

ON YOUR TURN

(1) Roll both dice together

(2) **Collect** - Gain tokens based on color die rolled matching the yarn color next to the players' pin



(3) **Action** - Perform one or more actions

	Exchange design card with the stack. Allowed only when no other action is performed. Turn ends and pin is not moved from current position.
	Get design card from stack
	Get action card stack
	Swap positions of any two yarns on board

Play 1 or more action cards in hand

Move - One move to an unoccupied square is allowed.

Possible options:

- Move as many steps per number die rolled. A step is moving from one square to an adjacent square. Avoid passing through an occupied square when making a step, otherwise pay 1 token to the respective player.
- Move to a square that is of the same number as the die rolled
- Move to any square using move action card

Free swap - After the move, perform a free swap of any two yarns adjacent to pin's new position. Allowed only if it is the next action after the move.

Claim a Design



Move the pin to any unoccupied square



Get 3 tokens from the reserve



Get a Design card from the stack



Roll dice again (cannot be played with Preset action card)



Preset color of die and roll only the number die



1 Victory point. Reveal card immediately and keep face-up



All other players pay 1 money token to the reserve



Choose a player and steal an action card



Swap positions of any two yarns on the game board



Choose a player and steal a maximum of 2 tokens



Callout a number, roll dice. Gain called out number of tokens if number rolled is greater than or equal to the number called



Replace a yarn or a number token with the reserve which has 5 yarns and 2 number tokens