

# THE GAME NED KELLY®

## SUMMARY OF RULES

1. Pieces may cross over as many free spaces as you wish in a vertical or horizontal line. Jumping or diagonal moves are not allowed!
2. The Police must surround and capture Ned Kelly to win (see Figs. 1 - 5).
3. Ned must escape to one of his corner shamrock hideouts to win.
4. The shamrock reflects any piece placed on the square (see Figs. 5 & 7).
5. The Police always start the game.
6. When capturing your opponent (see Fig. 6) you can choose to either remove the captured piece or leave it in place and bring back one of your own lost pieces onto the board.
7. Returning pieces must be placed on their own starting positions ie. ovals for Police, circles for Gang. This placement cannot make a new capture!
8. It is possible to capture more than one piece at a time (see Fig. 8). Each captured piece is dealt with individually (Ref. 6 above).
9. You can safely move in-between two opponents without being captured (see Fig. 9).
10. Only Ned Kelly can stop on the center black circle or enter the shamrock.
11. You cannot return to the exact same square left on your previous move.
12. A piece cannot be captured by only one opponent (see Fig. 10).
13. At **any time** in the game, **but only once**, the Police can replace any Gang member with one of the captured Police and turn him into a **TRAITOR**. This Gang member can never return to the game.

ENJOY!

