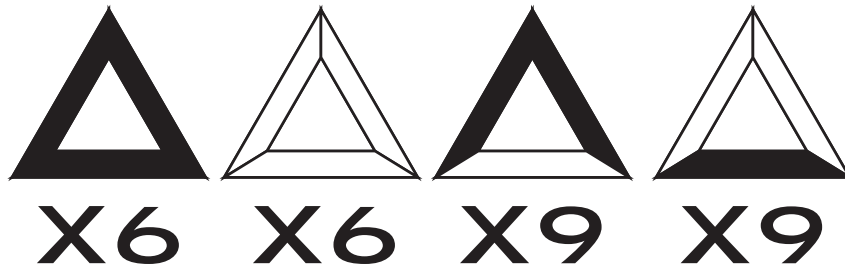


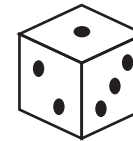


# CONTENTS

## PIECES

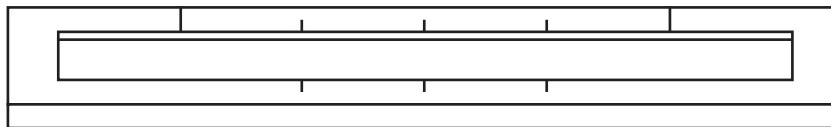


## DICE



**X1**

## GAME BOARD



**X3**

# INSTRUCTIONS

## Game objective:

Make your board match the middle board before the other player, once the board matches the game is over and that player wins.

## Rules:

Take turns to fill the middle board randomly

Fill the players boards with random pices making sure none match the middle board then swap boards with another player.

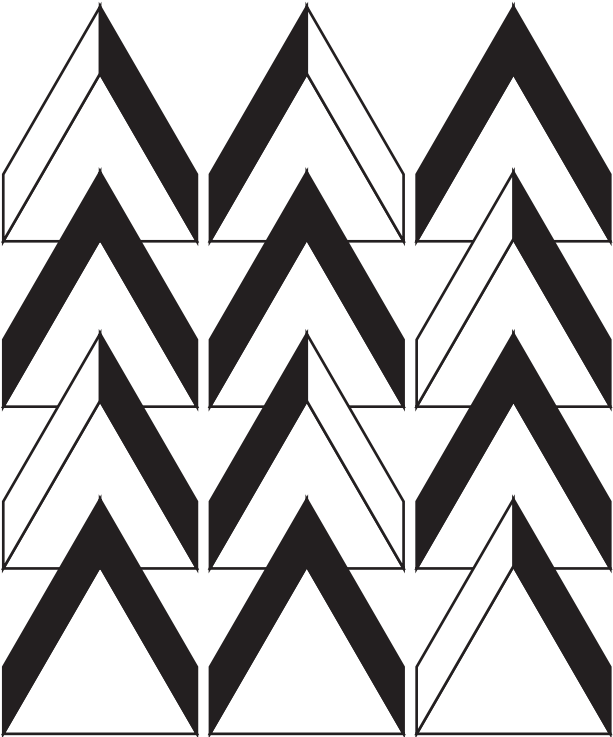
## Game turn:

Roll a dice, this determines how many points you have to spend in the turn.

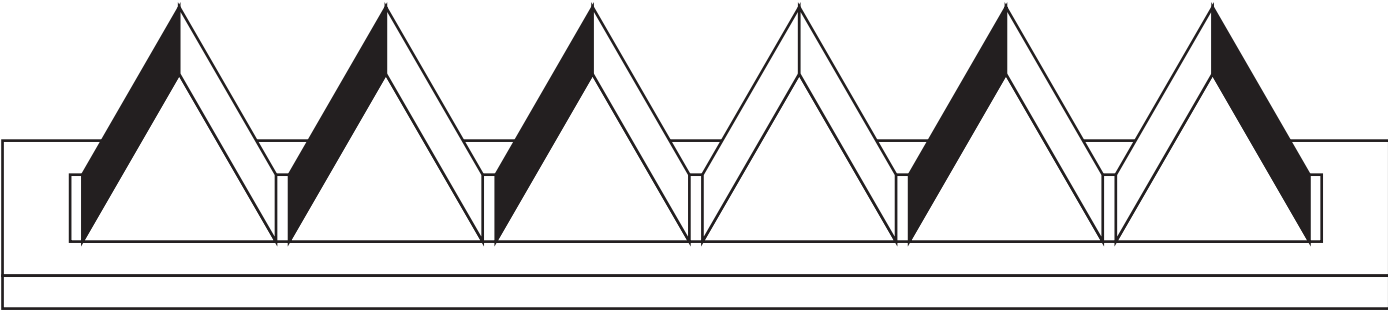
Every point must be used in a turn. (Can use the dice to keep track of points)

