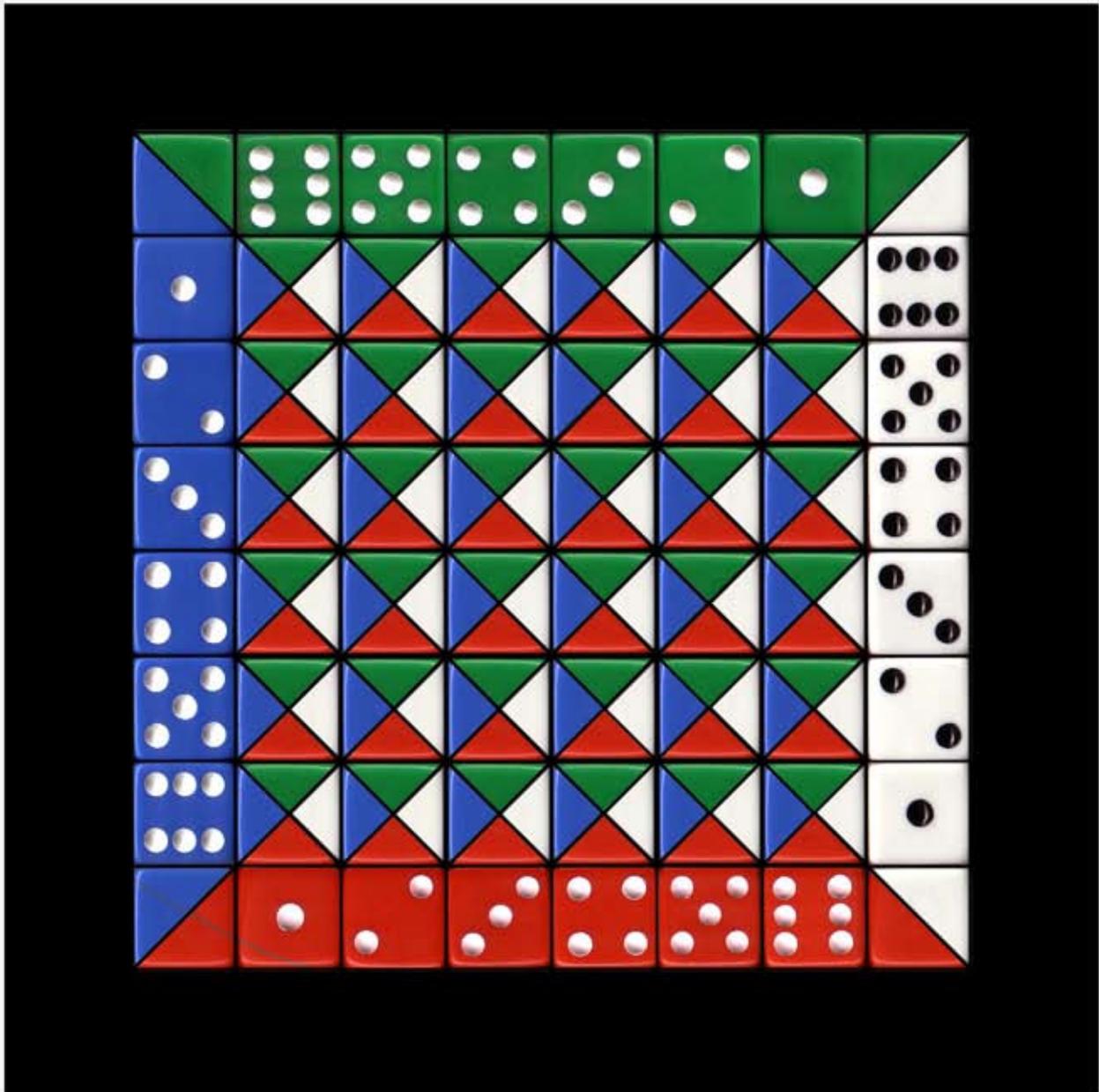




Print image below for the game board.
The border is extra wide to allow it to be wrapped around
a thicker piece of cardboard.

Print the two pages of instructions on two sides of a single piece of paper,
then fold it in half to create a booklet.



Winning the Game:

The player with the most points after four rounds wins the game. In the event of a tie, play again!

2-Player special Rules:

There are two ways to play a two-player game. You can play on opposite sides of the board or beside each other. It does not matter which method you choose. The game is still played in four rounds, but each player gets the opportunity to go first twice instead of once.

3-Player special Rules:

A three-player game consists of three rounds. Start by choosing which color will not be used in the first round. Then the player to the left of that color starts the game. Play continues as usual until the end of the round. Once you have scored your points and are ready to start the next round, the player who started the first round takes the unused dice and his or her dice from the first round are not used in the second round. In this round, as in the first, the player to the left of the unused dice starts the round.

