misDIRECTION Rules

Components:

One Game board

220 Tiles

Four distinct color Tokens (each representing one player)

Four Disks with a dark side and a light side

One 6-Sided Die

Object of Game: First player to land on the center Game board space, by exact roll, wins.

Setup: Each player chooses a Player's Token and places it on the corner with the matching color. Each Player has a two sided plastic Disk, one side dark, one side light. Place the disk dark side up off the board by the Player's staring corner.

Disk: Is a two-sided disk representing a special Action within the Turn Sequence. The game always starts with the Disk's dark side up.

When the Disk is dark side up, the Player can rotate any Tile that has been turned over during play, after they completed moving their Token. The rotation move is a one quarter turn (90 degrees) clockwise or counter-clockwise. The Player is not obligated to rotate a tile, but once the die is passed to the next Player, the previous Player may not rotate a Tile until their next turn.

When the Disk is light side up, the Player has the option, at the beginning of their turn, before rolling the Die, to rotate any Tile that has been turned over during play, one-quarter turn (90 degrees) clockwise or counter-clockwise. The Player is not obligated to rotate a Tile. Once the Player rolls the Die, the Player cannot rotate a Tile until their next turn.

Game Play

Randomly mix the tiles and place them face down (arrow side down) on the Game board surface, making sure to place only 1 tile per space. Start each Player's Token on the corner of

the same color. All four Players roll the Die. The Player with the lowest roll goes first and uses the number of their roll as their opening move. The next Player (clockwise) then rolls and takes their move and so on.

Starting the Game: Starting player rolls the Die and then moves their Token the number generated in the direction of the colored arrow at their starting point. Upon landing, the Player who has moved turns over the tile on the space that their Token has landed. The Player aligns the Tile towards the top of the board according to the legend on the Tile that has been turned over and then centers their token directly over the directional arrow printed on the face. Players must remember the direction that the arrow is pointed as this is the new direction that the Player's Token will be traveling on their next turn. Once a token has been placed on a tile it **may not** be lifted to reveal the direction under it until the owning player rolls the dice to move the token. Should a player land their token on an occupied tile the occupying token is immediately sent back to their starting corner leaving the tile free to be occupied by the new token.

Player Turn Sequence:

1. If Disk is light side up, a Player may rotate any Tile clockwise or counter-clockwise one-quarter turn (90 degrees), and then flips their Disk to the dark side, then rolls the dice to continue play. Prior to rotating a tile, players **may not** lift a token off a token to reveal the direction underneath. (Note: A player may elect to rotate the tile occupied by player's own token.)
2. If the Disk is dark side up, the Player rolls the Die and moves in the direction indicated on the Tile that the Player's Token is on. In the alternative, a Player may move (Teleport) their Token to a same colored Teleportation tile (marked on the Tile).
3. If Disk is dark side up, a Player may rotate any Tile clockwise or counter-clockwise one quarter turn (90 degrees), and then flip the Disk to the light side.
4. When a Tile is rotated, the Disk must be flipped over as part of the play during the Player's turn.
5. Next Player's turn (moving clockwise). Repeat.

Tiles: Mix the face down board Tiles into the board grid pattern.

Upon a Token landing on a Tile, the Tile is immediately turned over for all Players to see. The moving Player's Token is then placed onto of this tile, covering the directional arrow. Make sure the top of every Tile that is initially turned over is aligned with the top of the game board as marked. Once turned over, the Tiles remain face up for the duration of the game.

When a Player's roll takes a Token past a board edge the Player flips the tile their token would exit the board from (if it has not been previously flipped, or, uses that tile direction if already

flipped) and then uses the Direction indicated on the tile to complete their roll. When a tile is flipped in this manner only the directional arrow is used and not any special movements or instructions contained on the tile. Should the new direction also force the Token off the board the Token is forced back to their starting color corner and their turn is over.
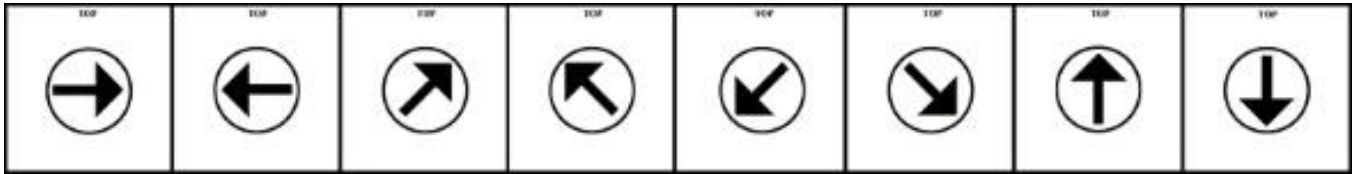
136 Arrow Tiles: Indicate the direction the player must head upon moving.