Game SetUp

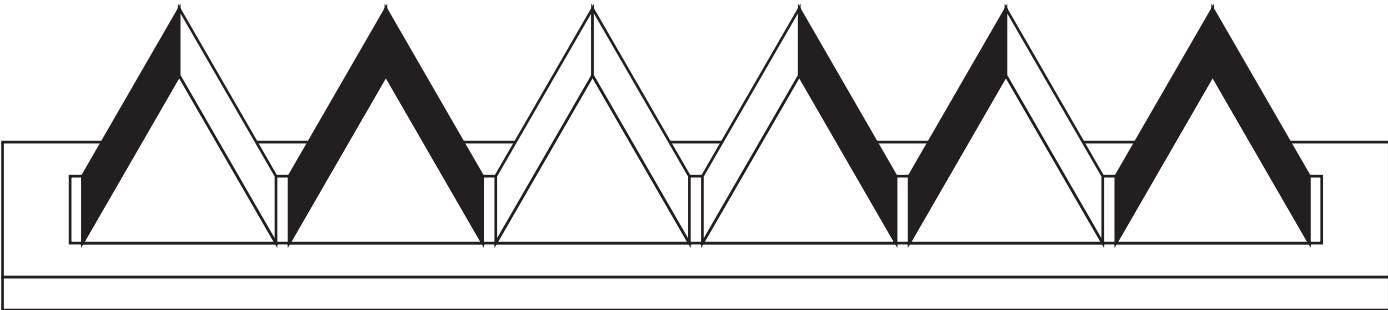
Pile



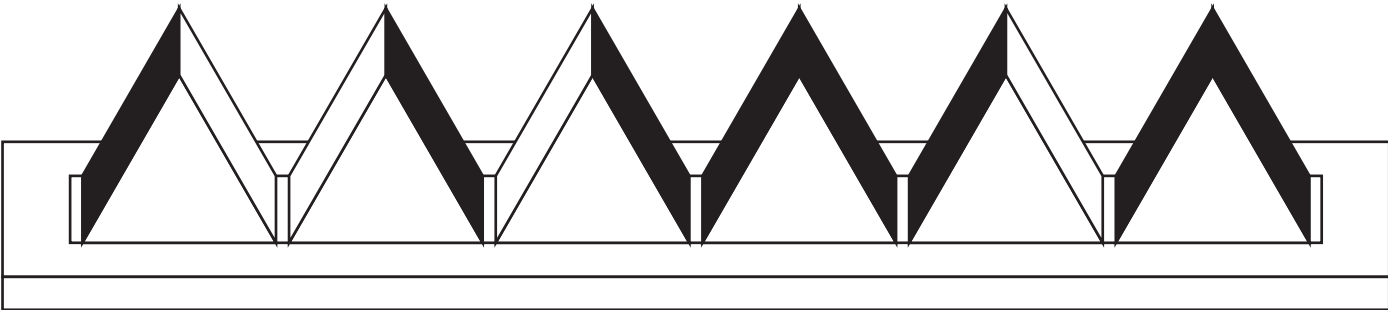
Player 1 Board



Middle Board

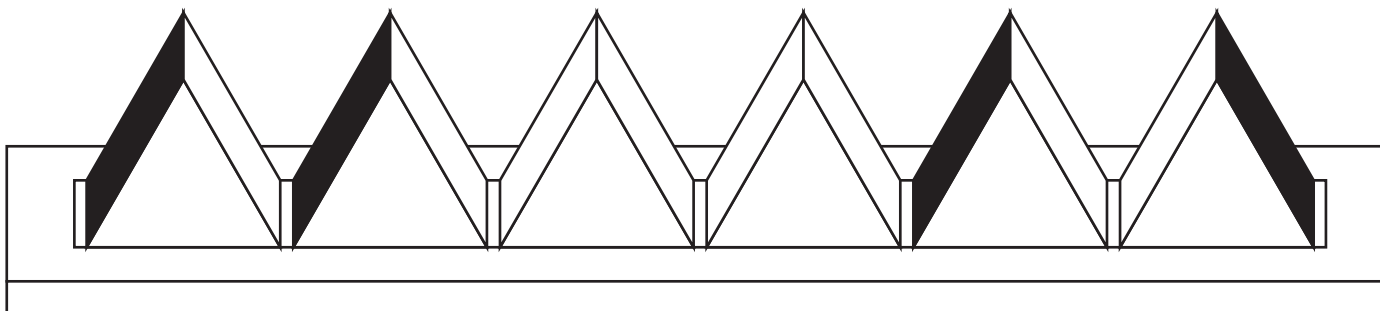


Player 1 Board

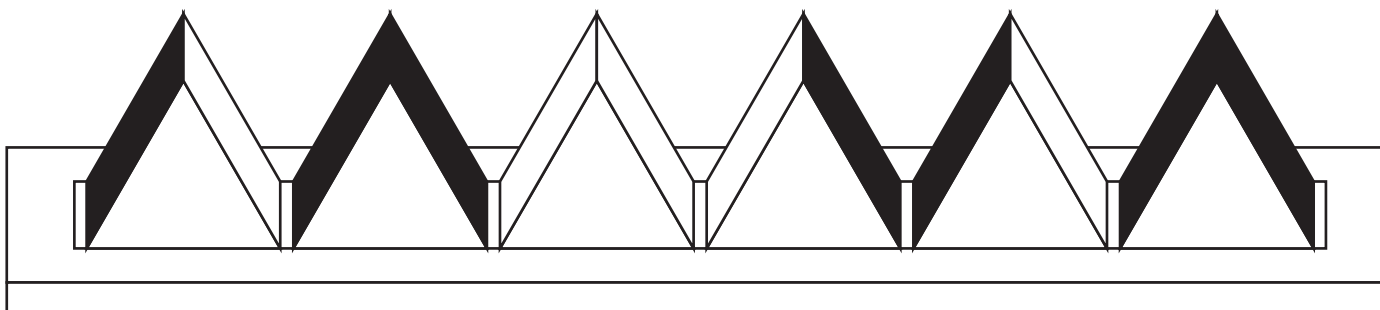


Match your board to the middle Board to win!

