**BELGIUM**

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| **NAME OF THE GAME:** | Tock game |
| **HOW MANY PLAYERS:** | 2 to 4 players |
| **AGE OF PLAYERS:** | 10-99 |
| **WHERE IT IS PLAYED:** | (indoor game) |
| **EQUIPMENT NEEDED:** | The board game, a pack of cards, a serie of 4 pawns for each player |

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| **RULES OF THE GAME/INSTRUCTIONS** | |
| The aim of the game is to be the first to get the 4 pawns in a house color. At the beginning of the game, all the pieces are off the board.  1. Distribution of the cards Five cards are dealt to each player, the rest is the pick.When it is his turn, each player must play a card to move his pawn.  2. Moving pawns To place a piece on the board, you have to play **a king, an ace or a lady**. This piece begins the journey on square n°1. If you don’t have any of these cards, you must play a card to draw another.  Pawns are moved according to the value of the cards with some exceptions : - An ace allows you to move one square forward; - A king allows you to move to 13 squares forward and you can eat all the pawns on your way; - A lady allows you to move 12 squares forward; - A Valet allows you to exchange any piece with one of an adversair; - A 7 can be decomposed, that is to say that you can move forward several pawns at the same time (3 +2 +1 +1); - A 4 makes you back 4 squares.  When a player has collected all his 4 pawns in his house, the game is over and he wins. |  |
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