Once the second round is finished and the scores are recorded, the player who started that round takes the dice that were left out and his or her dice from the second round are not used in the third round. Then the player to the left of the unused dice starts the third round. The game is completed after the third round when each player has had a chance to go first.

Rules for an Extended Game:

For a longer game, you can play until one player reaches 200 points. If more than one player reaches 200 on the same round, the player with the highest score wins the game. In the event of a tie, another round is played until there is a winner.



Ages: 7+

Time to Learn: Less than a minute

Number of Players: 2-4
Time to Play: 15-20 minutes

Components: one play board, six red dice, six blue dice, six white dice, six green dice, instructions.

You will also need: A method of keeping score (a pen and paper will do) and a flat surface large enough for players to roll their dice without disturbing the play board.

Setup:

Place the play board where it is accessible to all players, with one side facing each player. Give each player the six colored dice that match the color of the side of the board that is closest to them.

The game consists of four rounds of six turns each. Choose a player to start. In subsequent rounds, the player to the left of the person who started first the previous round starts first the next round.

Turn Sequence:

Each player, on his or her turn, must do the following:

1. Roll all of your remaining dice. (six dice to start)
2. Choose one of the numbers you rolled.
3. Place one die on the board. (See 'Placing a Die')

Placing a Die:

Each turn, after you have rolled your dice and have chosen one of the numbers you rolled; place the die with that number in the first space in the column with the same number on your side of the board unless you rolled multiples of that number, or you have a previous die to build off of. (see "Rolling Multiples" and "Building Dice")

Game design and development by Tim W.K. Brown

Editor: Alissa Buchanan

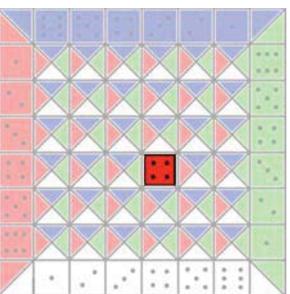
www.ftc-games.com

Rolling Multiples:

If you roll doubles, triples etc... of a number, you can place all of the dice with that number in the corresponding column leading away from your side of the board. You must then remove all but one of the dice you laid this turn. (Usually the furthest die from your side of the board would be left as it is worth the most points.)

Blocked Path:

If your dice path is blocked by one of your opponent's dice, you cannot place a die in that square.

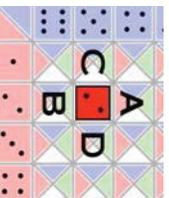


When the red player has a die in their #4 column as in the diagram, if the blue player were to roll three's, they would not be able to place a die in their #3 column beyond the third space unless they build off of a two or 4 that has passed the red player's die. (See 'Building Dice')

Note: You can place fewer dice of a given number than you rolled, but only one die can stay on the board each turn.

Building Dice:

You can build off of dice you laid on previous turns. Once you lay a die on the board, in future rounds you can place dice starting from any side that touches it as long as it is not already blocked by another die. You can only build off of your own dice.



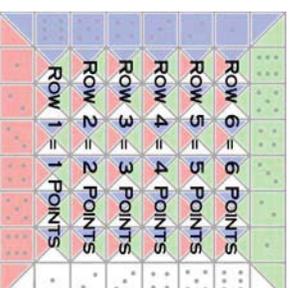
The red player can place a 2 in space B, or multiple 2's starting from space A, or multiple 1's starting from space C, or multiple 3's starting from space D. (Remember, only one die stays on the board each turn.)

If you cannot play a Die:

In the event that you cannot play any of your dice, or you simply choose not to play a die for one turn, you keep all of your remaining dice and roll with one extra die on the remainder of your turns for that round. After the sixth turn, you do not get to roll again and any remaining dice you have do not get placed on the board and therefore do not count for any points.

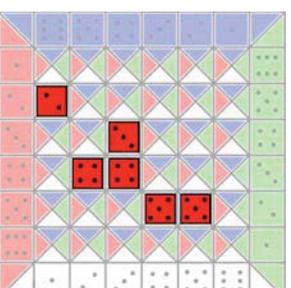
Scoring:

Once everyone has had six turns, the round is over and each player calculates their total for that round.



Each row is worth increasingly more points as they become further away from your side of the board. The first row is worth 1 point, the second is worth 2 and so on up to 6 points for the sixth row.

Each die you have in the different rows is worth the given number of points for that row.



The red player would add up the dice:
 $5+4+3+3+2+1=18$ points.

Write down the score for that round and add it to the scores from previous rounds. Complete this four times.