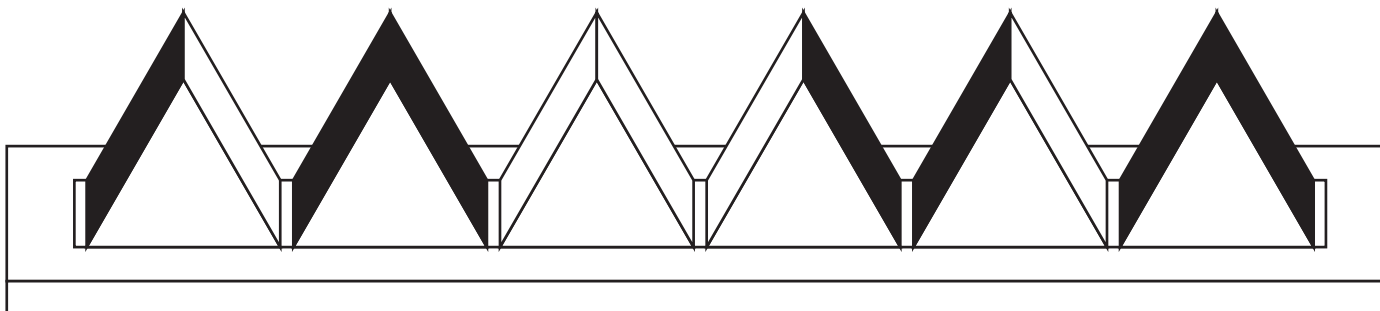
Player 2 Board



Middle Board

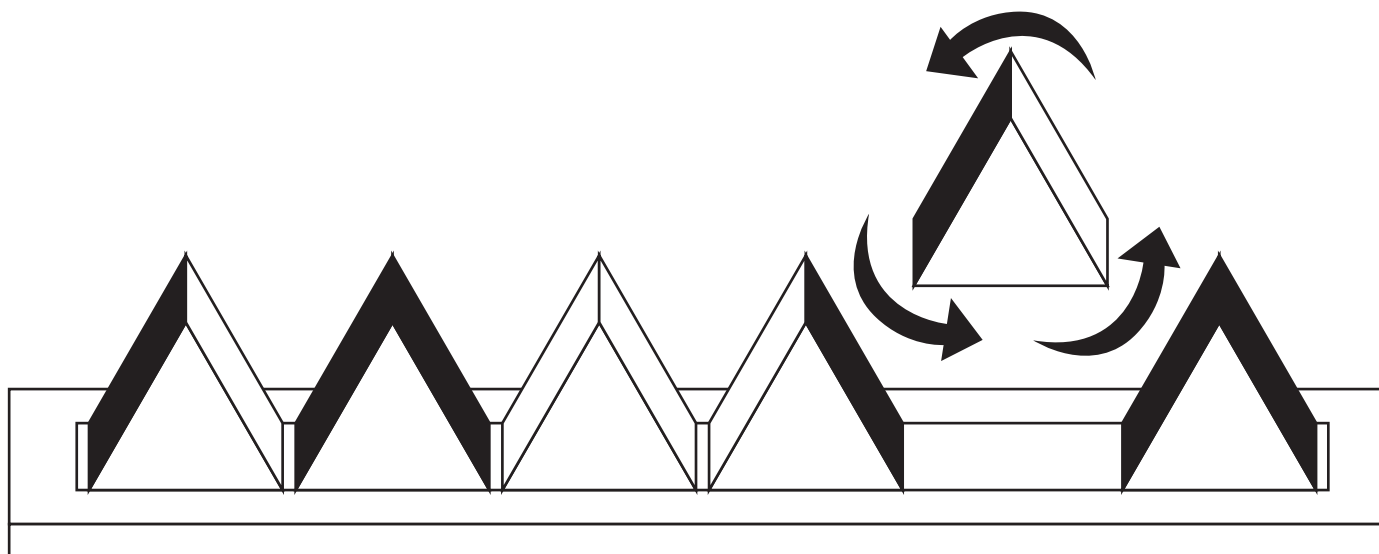


Player 1 Board



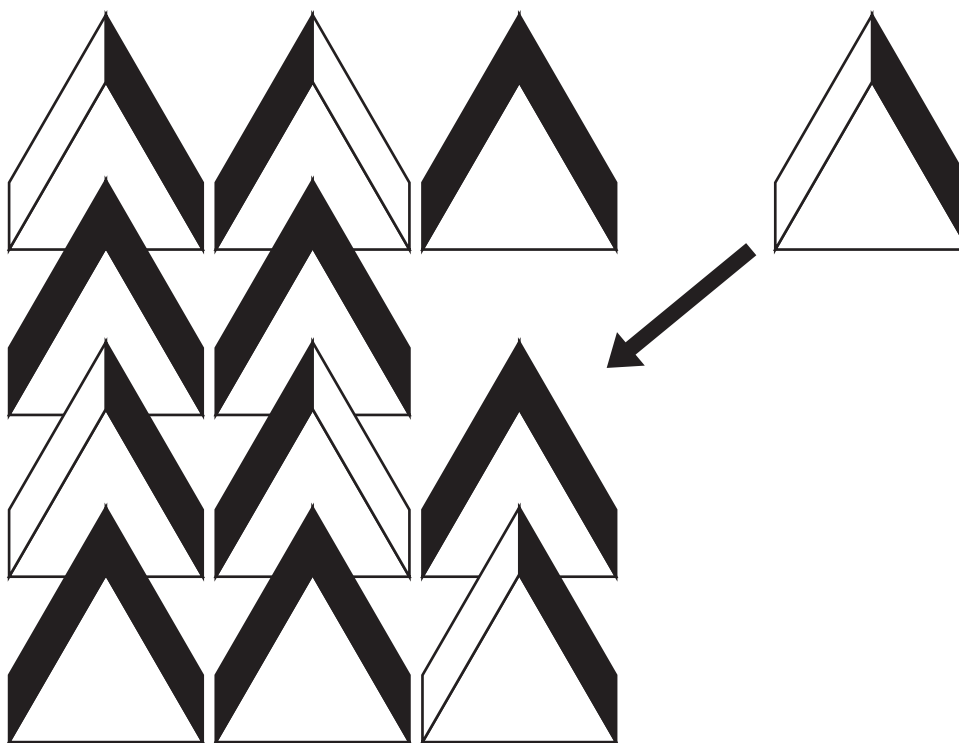


Turn a pice on your boar anticlockwise



