

# exactly

Unique board game

**Game for 2 to 6 players**

## **Contents:**

Tokens representing coins:

- 15 × 1 euro
- 10 × 50 cents
- 10 × 20 cents
- 10 × 10 cents
- 10 × 5 cents

A die with the following sides:

- 0 (zero)
- ? (choose any outcome)
- 50c
- 20c
- 10c
- 5c

The goal of the game is to collect tokens that add up to **exactly** one euro. The first player to collect one euro three times is declared the winner.

## Gameplay:

Sort the tokens by value and place them in individual stacks at the centre of the table. Each player starts the game with a 5-cent token. Players roll the die to determine the starting player. The player with the highest roll starts the game. The highest roll is “?”.

The active player rolls the die, takes the token of the value on the die and moves it from one stack to another. Players can move a token only once per turn between the following stacks:

- (a)** Their own stack and the stack at the centre of the table
- (b)** Another player's stack and their own stack
- (c)** Another player's stack and the stack at the centre of the table
- (d)** The stacks of two other players

When “0” is rolled, nothing happens, and the active player passes the die to the next player. When “?” is rolled, the active player can move a token of any value.

A move must be made each turn and cannot be skipped by players.

By moving the tokens, the players can either help themselves or make it harder for other players to win. Please see EXAMPLE 1 that outlines a single turn.

Each player rolls the die once. Players take turns in a clockwise manner. Once the first player collects tokens that add up to **exactly one euro**, they call this out and take the 1 euro token (if this exact amount is exceeded, the player must wait for a roll that will enable them to return a token. Only the exact amount of one euro counts). All players then return the collected tokens to their respective stacks at the centre of the table and the next player begins the next round. The game is repeated until one player collects three euros and is declared the winner.

IMPORTANT NOTE: Exchanging tokens is not allowed. Example: If a player has a 20 cent token, they cannot exchange it for two 10 cent tokens.

### Example 1:

The player has several options when moving the tokens. The figure shows an example of a game with three players and their tokens. Player 1 rolls 20c. Each player owns a 20 cent token. The arrows indicate every possible move that Player 1 can make. Of course, Player 1 can only make one move.

