players start

every turn by turning over the card that's on the top of the deck.

2. If the card says "NO SPIN", the player simply takes their turn, moving one peg of their color (see: MOVING YOUR PEGS).

3. If the card says "SPIN", the player first rotates one of the three wheels on the side of the board in the direction of a small arrow. This will rotate the middle ring of the gameboard. The player then takes their regular turn, moving one of their pegs to an adjacent empty hole on the gameboard.

4. Place all used cards face up next to the deck. During the game, when the deck is finished, reshuffle all the cards to create a new deck.

### **MOVING YOUR PEGS:**

On their turn, players can only move one of their own-color pegs. A peg may be moved into an adjacent hole OR it can make one or more jumps over other pegs, according to the layout of the board. When jumping, each jump must be over one adjacent peg and into a vacant hole directly beyond it. A jump may be over any color peg, including another peg of the player's own color, and can be made in any direction. This applies to all moves, including moves from one ring to another.

The Game Base is comprised of 3 rings – the outer ring, the middle (rotating) ring, and the smallest, center ring. There are no move lines connecting holes from one ring to another. When making a move from one ring to another, a player must make sure their move is to an aligned hole in the adjacent ring, and in a straight line.

Note: Pegs are never removed from the board. It is permissible to move a peg into any hole on the board, including holes in triangles belonging to other players. However, once a peg has reached the opposite triangle it may not be moved out of the triangle - only within the triangle.

### **ENDING AND WINNING THE GAME:**

The first player to move all 10 of their color pegs to the triangle opposite theirs, wins.

We appreciate your comments on Chinese Revolution. Please send your correspondence to:

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