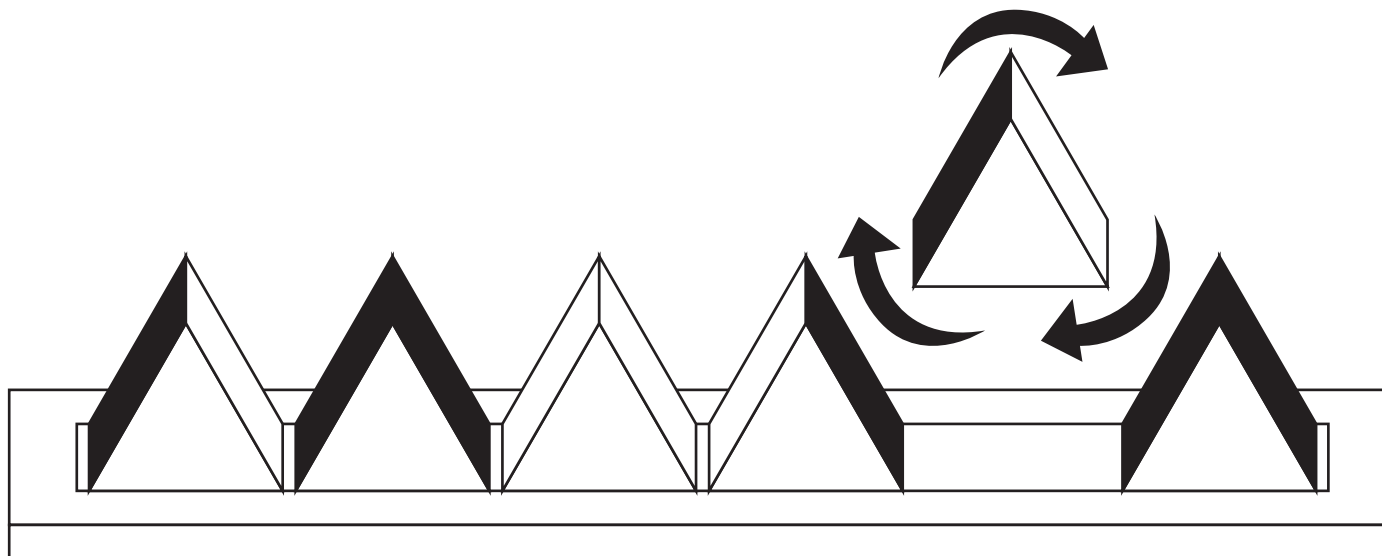


Put a pice from your board back in the pile .





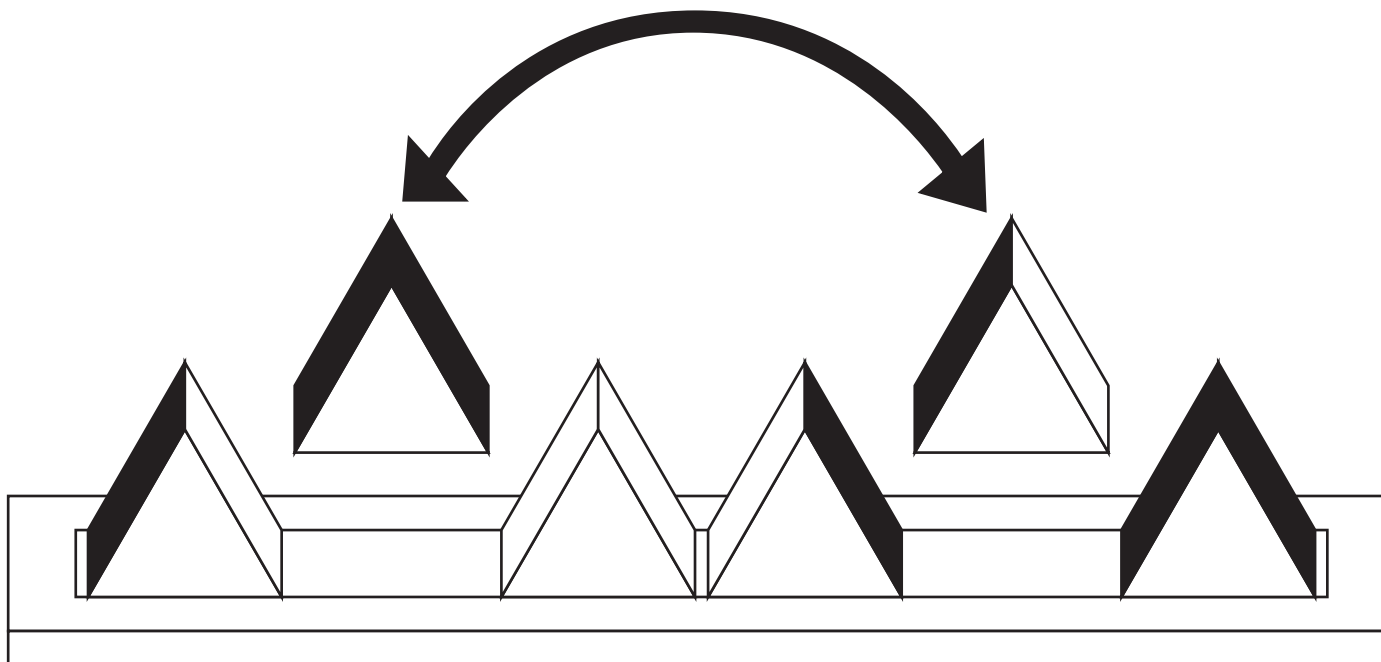
Tell another player to turn a pice.[their anticlockwise]





