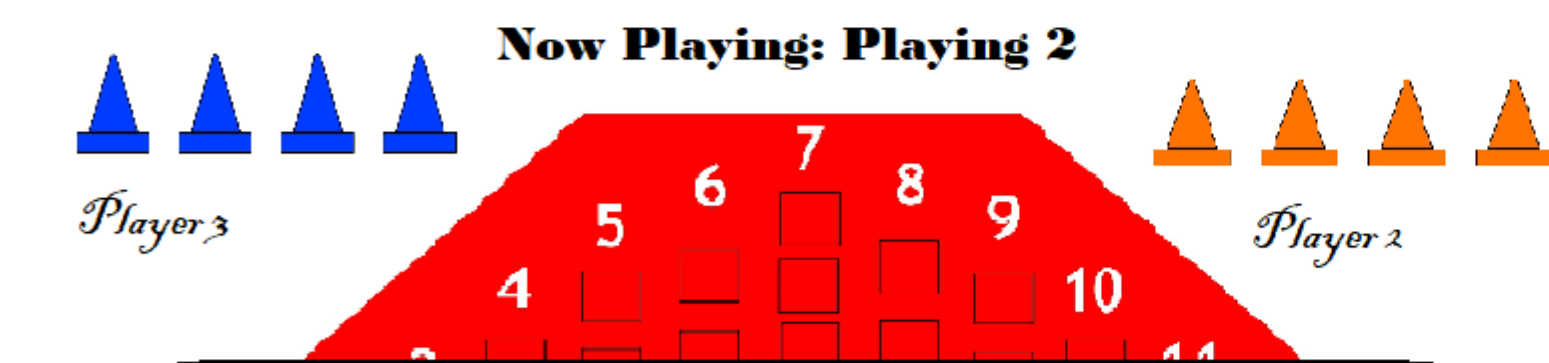
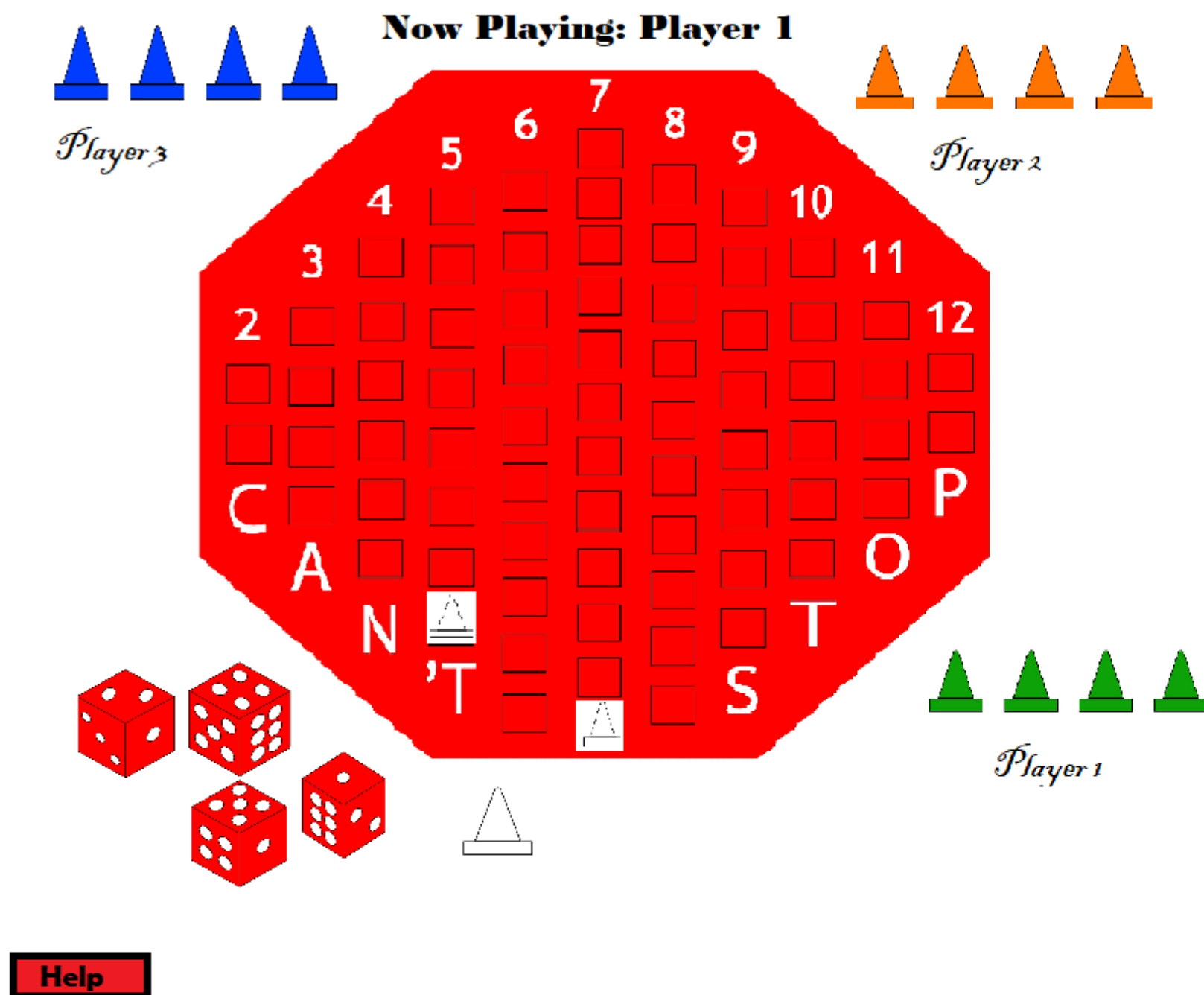