8 Auto flip: The Player landing on this tile must flip their Disk over.

32 Go in Opposite Direction: Player must head in opposite direction of arrow on next turn.

4 Lose Turn: The player indicated misses their next turn.

8 Roll Again: Players landing here immediately roll again and move.

32 Teleportation: Allows the player to move to a teleportation Tile (as marked) of their color.
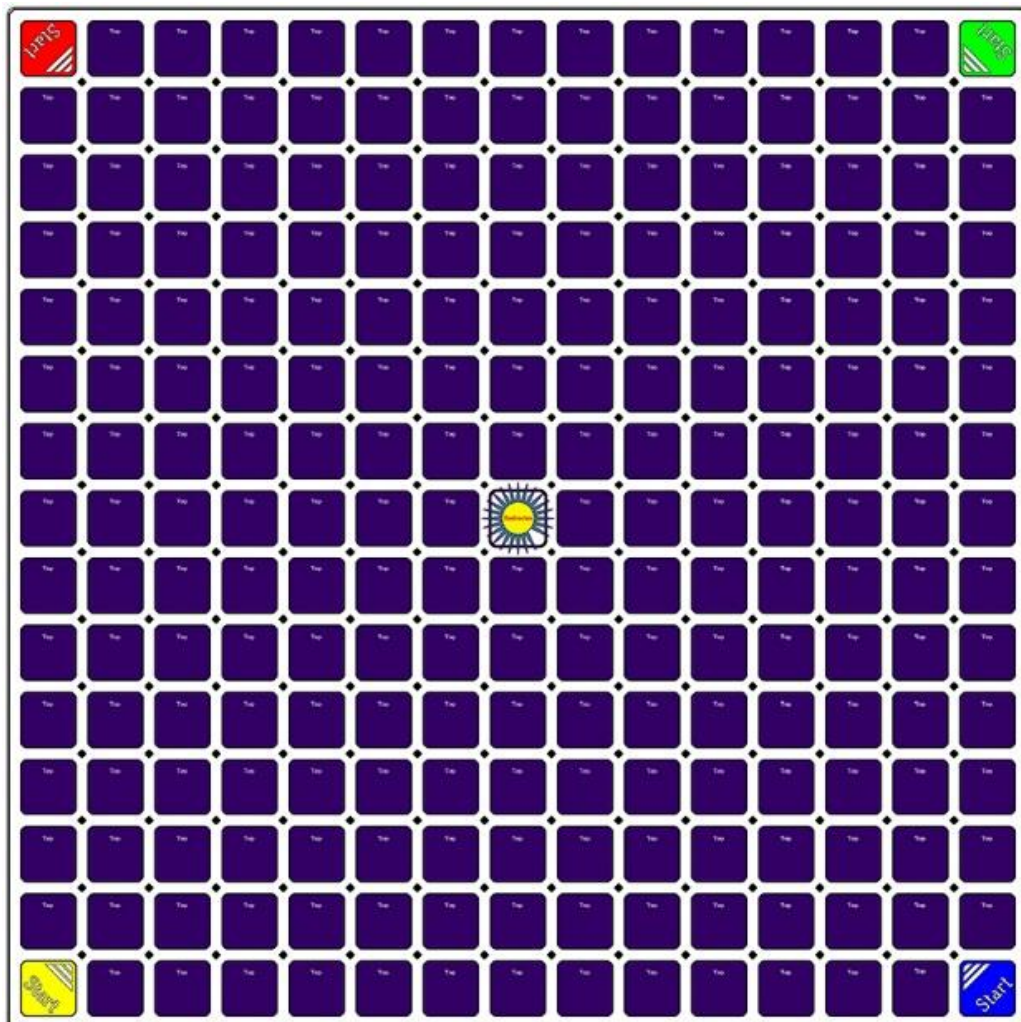
Game Board: Players starting space is in each corner. Winning space is in center of the board.

Scoring: During play Tiles are turned over to reveal direction of travel. Each tile is worth one point to be added to the total number of available points at the end of the game. At end of game each tile revealed adds one point to the total. The winning Player is awarded the points equal to the number of Tiles turned over.