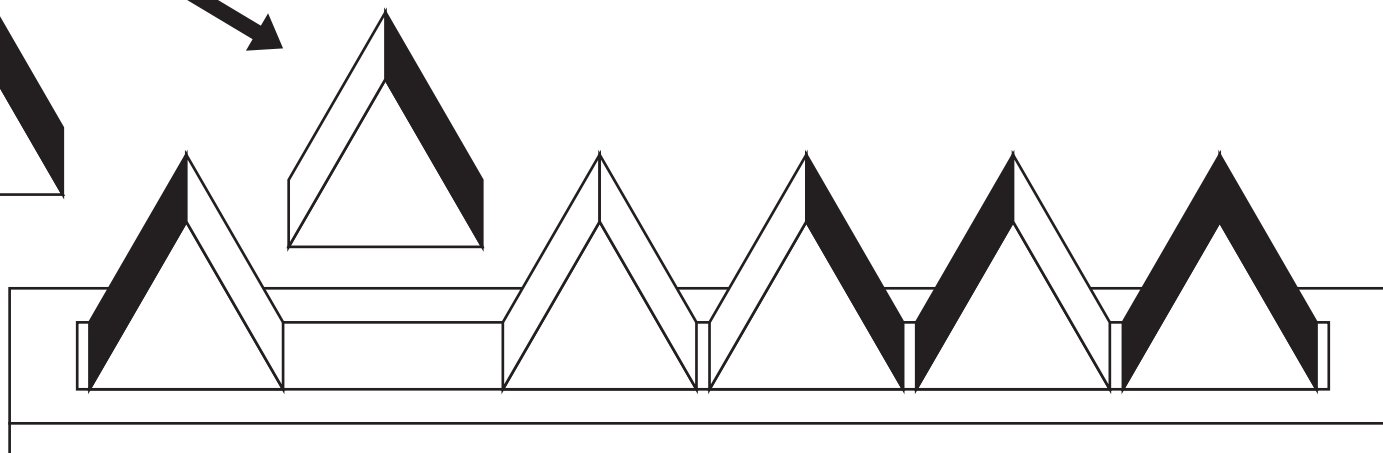
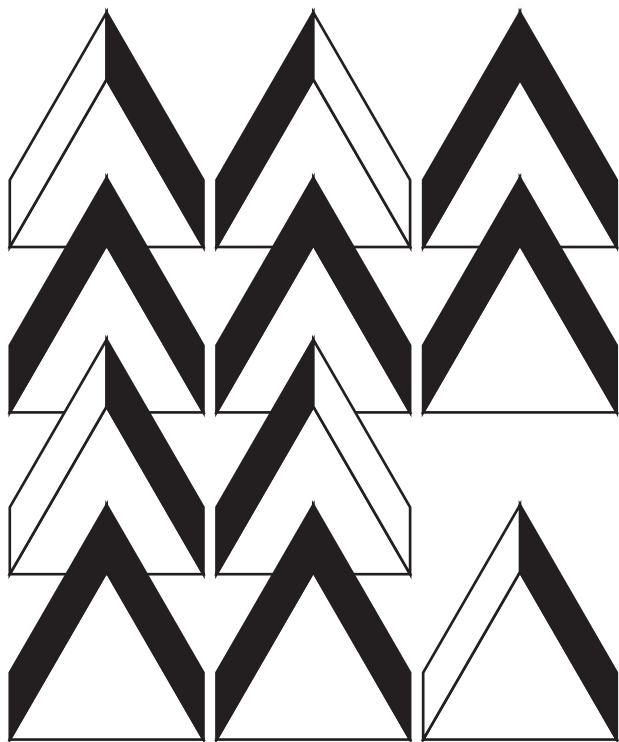
3

Swap a pice on your board with another on your board.



