








Before playing you have to separate the small cards with shapes on them. You must put the circles in a deck, the triangles in a different deck, the squares in a different deck and the octagons in a different deck. Once you do that the game can begin.

When it's your turn you can either roll the dice or make a change.













1. Rolling the dice

The player has to throw both dice at the same time. If there are different numbers on the dice, the player can get circles, triangles or squares according to the following scheme:

• if on the die there's number 1, 2 or 3, the player gets a circle: ;  or  = 


• if on the die there's number 4 or 5, the player gets a triangle:  or  = 


• if on the die there's number 6, the player gets a square:  = 


Example:   =  
  =  
  =  


When a player gets a square, they place it on their board. If they get a circle or a triangle, they put it beside their board.





If a player gets the same number on both dice, they must do this:



 = The player has to give a circle to another player


 = The player has to give a triangle to another player.


 = The player has to give a square to another player.

 = The player has to give up all their circles.

 = The player has to throw a single die.
If they get ;  or  = The player has to give up all their circles.

 or  = The player has to give up all their triangles.



 = The player has to give up all their squares.



 = If the player has an octagon, the squares are saved. If the player doesn't have an octagon, they have to throw one die. What number you get on the die is the number of squares you lose. (If you don't have that many squares, you lose triangles. If you don't have triangles, you lose circles).



2. Changing.


If you don't want to roll the dice, you can make a change.

In order to make a change you have to give up three identical cards and get another one in change, according to the following scheme.

★  →  (3 circles can be changed into a triangle).

★  →  (3 triangles can be changed into a square).

★  →  (3 squares can be changed into an octagon)

The player can get an octagon only by making a change. The octagon helps when you score  on the dice.

3. Winning: To win, the player has to put 9 squares on their board.