



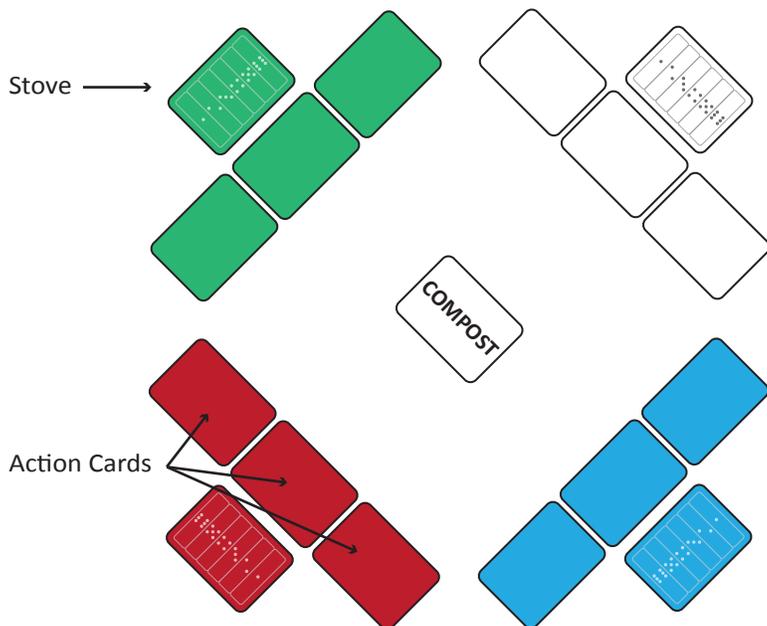
## SETUP

- 1) All players take the four cards of their chosen color. Place them on the table with "A Run", "All of a Kind", and "One or Two Pair" facing up.
- 2) Place the Compost card in the middle of the table.
- 3) All players take the dice of their color.
- 4) Roll to see who goes first.
- 5) Take your dice.

First player starts with **10** dice. Second player starts with **9** dice. Third player starts with **8** dice. Fourth player starts with **7** dice.

**TWO PLAYER RULE:** Both players each take 5 additional dice of a third color. These dice will be treated as neutral.

- 6) All players other than the first player roll all of their dice and assign them to their cards.



First player begins play according to the rules in the following section.

## ON YOUR TURN

### 1) Reroll all dice on a card OR reroll all dice of a color.

Rerolling is not optional. Most of the time you will probably reroll the dice on your Stove card, but there are some situations where it might make more sense to reroll dice you've assigned to another card, or to just reroll the dice of a particular color.

### 2) Assign the dice you rolled.

Place each rolled die on a valid card slot, or place it on your Stove. Place-ments must conform to the pattern type of the card. For example, if a card uses EQUAL symbols, then the dice you place must match.

### 3) Activate one card and flip it.

Activating a card lets you take its action. To activate a card, all solid white spaces with the thick black border must have a die placed in them. The slightly transparent spaces are optional, but it is good to fill as many as you can to maximize how many dice you give away. The dice also must fulfill the pattern type to activate it. Once a card has been activated, it is flipped over and the other side becomes a new place to assign dice.

## ON ANOTHER PLAYER'S TURN

When another player gives you a die, you must immediately assign it to a card. Do not reroll it or set it on a different side. You can assign it to your Stove if you wish to save it for rerolling on your turn.

## CARD ACTIONS

The first rule of card actions is:

**You may NEVER give a player a die of his or her color.** If you would ever be forced to, it bounces off the player and goes to the Compost instead.

### Distribute clockwise:

Take the dice on the card and hand them out to other players. You may choose dice in any order to distribute. For example, if you are distributing from A Run, you do not have to start with the lowest die. The first die always gets placed on the Compost card, and is out of the game. Then proceeding clockwise, you hand out the rest. Any time you get back around to yourself, instead of giving yourself a die, put another one in the Compost.

### Give to one player:

Take both dice and give them to a single player.

### Set to any side and Reassign all dice:

Take all the dice on the card and put them on any side of your choosing. You can then reassign any number of your dice (even ones from your Stove) without rerolling them. Remember to flip the card first, as that will be a valid location to reassign dice.

*Hint:* When you can, put other players' color dice in the Compost and hand out your own, so that there are more of your color dice out there clogging up everyone else's cards.

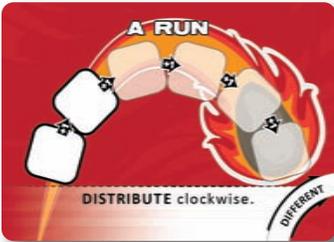
## WINNING!

The winner is the first player to have no dice on his or her cards at the end of their turn.



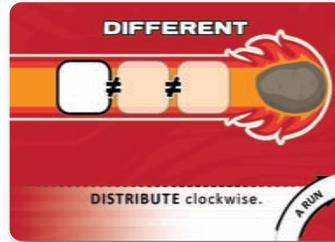
# THE CARDS

## A RUN



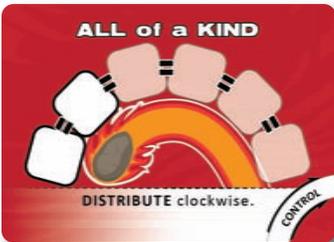
2 to 6 dice that are all consecutive. When assigning to this card, you can shift previously placed dice to fit a lower number on in front. You can create 'gaps' when you assign here, but all gaps must be filled before you can activate it.

## DIFFERENT



1 to 3 dice that are not equal to each other. Doesn't get rid of many dice, but is very easy to fulfill.

## ALL of a KIND



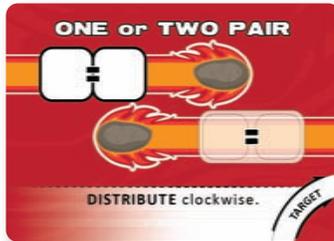
2 to 6 dice of the same value.

## CONTROL



1 to 3 dice of any values. Doesn't get rid of any dice, but helps fill up "A Run" or "All of a Kind" for a bigger payload on your next turn.

## ONE or TWO PAIR



2 or 4 dice that must be pairs. If you have placed 3 dice, the second pair must be completed before it can be activated.

## TARGET



2 dice of any values. Very low output, but sometimes crucial for stopping an opponent.

## STOVE



Any number of dice. This card has no activation and does not get flipped. It is a place to put dice that don't fit well anywhere else and hold them for rerolling later.

## COMPOST



When dice are placed here, they are out of the game.