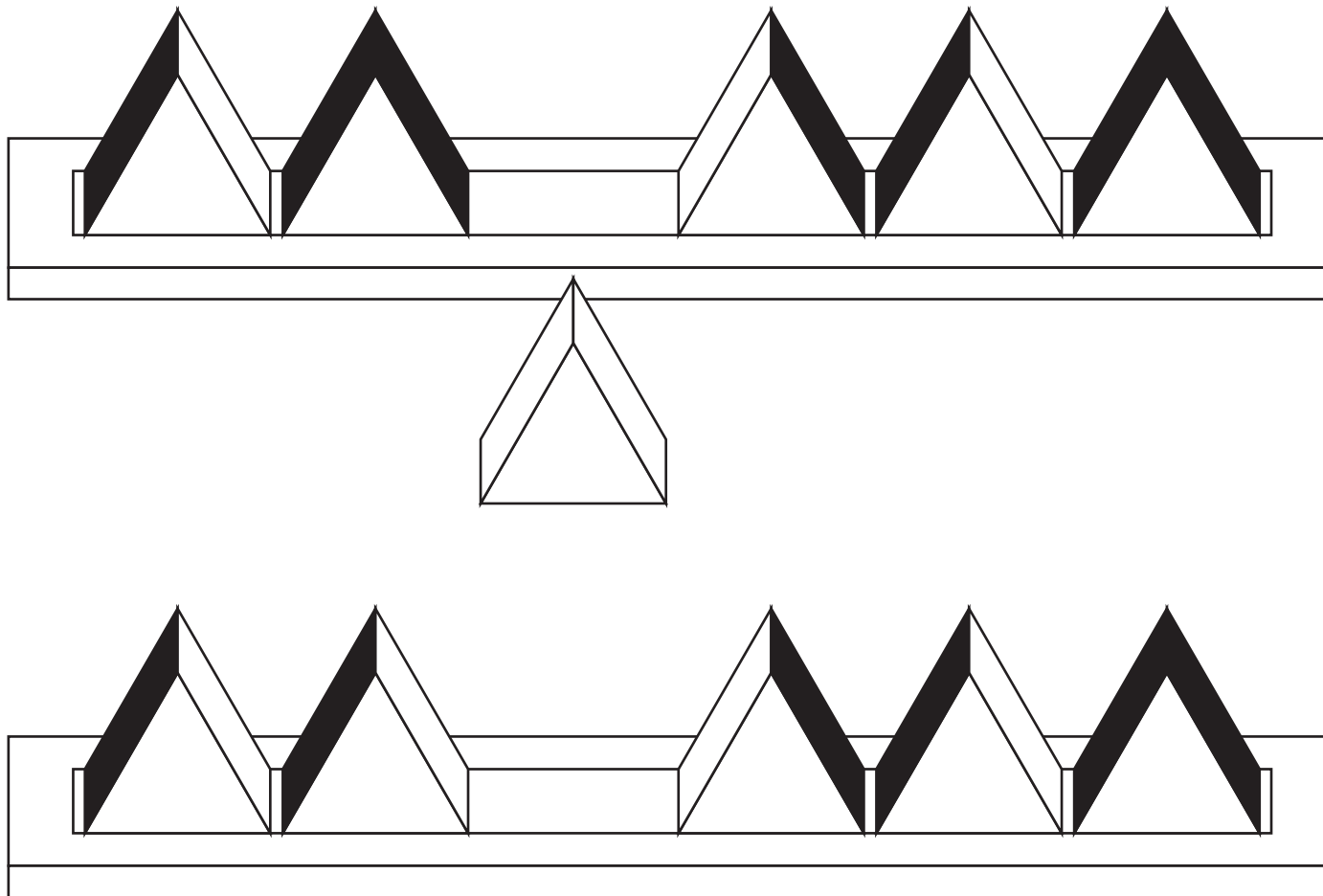


Take a pice form the pile.



