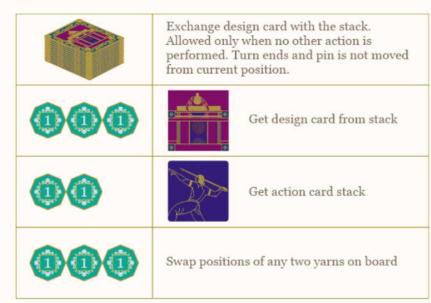
ON YOUR TURN

(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



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

Choose a player and steal

a maximum of 2 tokens