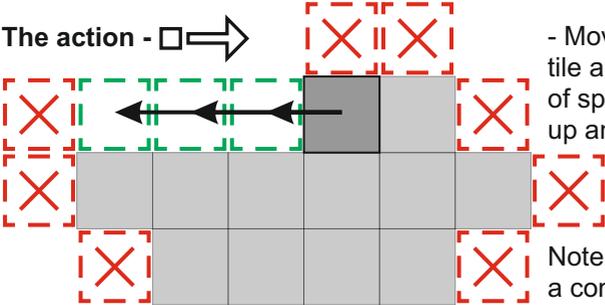


**FAQ clarifications:**

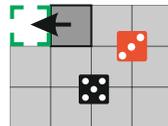
**The action** -  - Moving a tile means sliding a free tile along the board edge any number of spaces. The tile cannot be picked up and placed elsewhere.



Note: the sliding of a tile may result in a completed quadrant & a die spawn.

**The action** -  - Move 2 tiles, 2 of your dice or use your first move to move an opponent's die. (You may move another tile or 1 of your die after this.)

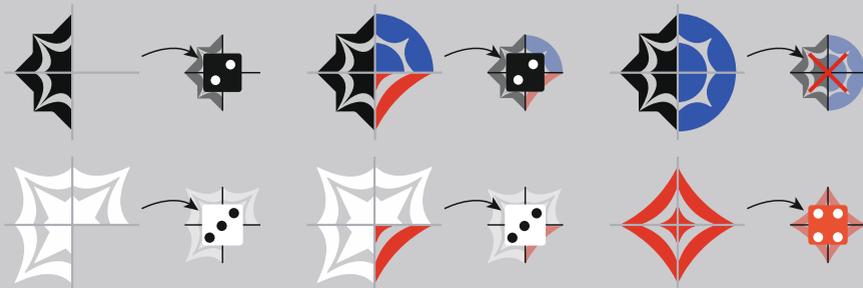
e.g.  Red can use the first move to move the black 5 and take the white 3 before sliding a tile.



**Generating dice** - Dice are instantly generated when 4 tile corners meet. The majority colour generates a die of value equal to the number of that colour segments. See below.



- Blank cornered tiles can be used to complete quadrants and generate tiles.

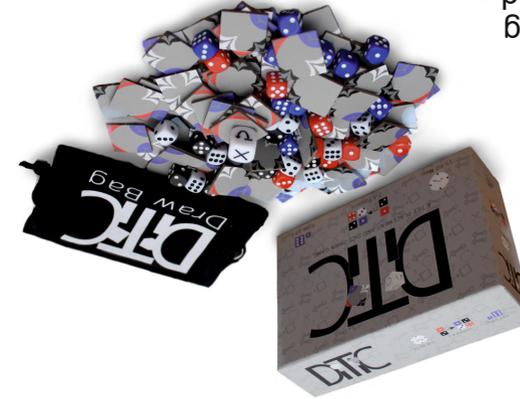


Alternatively, you can simply store all of the tiles and dice in the bag.

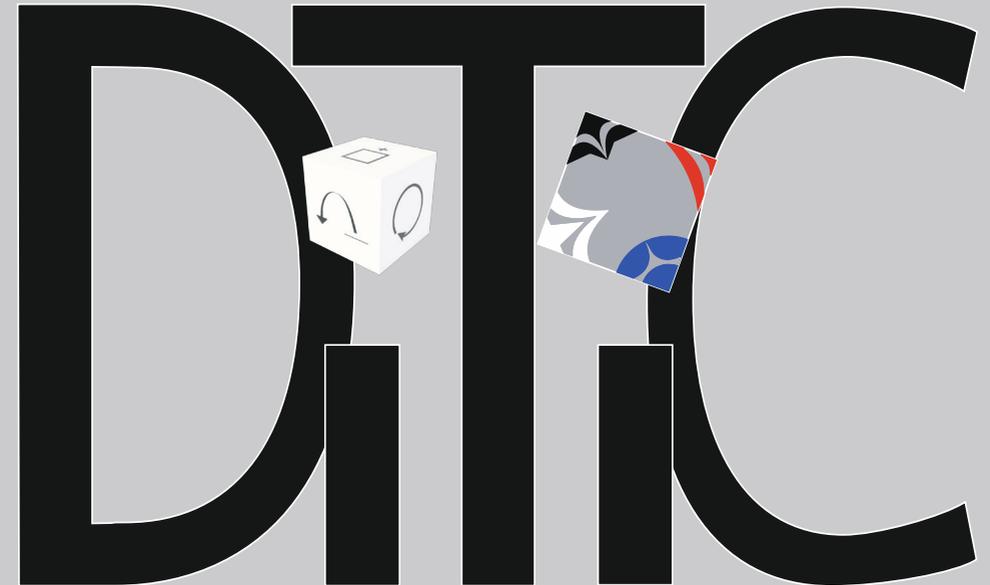
Keep the tiles in the draw-bag but keep the 'start tile' out and store it with the 'action die' for ease of setup.

