RULES : 

Each player starts the game with 6 stones. The goal of each player is to get all of their stone off the board.

At the beginning of your turn, you roll four tetrahedron dice and count the number of white corners up. This is the same as throwing 4 coins and counting the number of heads . This results in a score from 0 to 4 each turn.

You can then click on one stone that will move forward from the number of tiles indicated by the dice roll. You can’t land on one of your stones. You can land on an enemy stone, which lead his stone to return to his storage and starting the path all over again.

The middle is the only shared lane, meaning you can only bop enemy stones that are on this lane.

If you roll a 0 or if you can’t move any stones, you lose your turn.

The greyed tiles on the image are the Roll Again tiles. As its name implies, you have a bonus dice roll during this turn if you land on one of those tiles. The tile 8, is also a safe tile, meaning you can’t bop an enemy stone resting on this tile.

To get a stone off the board, you need to get the exact dice roll that would allow you to go to an imaginary tile 15, meaning you need roll a one if you’re on the tile 14 etc..

