

Edge Games LLC

Game: Touring The Table™

Object of game: In the game “Touring The Table” game pieces race around the spaces of the elements located on the periodic table. The player who finishes first wins.

Movement: Game pieces move forward towards the higher numbered spaces upon the game board starting on the space named “Neutronium” and finishing on space #112.

- Pieces move according to a range potential found on the element character space their game token is currently sitting on and comparing this with the Top Dice roll.
- One Top Dice™ or T-Bone™ is rolled for movement.
- The “Top” or “T” result, when rolled on one of these dice means you may choose to move up to the highest or “top” number in that range. Thus, if the range read [1 to 5] the “top” result on the dice would mean that you move 1,2,3,4 or 5 spaces forward. Any other result on the dice means that I subtract that number from the top number of that range. Thus, if the range was [1 to 5] and we rolled a T – 1, we would move 4 spaces forward because (T-1 is $5-1 = 4$).
- For example: If a Top Dice is rolled and the result is (T-1) and the range potential on the space the player is currently located on is [5 to 9], that player may move 8 spaces (T-1 is $9 - 1 = 8$). The result of the die roll may never be below the bottom number of the range. Thus, if on this same range of [5 to 9] we had rolled a T-5 the result would be ($9 - 5 = 4$), but since the bottom of the bottom of the range potential is 5, the lowest number of spaces you will move is 5.
- The range potential for the space will differ for the various spaces located on the periodic table.
- The range potential may be ignored for game purposes and the number of spaces indicated on any polyhedral dice may be moved as an alternative method of play.
- Players must remember to move correctly when passing space #57 and also space #89. These spaces lead to the rows on the bottom of the table. The bottom rows also lead back up to the body of the table. If a wrong move is made with respect to table spaces, and that player removes his hand from the game piece, that player must start back at the point the wrong move was made, once it is discovered.
- The first player who rolls the exact amount to move onto space #112 finishes first and wins the game.