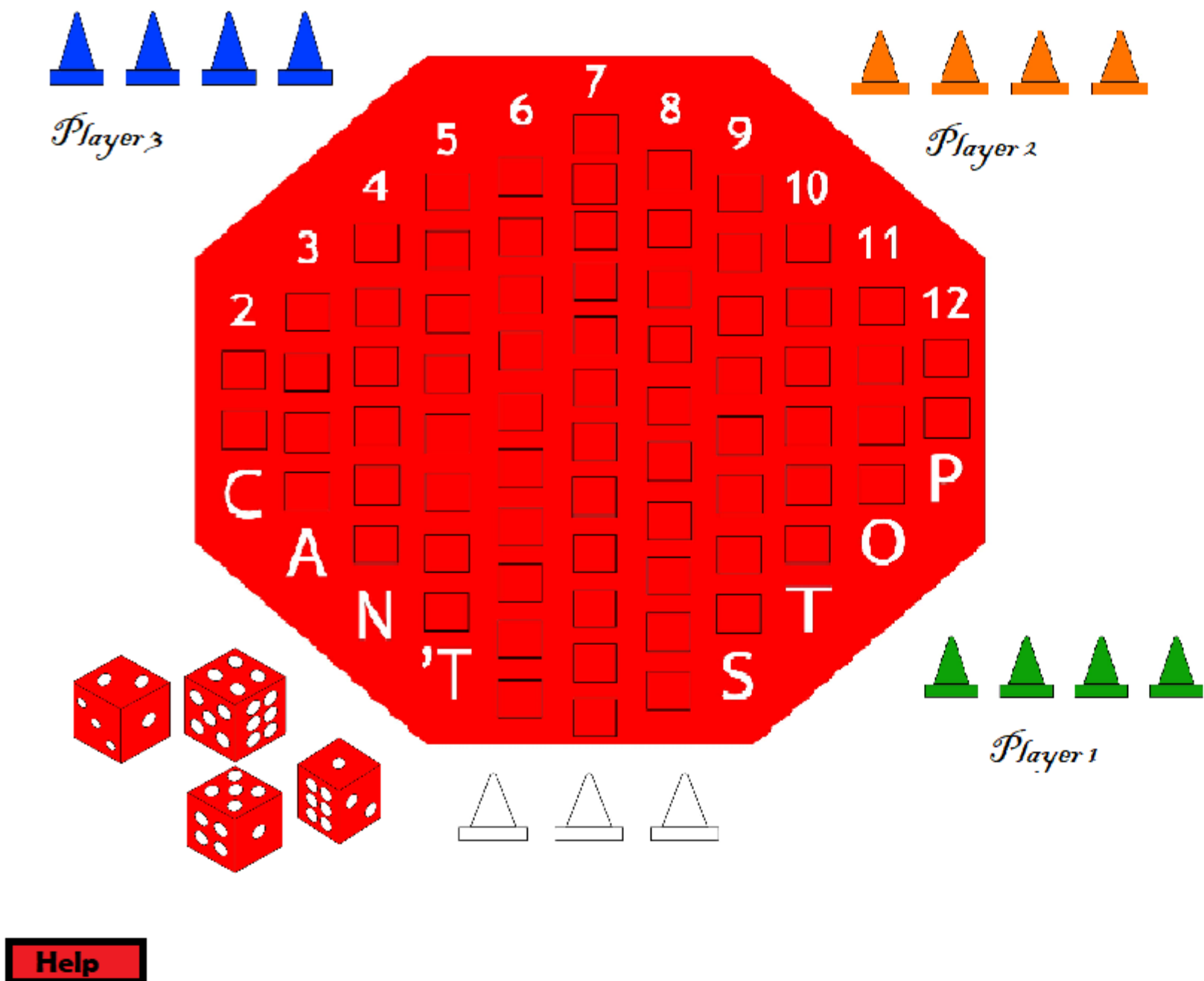


