

# Ramrod Classroom Guide

**Goal:** Fill long narrow 24cm rectangle at edge of board.

**Start:** One player holds 2 different-colored rods in 2 hands. Second player then picks one hand of first player. If he picks the shorter rod, he goes first; otherwise the other player goes first.

- Place all rods in their spaces near each player.
- No rods are placed in purple area or scoring area.

## Rod Movement Choices:

- Slide rod from starting position to rectangle in purple area connected by a line.
- Move rod along a line in purple area.
- Recycle rod from center to any starting position where it fits on your side.
- **Cannot move the last rod moved by opponent.**
- Can move any other rod in purple area no matter whose it is.
- Cannot move from purple area back to start area (except recycling from center).
- Cannot move rods into or out of opponent's start area.
- Can move into any rectangle where piece fits (more than 2 rods is OK)
- You move it - you use it.

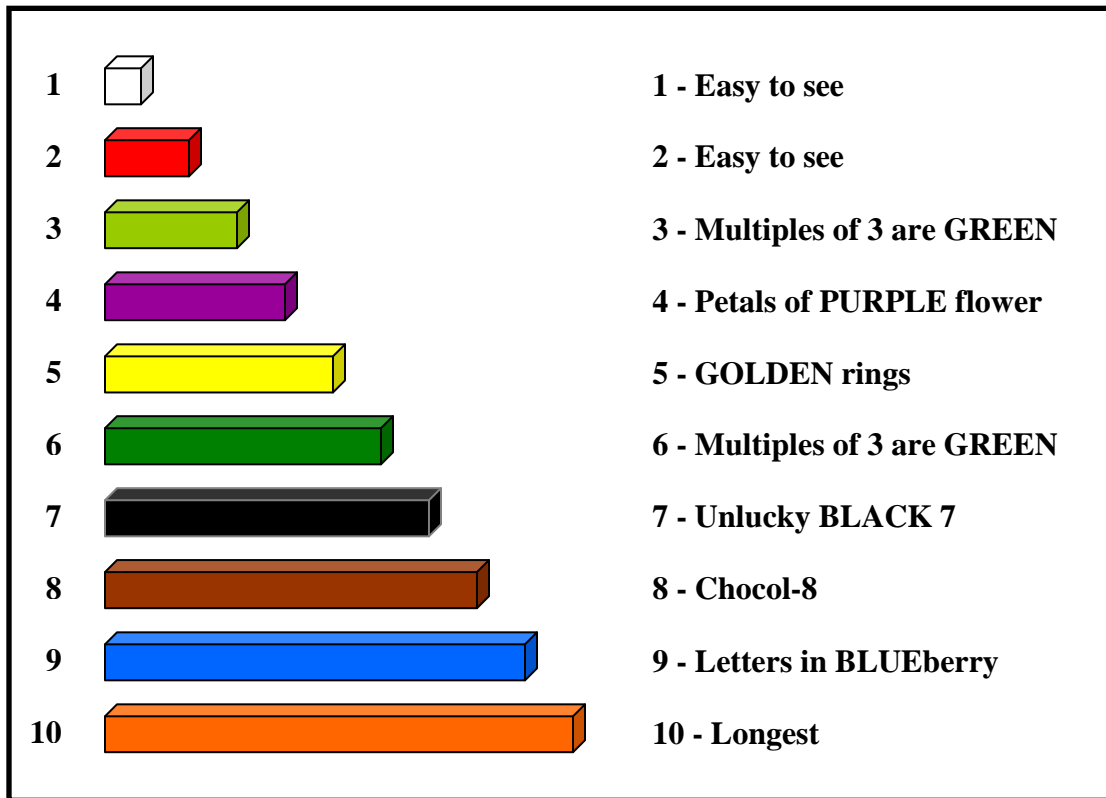
## Capture:

- When a rectangle is filled with **exactly** 2 rods, the rods go to scoring area.

## End of Game

- Fill long narrow 24cm rectangle at edge of board.
- Player can win with more than enough to fill area (>24cm).
- Players get equal number of turns. If both fill their scoring area, the game is a tie, even if one player has more than the other.

## ROD LENGTHS



## RECTANGLE LENGTHS

