

# SIXTEEN TONS

a game for four players

*You load sixteen tons and what do you get?  
Another day older and deeper in debt.*

- from the 1946 song Sixteen Tons

## SETUP

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- Move the pieces to the matching colored spaces.

- Stand on a number.

This determines your color and the turn order.

- Take out three dollars.

Each player needs three \$1 bills.

## HOW TO WIN

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- You win when the two pieces of your color are directly adjacent to each other.

Diagonally adjacent does NOT count for a win.

# GAMEPLAY

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- **Players take turns starting with player 1.**  
On your turn, another player will probably pay you to move a piece.
- **When it is your turn, say: “Put me to work.”**
- **Players may then offer to pay you one or more dollars, in any order.**
- **You MUST accept the highest payment and take the money.**  
If there is a tie for the highest payment, you choose which payment to take.

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- The player who paid you tells you what piece to move and where.

ANY piece can be moved to ANY adjacent or diagonally adjacent empty square.

- If no one offers to pay you, you get to decide what to move.

Move any piece to any adjacent or diagonally adjacent empty square.

- Then it is the next player's turn.  
Continue until one player wins.

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