



**Players:** 2-4

**Age:** 8 years and up

**Duration:** approx. 20 minutes

**Each of the three dice** shows a **number** (1-6) and a **colour** (red, yellow, green, blue, purple, grey) on each side. For each individual die, players always have complete freedom whether to use each die **either** for the colour **or** the number rolled.

## The player sheet

**Each player sheet** (one side of paper) consists of **two separate areas** that are scored **separately**:

On the **outside** are the **colour spaces**. Initially, you mark any colour field by using a corresponding colour die (e.g. using a red die to mark a red space). All subsequent colour spaces that a player wishes to mark off must be adjacent to an existing crossed off space - therefore all crosses must be **connected**. A player can cross colour spaces in any direction they like, clockwise, counterclockwise or in any which way they please.

**Inside** are the **number spaces**. Firstly, a player will mark any number field by using a single die or several dice together (the numbers are added). For example, you can use a 5 and a 3 to mark the field with the 8 ( $5+3=8$ ). This **starting space** is then **clearly circled**.

Beginning at the starting space, players then mark an adjacent field. Both spaces are connected with a line. From this second marked space, players will then work their way to the next neighbouring space and so on so that a route is created consisting of a **continuous line**. The line must not have any gaps and must not touch or cross itself.



Tim has crossed 5 colour boxes. He started with the red box and then crossed purple, blue, yellow and purple. He can now continue with green at the top or grey at the bottom. For the number spaces, Tim started his route with the 8 and then continued with the 12, 7, 3, 1, 9 and 4. There is no way he can reach the space with the 6.

## Gameplay

Each player receives a pen and a piece of paper from the game pad. The pad is then returned to the box as it is not needed any further. Each player places their slip of paper faceup with a side of their choice. Players will start the game using the board shown on this side of the paper. When players have finished on this side, they will turn it over and start on the reverse side. Randomly determine a player to be the first active player.

The active player takes **all three dice** and rolls their 1st attempt with them. If they are satisfied with the result, they can simply forgo their 2nd attempt. If they are not satisfied with the result, they may take **exactly one** 2nd attempt - to do this they can choose to re-roll 1, 2 or all 3 dice once more hoping for a better result.

**Note:** The active player is allowed to pick up individual dice before their second attempt to inspect which numbers and colours can be found on the die faces.

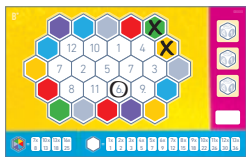
**Example:** After his 1st attempt, Tim leaves one die and rolls the other two dice again.

Once the active player has finished rolling the dice, **each player** can use as many dice as they wish to mark colour and/or number spaces on their score sheet. Ideally, a player would aim to use all three dice, but if they wanted to, a player could use just two, one or none at all.

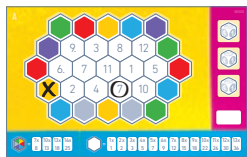
Each player is completely free to decide whether to use a dice for its colour or for its number. A player can cross **up to three colour spaces** or **up to three number spaces**. Any mix of „crossing off colour spaces and marking number spaces” is also allowed. When using several numbers from the dice, the numbers can be used individually or be combined to a new number by adding them together.

**Some examples:** A player can use all three dice to mark three colour spaces. Or use all three dice as single numbers and use them to mark three numbers (as long as the numbers are adjacent). Or add all three dice and use them to mark only one number. Or mark a colour field with one die and add the numbers of the other two dice (and thus mark a number). The possibilities are extremely varied, especially at the beginning of the game. Each player has the choice of where to start and how to continue.

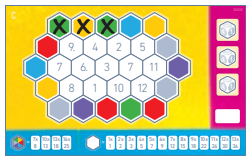
**Note:** Each die may only be used once by each player, either as a number or as a colour.



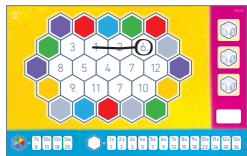
Linus



Sarah



Tim



Maria

Linus starts and is the first active player. After he rolls the dice twice resulting in a green (6), green (1) and yellow (2). Linus uses the 6 for a number space and crosses yellow and green on the outside. Sarah uses the yellow die for a colour field and starts with a 7 (6+1) on the number space. Tim crosses off three neighbouring colour spaces. Maria uses all three dice as single numbers. She starts with the 6 and then continues with the 2 and the 1.

When all players have finished crossing colour and number spaces, the next player in clockwise order will become the active player and play will continue as described.

### Marking misthrows & scoring player sheets

The **active player** should try to use **all three dice** to cross off spaces on their sheet. If they use fewer dice (i.e. only two, one or none), they must mark **a misthrow** on the right side of their paper. All **non-active players** should aim to use at least **two dice** (even better, of course, all three). If a non-active player uses less than two dice (i.e. only one or none), they must also mark **a misthrow** on the right side of their paper. As soon as a player has marked their **third misthrow**, they must **score their board**, i.e. calculate the points for the board and write this down in the white scoring box on the right of their sheet. They then turn their player sheet over and start on their second game sheet from the next roll of the dice, as already described.

**Note:** Each player is allowed to **voluntarily** end their first game sheet and score after a dice action has been carried out - even if they do not yet have three misthrows. However, this does not apply to a player's second board. The second sheet **must** be ended by three misthrows.

### End of game & scoring

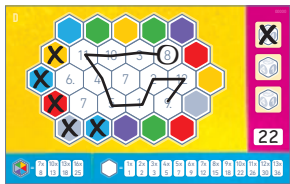
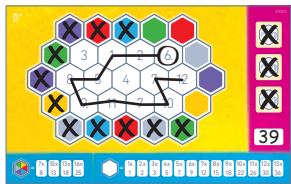
As soon as any player has marked three misthrows on their **second board**, the game ends. The game also ends when a player has marked **all** 16 colour spaces and **all** 13 number spaces on their second player sheet.

**Note:** It can happen that a player is still playing on their first sheet while another

player has already finished their second sheet due to three missed throws. Each player will now score both sheets, possibly only scoring one if they are still playing on the first sheet.

Each sheet is scored as follows:

The points scored for marked **number spaces** are listed in the long table at the **bottom right** of the paper. The more number spaces that form the line, the more points a player will receive. The points for **colour spaces** are listed in the small table at the **bottom left** of the paper. If **less than seven** colour spaces have been crossed, **no points will be scored**. Seven or more crossed colour spaces scores 8 points; crossing ten or more will score 13 points; crossing thirteen or more will score 18 points; and if you cross all sixteen spaces, the player will score 25 points. Each player adds up the points from both sides of the sheet and the player with the most points will be the winner.



Maria has crossed eleven colour boxes on her first sheet (left picture) so she gets 13 points for this. She scores 26 points for the eleven marked number squares. That makes a total of 39 points for the first sheet. On her second board, she has only marked five colour fields so she scores no points for this. She gets 22 points for the ten marked number squares. Maria's total score for both boards is 61 points (39+22).



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