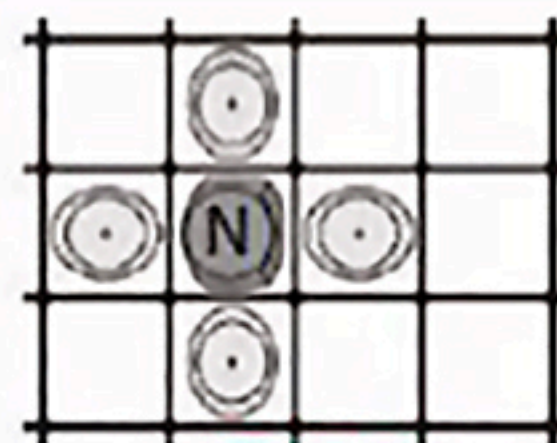


Fig. 1

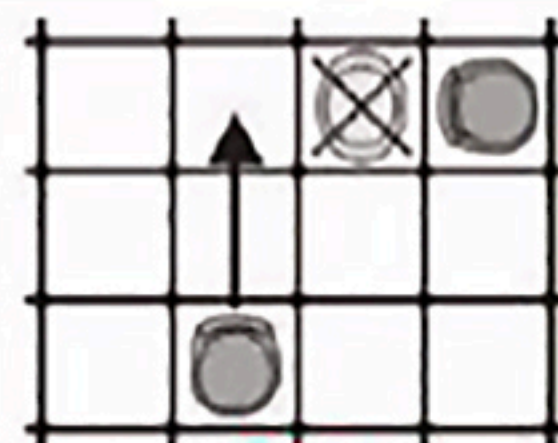


Fig. 6



Fig. 2

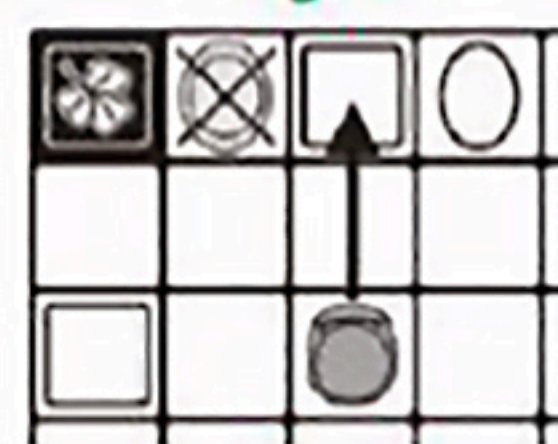


Fig. 7

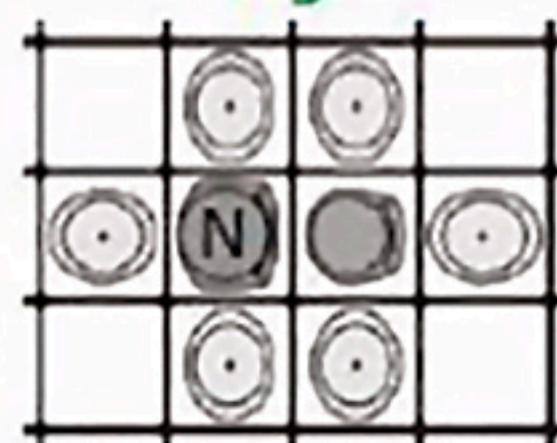


Fig. 3

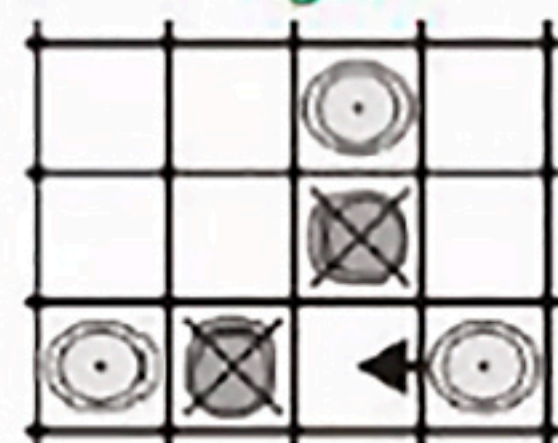


Fig. 8

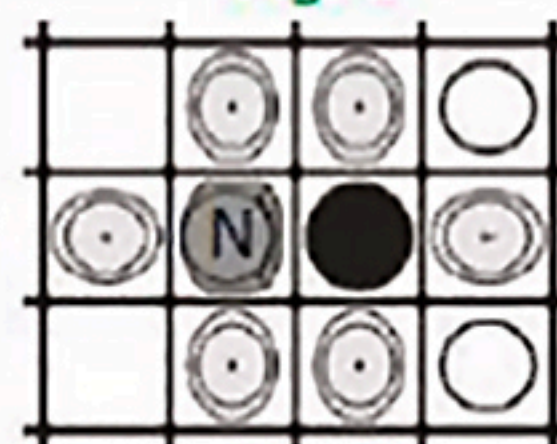


Fig. 4

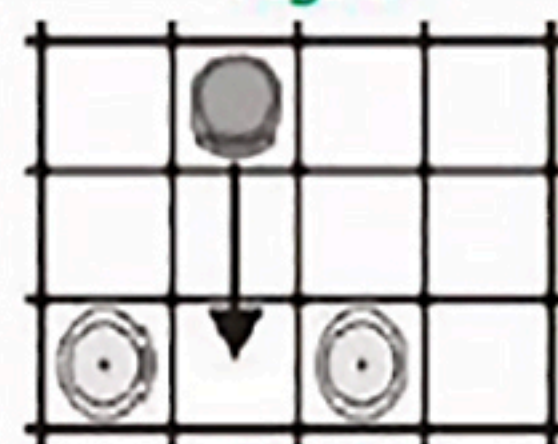


Fig. 9

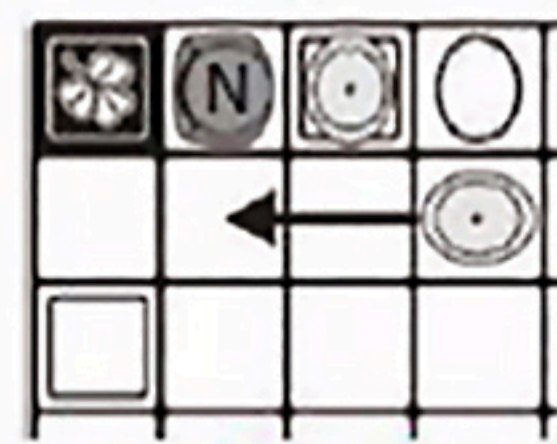


Fig. 5

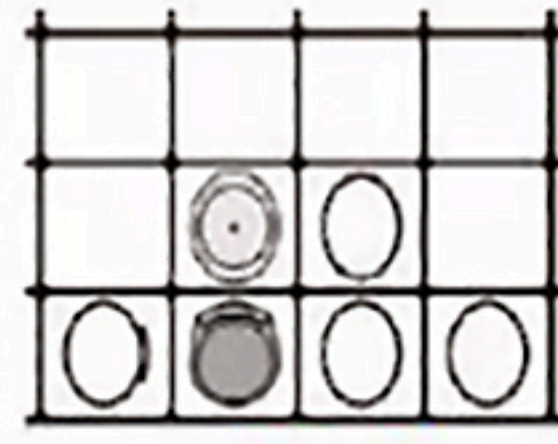


Fig. 10