

OBJECTIVE

Be the first player who can't move when it's their turn.

SETUP

Each player takes a dice of his/her own color and a black dice as his/her initial hand.

Each player takes 2 discs of his/her color and put them close to the start.

Each player adds 6 dice to the dice pool.

SEQUENCE OF PLAY

The youngest player starts.

Players alternate taking turns clockwise.

When it is a player's turn and he has all his discs immobilized, he wins the game.

TURN

1. The active player discards from his/her hand the dice that does not wish to roll.
2. The active player throws all the dice from his/her hand at once.
3. The active player tries to make a chain with the rolled dice. (See paragraph "CHAIN OF DICE").
4. The active player decides to stop or to lengthen the chain:

If he stops, he advances one of his non-immobilized discs as many spaces as there are dice in the chain.

If he moves too much when arriving to the center, he must walk back the remaining squares.

If a disc reaches the center remains immobilized.

When a disc moves to an occupied space, it immobilizes all the discs below it.

After completing the move the active player keeps all the dice in the chain for your his/her next turn.

The turn ends.

If he tries to lengthen the chain: Specify the direction of the chain (ascending or descending), pick a die from the dice pool, roll it, and try to add it. If you can add the die to the chain as the last link, repeat step 4.

CHAIN OF DICE

Each die is one link in the chain.

The die with the player's color is always the first link in the chain and can never be discarded.

New dice are added to the chain one by one.

A chain cannot have the same number repeated 4 times.

The chain has an ascending or descending **direction**.

If the chain is **ascending**, you can only add one die with a number **equal to or greater** than the last link in the chain.

If the chain is **descending**, you can only add a die with a number **equal to or less** than the last link in the chain.

You can only **change the direction** of the chain when the last link is a **1 or a 6**.

If a player cannot build or lengthen the chain because his/her dice do not allow it, passes the turn and loses half of all the dice he/she used (rounding up).

You will start your next turn with the remaining dice.

ARROWS

If a disc ends the movement on an arrow. Move the disc to the space indicated by the arrow.