

Setup

1. Set out 6 dice discs in ascending order. Place the "money" and "cards" discs on either end.
2. Give each player 10 victory points and the 3 action dice in one color.
3. Shuffle the cards and deal 4 to each player.
4. Each player gives the other player 2 of their cards.
5. Each player starting with the first player then lays out their 4 cards on their side of the play area. Only 1 card can be placed next to any one disc.

Goal of the Game

How to Play

Play commences in turns to make a complete "move". A "move" is made up of 3 phases:

Phase 1 - Add up Unoccupied Dice Discs

If not all the dice discs are occupied by the player's cards the player loses 1 VP per space. Place in VP stockpile.

Phase 2 - Throw the Dice

Roll all 3 dice. If all 3 dice are the same, the player may throw all 3 again.

Phase 3 - Carry out the Actions

The following 4 actions may be taken in any order and any number of times:

- Lay Cards - Pay the price on the card and place from hand onto one of the dice discs. If a card is already there it is discarded and replaced.
- Take Money - Place one of your dice on the "money" disc and take money equal to the die value.
- Take Card(s) - Place one of your dice on the "cards" disc and draw cards equal to the die value. Keep 1 and discard the remainder.
- Activate a Card - Place one of your dice on the disc showing the same number. Carry out the action on the card.

Battle

Some cards allow a player to battle the opponent's cards. The attacker (current player) rolls the battle die. If the die value is greater than or equal to the defence value of the card under attack, the attacker wins and the card is discarded. Otherwise, nothing happens.

End Game

The game ends immediately when:

- A player has no victory points left
- There are no victory points in the stockpile

The player with the most victory points wins.