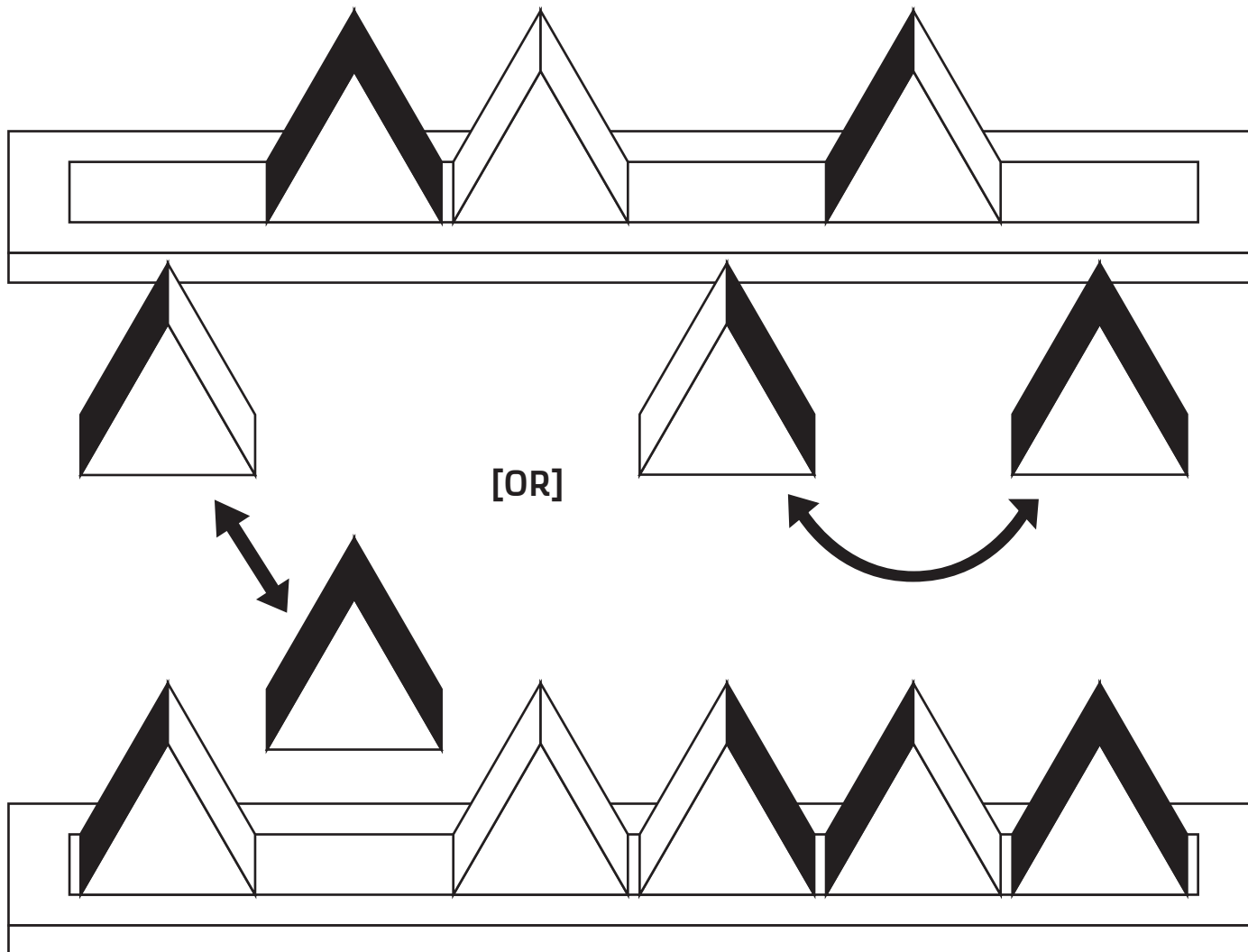
4

Steal a pice from another player, need empty space on your board.



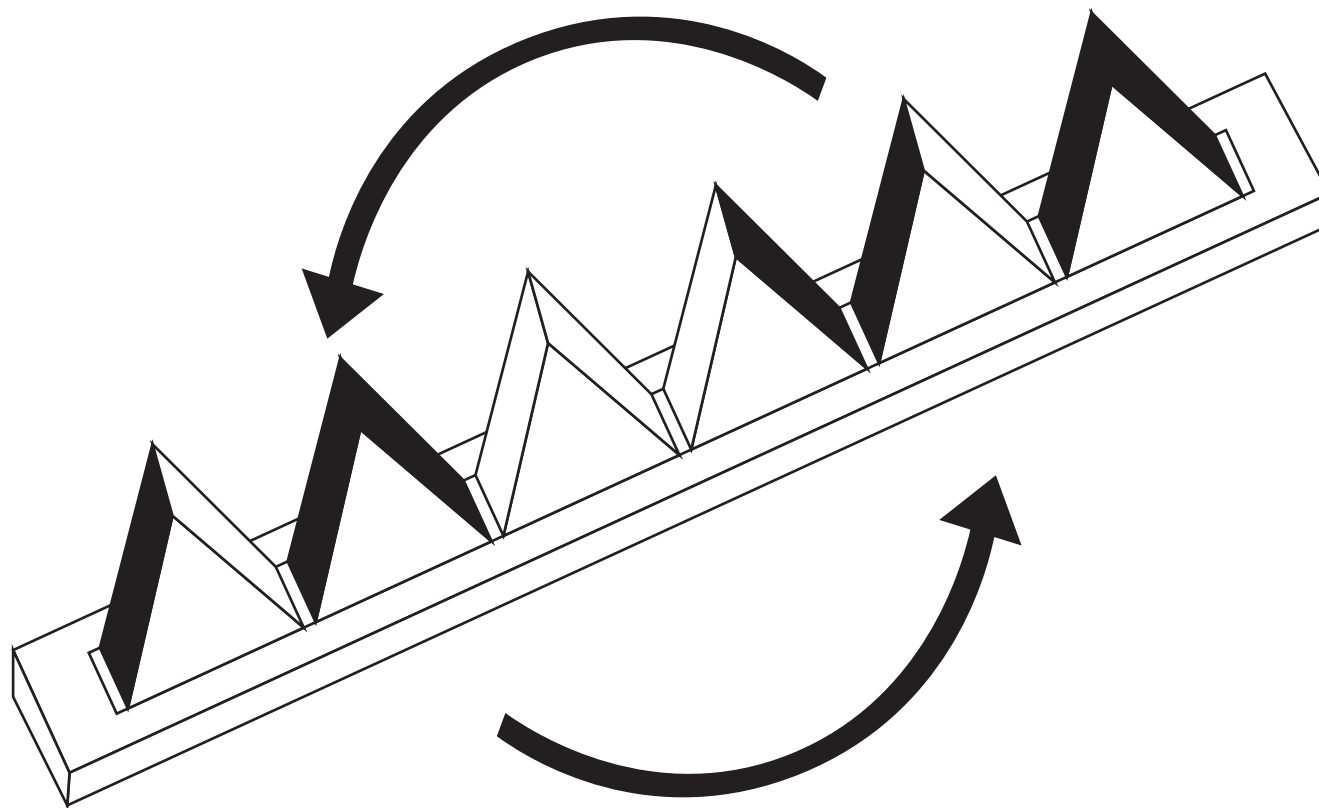
5

Swap any 2 pieces between players



6

Flip the whole middle board.



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**Thanks to BiomeCollective**  
**Made at Dundee Makerspace**