

RICEMARLL

players: 2 - 6

age: 10+

time: 60 minutes

components	24 Goal cards, 96 Modifier cards, 36 Dice , 100 Tokens
set up	<ol style="list-style-type: none">Each player takes 6 Dice and a personal Modifier deck, shuffled: +1, +1, +2, +3, -1, -1, -2, -3Set aside any remaining +1, +1, +2, +3, -1, -1, -2, and -3 Modifier cards.Shuffle the remaining Modifier cards to create the shared Modifier deck.Shuffle the Goal cards to create a Goal deck. Reveal 3 Goal cards, with 6 Tokens on each.
rolls & goals	<ol style="list-style-type: none">All players simultaneously roll their 6 Dice and line these up in front of them.All players draw 6 Modifier cards from their personal Modifier deck.<ol style="list-style-type: none">When your deck runs out, shuffle your Modifier discard pile into a new deck.All players play their Modifier cards, face down, behind their 6 Dice.<ol style="list-style-type: none">Dice can have multiple Modifier cards. These will be evaluated top to bottom.Any Modifier cards you don't use can either be returned to the top of your personal Modifier deck, face down, or go into your Modifier discard pile, face up.When everyone's ready, all players flip over their Modifier cards.<ol style="list-style-type: none">Reroll: Actually roll the Die again. Do this first.Pick: Actually change the Die to the desired side. Do this second.Flip: Actually flip the Die to the opposite side. Do this third.For each Goal card, determine who can claim it, then discard it.<ol style="list-style-type: none">If you alone achieve the Goal, take all the Tokens.If 2+ players achieve it, they split the Tokens evenly, removing any remaining Tokens.All players move their played Modifier cards to their Modifier discard pile, face up.
deck selecting	<ol style="list-style-type: none">Reveal 3 new Goal cards. Place 6 Tokens on each one.Reveal 2 Modifier cards per player, minus 1 card, from the shared Modifier deck.<ol style="list-style-type: none">Also reveal 1 special Goal card, face down.In a 6-player game, the final round will be 1 Modifier card per player, plus 2 Goal cards.Determine player order: each player counts how many Tokens they have.<ol style="list-style-type: none">Start with the player with the fewest Tokens, then the next fewest, and so on.If players are tied, they each roll a Die. The player with the lowest roll goes next.On your turn, add 2 Modifier cards to the top of your personal Modifier deck.<ol style="list-style-type: none">Optionally, take only 1 Modifier card, and also take the special Goal card.
special goals	<ol style="list-style-type: none">If you have a special Goal card, keep it to the side.Before players flip their Modifier cards, you may choose to declare special Goal card(s).Like standard Goal cards, any player may achieve this special Goal and claim its Tokens.
end game	<ol style="list-style-type: none">After the 6th "rolls & goals" phase, the player with the most Tokens wins.<ol style="list-style-type: none">If players are tied, they each roll a die. The player with the greatest roll wins.

play-testing: Liz, Ken, Dave, Michael, Maeve, Jeff, Ayelet, Dan, Lyn, Amy, Bob, Tim, Amy, Tom, Lexie

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Goal cards

- **most 1s** - most dice equal to 1
- **most 2s** - most dice equal to 2
- **most 3s** - most dice equal to 3
- **most 4s** - most dice equal to 4
- **most 5s** - most dice equal to 5
- **most 6s** - most dice equal to 6
- **most zeroes** - most dice equal to 0
- **most odds** - most dice equal to an odd number (including negative odd numbers)
- **most evens** - most dice equal to an even number (including negative even numbers, and 0)
- **most divisible by 3** - most dice equal to a number that divides by 3 without a remainder
- **fewest positive** - fewest dice equal to a positive number (greater than 0)
- **fewest 123456** - most dice equal to a number other than 1, 2, 3, 4, 5, or 6
- **highest total** - after all players sum their dice values, the largest sum
- **lowest total** - after all players sum their dice values, the smallest sum
- **2nd highest total** - after all players sum their dice values, the second largest sum
- **2nd lowest total** - after all players sum their dice values, the second smallest sum
- **biggest number** - individual die equal to the highest number
- **smallest number** - individual die equal to the lowest number
- **greatest range** - largest difference between the highest and lowest number
- **smallest range** - smallest difference between the highest and lowest number
- **longest run** - most dice "in a row", ie, representing consecutive values
- **largest set** - most dice of the same value
- **most pairs** - most groupings of two dice of equal value
- **greatest variety** - most different values across all dice

Modifier cards

starting set

- **+1** x12 - increases the value by 1
- **-1** x12 - decreases the value by 1
- **+2** x6 - increases the value by 2
- **-2** x6 - decreases the value by 2
- **+3** x6 - increases the value by 3
- **-3** x6 - decreases the value by 3

other modifiers

- **blank** x8 - does nothing (takes up a spot in your hand)
- **[0]** x2 - changes the value to 0
- **[1]** x2 - changes the value to 1
- **[2]** x2 - changes the value to 2
- **[3]** x2 - changes the value to 3
- **[4]** x2 - changes the value to 4
- **[5]** x2 - changes the value to 5
- **[6]** x2 - changes the value to 6
- **[7]** x2 - changes the value to 7
- **x2** x4 - doubles the value
- **÷2 (rounded down)** x4 - halves the value, then rounds down (ie, 5 → 2.5 → 2)
- **negate** x4 - changes the sign between positive and negative (does not affect 0)
- **reroll** x4 - roll the actual die again (do this first)
- **pick** x4 - change the actual die to any side (do this second)
- **flip** x4 - flip the actual die to the opposite side (do this third)