

# Aggravation

(Based on instructions by The Milton Bradley Company)

2 to 4 players

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## Contents

Gameboard, dice, 16 player pieces (4 each of 4 colors)

## Object

Be first to move all 4 of your player pieces around the board from BASE to HOME. You don't have to "aggravate" the other players to win — but it sure helps!

## Setup

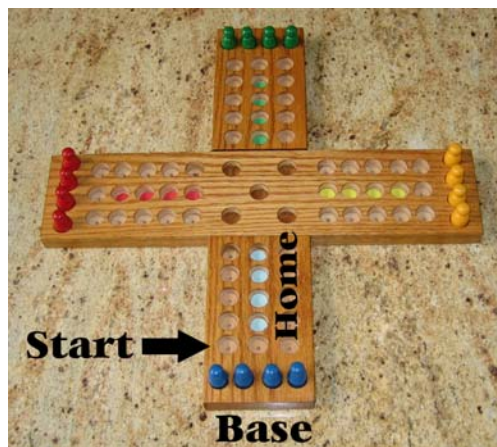
1. Each player chooses a set of 4 matching colored pieces and places them in the BASE row that matches his or her color.
2. Each player rolls a die. The player rolling the highest number goes first. Play passes to the left (clockwise).

## HOW TO PLAY

On a turn, roll a die once and try to move a player piece. Anytime you roll a 6, take an extra turn.

### Start a Piece First

Before any piece can be moved around the board, it must be moved from the BASE row and entered into the START hole. You can "start" a piece on a die roll of 1 or 6 only. Once a piece is in START, it can be moved on your next turn.



## Moving Your Pieces

Once a piece has been “started,” it is moved clockwise along the gamepath holes the number shown on your die roll. Count each hole, whether it is empty or occupied by an opponent.

Once you have one or more pieces on the gamepath, when you roll 1 or 6, you have the option of entering a new piece into the START hole or moving a piece on the path the number of holes shown on your die roll. **NOTE:** When one of your pieces is sitting in the START hole, you cannot move a new piece into that space.

You can jump over or land on an opponent’s piece.

You cannot jump over or land on your own pieces. If one of your own pieces is keeping you from moving another piece the full count on the die, then you cannot move that “blocked” piece.

## Getting Aggravated

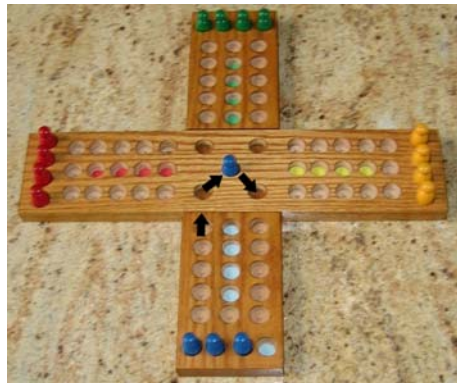
If an opponent lands on one of your pieces by exact count, your piece is “aggravated” and must immediately return to your BASE row. Your opponent’s piece then occupies the hole given up by you. Pieces can be “aggravated” anywhere on the board except in their BASE or HOME positions.

If your piece has been “aggravated” and returned to BASE, it can be moved back into the START hole on your turn by rolling 1 or 6 as explained previously.

**NOTE:** If an opponent’s piece is in your START hole when you roll 1 or 6, you can move one of your pieces from your BASE into START. Simply “aggravate” your opponent’s piece and send it back to its BASE.

## Center Hole Shortcut

The hole in the center of the gameboard is a shortcut. You can move into the Center hole only by exact count on the die.

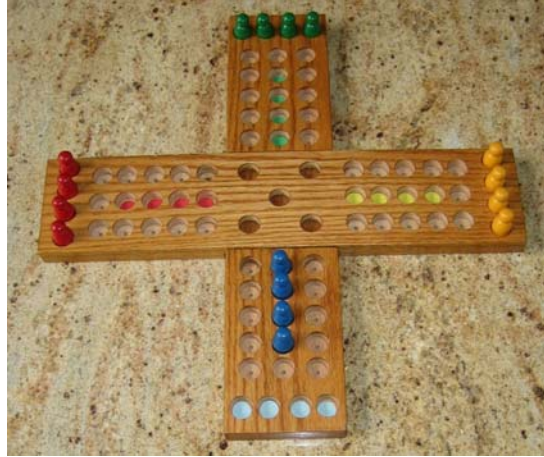


Once you move into the Center hole, the only way out is to roll a 1 on a future turn. Exit the Center hole onto the hole closest to the path that leads to your HOME area.

The Center Hole Shortcut is optional. It's great because it shortens the time it takes to move around the board. But be careful! Opponents can "aggravate" your piece in the Center hole! Keep this in mind whenever you take the shortcut!

### **Getting Home Safe**

Enter into any of the 4 holes in HOME by exact count. Remember, you cannot jump over your own pieces, so keep this in mind as you try to move each piece into HOME.



If your die roll gives you too many moves to get into your HOME area by exact count, you cannot move that piece. Try to move one of your other pieces instead. If you do not have any other pieces still in play, your turn is over.

### **WINNING THE GAME**

Be the first to move all 4 of your marbles into your HOME area to win!



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