

Dimensions

RULES

The Journey Begins (Top Level):

1. Separate and then shuffle the 6 to 10 (or more, depending on how many waves of players) sets of cards into their respective categories.
 - a) "The Journey Begins" Deck
 - b) "Alternate Realities" Decks (May increase depending on the number of waves (teams) of players)
 1. "Ghost Realm" Deck
 2. "Alien Realm" Deck
 3. "Wizard Realm" Deck
 4. "Robot Realm" Deck
 5. "Ape Realm" Deck
 6. "Pirate Realm" Deck
 7. "Witch Realm" Deck
 8. "Zombie Realm" Deck
 - c) "Homeward Bound" Deck
2. Place all game tokens on the top level of the board in the "Begin Here" slots.
3. Each player in this wave rolls a die and the player with the highest number goes first. The player with the next highest number goes second and so on. In the case of a tie, those players who have tied will roll again. If those players tied for starting in second place, the higher of the tie-breaker roll will start second and so on.
4. Once the order of play is established, each player will roll the die again and move the number of spaces indicated on the die and complete the task as indicated in the directions provided by the space. (ie, move backward or forward a number of spaces, draw a card, etc.)
5. The player whose turn it is will take a card from the appropriate deck (if on the top level, the player will draw from the "The Journey Begins" deck if the space upon which they land indicates that the draw a card.
 - a) A player may choose to hold a card with a detrimental task (instead of completing the task described). They can then give this to another player later in the game, but lose a turn. (See "Team Play", Rule 2 below)
6. Players who reach the entrance of the vortex (funnel) who roll an exact number or greater number will drop their game token into the vortex which will send them to one of four alternate realities.
7. The funnel will spin (may require a button press) so that no two players end up in the same alternate reality while playing in the same wave.

Alternate Realities (Mid Level):

1. Upon exiting the vortex, player will randomly be deposited in an alternate reality.

2. **Players will roll the die to move through their respective alternate reality.**
3. **Players will complete tasks as described on whatever space upon which they land. (ie, move backward or forward a number of spaces, draw a card, etc.)**

Team Play:

1. **When the last player of the first wave enters the vortex, the next teammate of the first player to enter the vortex can begin play on the top level then the teammate of the second player in the first wave to enter the vortex can begin play on the top level and so on.**
2. **Alternatively, each player in the second wave can decide to roll the die to determine who goes first in the second wave. This alternative shall be based on a consensus of all teammates on all teams who can decide on one of the two options here:**
 - a) **The team in the lead will be able to choose to move a token in the first wave forward (by a number of spaces TBD later).**
 - b) **The team in the lead can transfer a card with a detrimental task to another team's player in the second wave at anytime before the first player in the second wave enters the funnel.**

Homeward Bound (Final Level):

1. **Upon leaving the alternate reality, each player will roll the die to make their way home.**
2. **Players will complete tasks as described on whatever space upon which they land. (ie, move backward or forward a number of spaces, draw a card, etc.)**

To Win:

Player (or team) to makes it home first wins.