

## Game Rules

The board is a square with a pattern on it in the shape of a cross. At each corner, separate to the main circuit are circles with coloured arrows where the pieces are placed to begin. The starting circle and all the home columns are coloured to match the corresponding pieces.

Each player chooses one of the 4 colours (green, yellow, red or blue) and places the pieces of that colour in the corresponding starting circle.

## How to play

Players take turns in a clockwise order; highest throw of the dice starts.

Each throw, the player decides which piece to move. A piece simply moves in a clockwise direction around the track given by the number thrown. If no piece can legally move according to the number thrown, play passes to the next player.

A player must throw a 6 to move a piece from the starting circle onto the following circle on the track. The player then has another turn. A throw of 6 always gives another turn.

If a piece lands on a piece of a different colour, the piece jumped upon is being kicked out and returned to the start.

## Winning

When a piece has circumnavigated the board, it proceeds up the home column. A piece can only be moved onto the home column by an exact throw and pieces cannot leap over each other in the home column.

The first person to move all 4 pieces into the home triangle wins.



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## Join our new training programmes

Our training programmes do not follow the traditional way of training delivery. The occupational standards and curricula are based on international benchmark standards and have been adapted by experts from industry. The curricula follow the Competence Based Training (CBET) approach, which is applied in worldwide TVET systems. Our programme, starting in March 2017, will be given in modules of approximately 3 month training at the universities and 3 months practical skills training in companies.

## Areas of Interventions

We identified in close cooperation with the private sector four priority technical areas for which the technical universities will provide training:

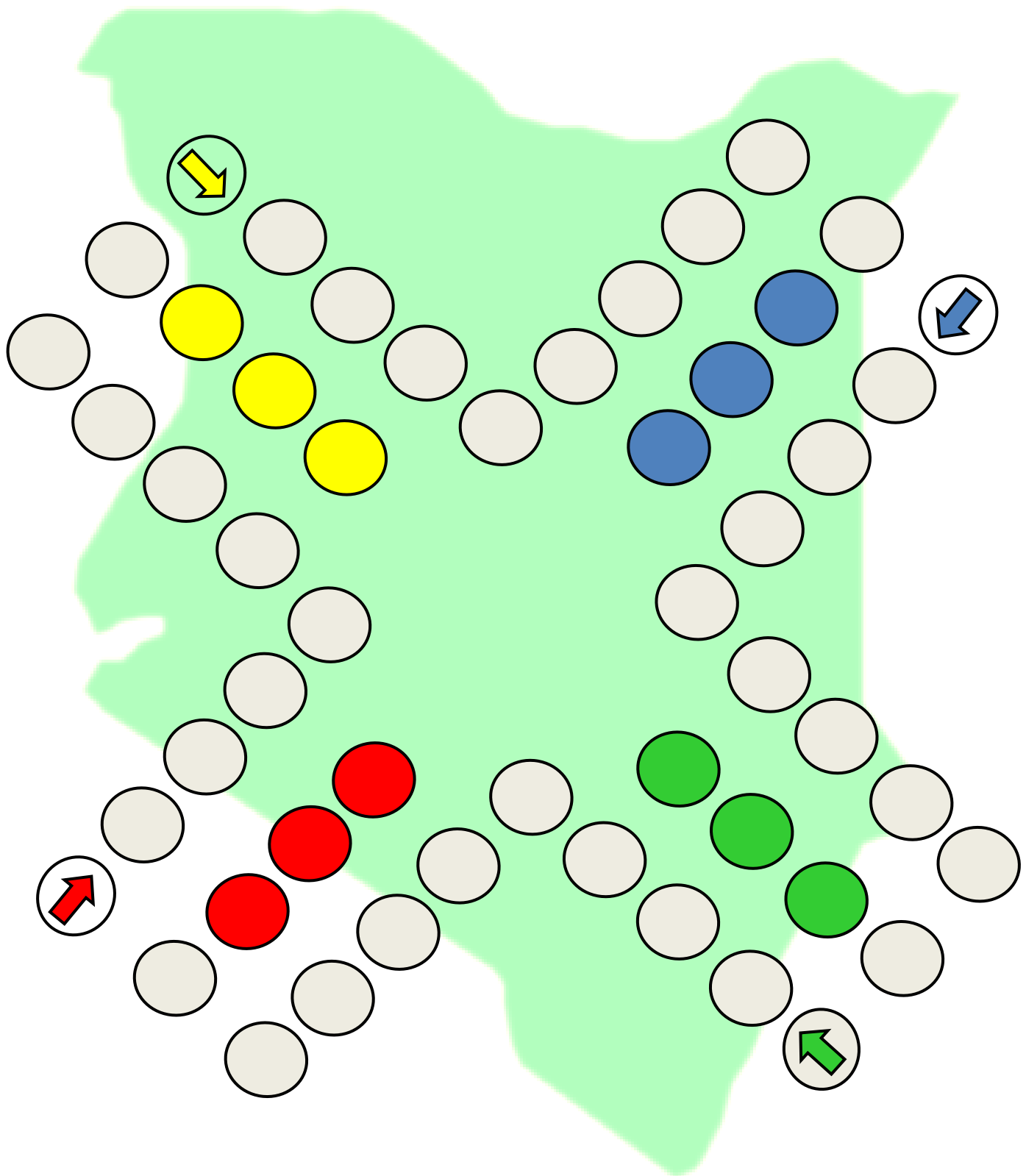
- **Mechanical Engineering and Maintenance**  
Basic welding, Machining operations, Diagnosing and repairing faults on machinery, repair and maintenance of equipment and machines
- **Welding**  
Manual arc welding, Gas welding, TIG welding, MIG welding
- **Instrumentation & Control**  
Install and service PLCs, SCADA systems and HMI, distributed control systems, variable speed drives, pneumatic equipment and signal converters
- **Heavy Machinery Operations**  
Excavator, backhoe, dozer, grader, mobile crane and slinger bankman

## Advantages of the programmes

The main advantage of this programme is its contribution to create better job opportunities for graduates through:

- Focus on the needs of the industry
- Programme based on international standards
- Training in theory and practice with participation of industry
- Qualified trainers
- Lower training costs as modules are given in shorter time

# Travel around Kenya



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