Take a Turn

UI Prototype Sktech:



On your turn

Begin each turn by collecting the three white cubes, placing them off the board and in front of you. Your goal during your turn is to advance as far as you can up one, two, or three columns. You'll use the white cubes to mark your progress during your turn. After every roll you'll need to decide whether to stop and keep your progress, or try to advance even further – at the risk of losing your progress

Rolling

Roll all four dice, then combine them into two pairs, any way you wish
If you roll 3, 4, 2, 6, then you can make these combination
3+4 and 2+6 (7 and 8)
3+2 and 4+6 (5 and 10)
3+6 and 4+2 (9 and 6)

(Yes, if you roll doubles / triples / quadruples, you'll have fewer combinations to choose from.)
Having thus chosen two sums between 2 and 12, advance a white cube in those columns, according to these rules:
Once you play a white cube in a column, it stays in that column until your turn ends. You cannot move a white cube from one column to another, nor can you remove it from the board during your turn.

As the game progresses, you'll often find that you can only legally make one move, rather than two. This is OK.

However, you must always play to as many columns as your roll allows; you can't choose to ignore dice that allow a legal move.

Going bust

To continue your turn, you must place or advance at least one white cube on the board, according to the rules above, after rolling the four dice.
If you cannot legally place or advance any white cubes using your roll, you have gone bust. You do not get to advance any of your cubes this turn. Pass the dice to the player on your left; your turn's over

Choosing to stop, or not

After you finish placing or advancing the white cubes, you can choose to end your turn, or roll again.
If you choose to end your turn, replace the white cubes with cubes of your own color. If you already have a cube on any of these columns, just move them up to their new positions. (Yes, several players' cubes can occupy the same space.) Then pass the dice and the white cubes to the player on your left; it is now their turn.
If you choose to roll again, leave the white cubes where they are, pick up all four dice, and roll! All the rules from the Rolling section apply to this new roll. Each player can keep playing and rolling as much as they want until they either go bust or choose to stop.

Claiming a column

If you have moved a white cube onto a column's top (shaded) space when you choose to end your turn, then you have claimed that column. Put your colored cube into the shaded space, while all other players' cubes in that column get returned to their owners.
For the rest of the game, no player can place a white cube in that column. That goes for you, too! That column's number has effectively ceased to exist. Play accordingly.
If you end your turn with three columns claimed, you have won the game. Well done.

Help