Storage suggestion:

-  40 Coloured Dice
-  Draw-Bag
-  Action Die
-  82 Double-Sided Tiles
-  1 Start Tile
-  Rules Sheet



**Game Contents:**



**Game objective** - Generate, move and combine your coloured dice to create the first level 6 die, which wins the game.

Dice of the same level combine to make 1 die of the next level. e.g.   etc.

**Note:** as a special ability, a level 1 die can combine with a level 1 or 3 die of the same colour.



**Setup** - 2 to 4 players: (All coloured dice are needed for each game & player count so keep all of the dice close.)

- Place all tiles in the draw bag, except the start tile. (For ease always keep this tile separate.)
- Choose a colour, share out the corresponding dice and place beside each player.
- Place the start tile between all players and roll to select the first player, highest wins.
- Turns proceed clockwise, players take the following actions...

### On Your Turn:

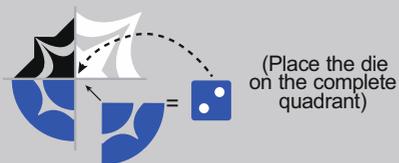
#### Draw a tile

... or ...

#### Move one of your die

- Tiles are placed edge to edge, you can choose which of the 2 sides of the tile to place.

- Dice are instantly generated when 4 tile corners meet, aim to place your own colours together. The majority colour generates a die of value equal to the number of that colour segments in the quadrant. No majority = no die!



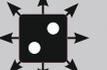
- Blank cornered tiles can be used to complete quadrants and generate tiles.

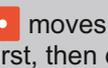
**Note:** If you have a die on the board you may now roll the action die after 'drawing and placing a tile', but not after 'moving a die' as your turn.

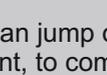
- Dice move once to a complete quadrant only, either to an open space, to combine with a matching die or to take an opponents die.

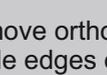


#### Special movement rules:

-   move orthogonally or diagonally.

(  moves once for free each turn, move it first, then do your turn as normal.)

-   can jump over any die to an open quadrant, to combine or to take an opposing die. (The jumped die doesn't get taken and jumps can't be diagonal.)

-   move orthogonally along tile edges only.

**The action die** - (actions are optional)

 Draw and place another tile (Do not re-roll the action die.)

 Rotate a tile in its place to any orientation.

 Flip a tile and place back in any orientation. (No peeking!)

 Do nothing.

 Move a tile or one of your own die. (Slide the tile any number of spaces.)

 Move 2 tiles or dice or use your first move to move an opponent's die.

**Notes:** - tile movements are linear 'slides' along a straight edge, dice move as normal.  
- these actions only apply to tiles not locked in on all sides, or tiles not holding dice.

#### Clarifications:

- If tiles are moved, a colour majority can change to generate a new die but an existing majority cannot be reused to generate a new die. Tiles must 'slide' along a connected edge in one direction and **cannot** be picked up and placed elsewhere.



- In 2 or 3 player games, colours not controlled by a player may still be generated by the placement of tiles. Keep all of the game dice near the board.  
- If all tiles are exhausted, players may only roll the action die or move as normal.

**Taking an opponent's die**

- A die can take an opposing die by moving to the quadrant occupied by the other die.

The following rules apply: (regardless of colour)

- Everything takes a 

-    take a 

- Only a  takes a 

-   are safe from taking.

**Note:** taken dice are returned to players.

#### Protection:

 Protects own die/dice orthogonally 1 space away.

 Also protects own die/dice diagonally 1 space away.

Game mechanic and tile images created by Dan Browning.  
Box art and rules layout produced by Charlie House Media.

