

SIXIS

Rules v1.5

Players: 2-4

Time: 5-15 min per round

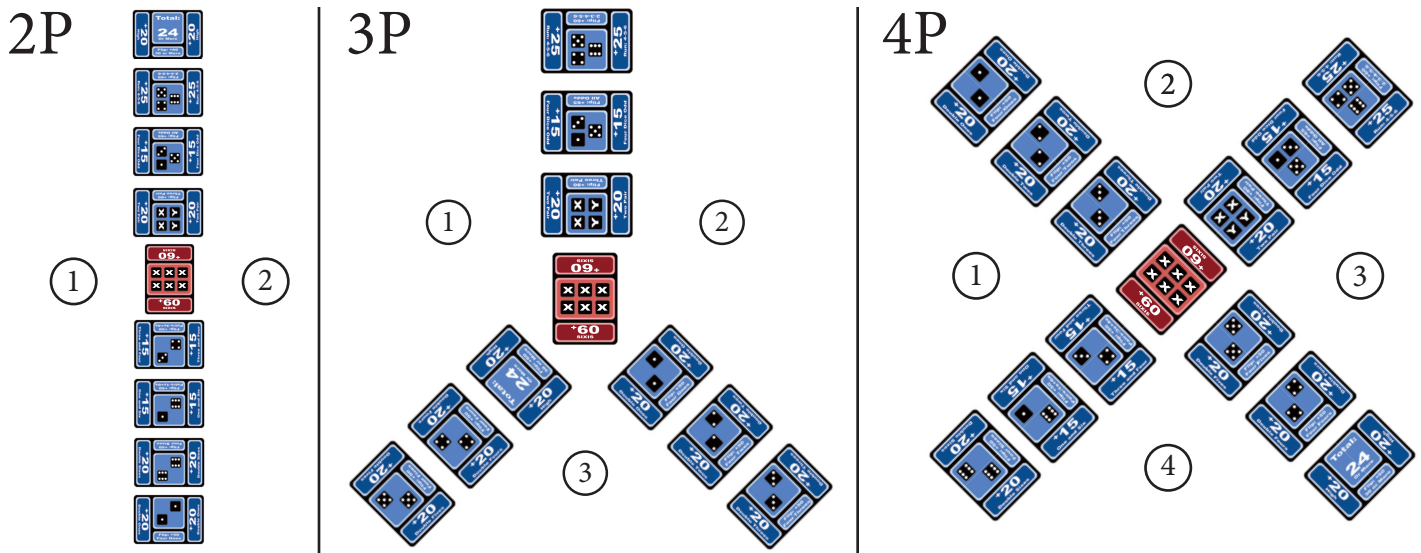
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Overview: Score the most points by collecting goal cards by matching your dice to their requirements. You must use strategy and planning to save your dice efficiently between turns. Also, you should roll the numbers you want to roll. It will help you win!

Goal Cards: Each goal card has two sides: A blue 'easy' side, and a red 'less easy' (hard) side worth more points. You will have several cards to choose from, but your roll will need to match at least one for you to be able to act on your turn.

Setup: Start by taking the Sixis card and placing it in the center (red side up). Then, deal out cards blue side up as indicated by the diagrams below. The leftovers are placed underneath the Sixis card and will not be used this round. Each player takes six dice of a single color, and places them in one of the spaces indicated by a circle. You should sit next to your dice, lest they be lonely!

In a three or four player game each player has access to the six cards adjacent to their area, plus the Sixis card. In a two player game, you have access to all cards.



Playing the Game: In a random fashion, choose a start player. The suggested method for this is to roll all six of your dice and compare totals. This loud noise will of course draw attention to the fact that you are playing a lowly 'dice' game, and may bring shame upon you all. Apologies.

Each player's turn has five steps. Play passes clockwise at the end of each turn.

(1) Round Over? If your turn begins and the Sixis card is the only card available to you, the round is over!

(2) Keep Saved Dice? On your previous turn, you may have set aside dice to save for this turn. If you want, you can choose to roll ALL of your dice instead of just the ones you didn't save. You can't pick and choose, though.

(3) Roll Dice! Take all of your dice (except for the saved ones!) and roll them. Be sure to complain about being unlucky, if warranted.

Playing the Game (continued)

(4) Score OR Flip One Card: If your dice (combining both rolled and saved dice) satisfy the conditions on a card you have access to, you have a choice. You may either take the card for points, OR if it is blue side up, you may flip it over to its more difficult red side. You cannot flip and then take the same card in one turn, even if you have the dice the red side requires. If you rolled six of a kind, you may take the Sixis card, immediately ending the round.

(5) Save Dice: You may choose any or all of your dice to save and lock-in for your next turn's roll. Set them aside, near the Sixis card in the center to indicate which you have chosen.

Ending the Round: If your turn begins and all six cards you had access to are gone, the round is over! If the Sixis card is claimed, the round ends immediately. At the end of the round, each player counts up all the points on their claimed cards. Highest score wins! You can also play sets of three or five rounds, or to a set total (say, 600).

Special Rules for Two Players: In a two-player game, you have access to all eight cards plus the Sixis card. Everything else plays like a normal three or four player game, except for the end condition. At the start of your turn, if all the cards are red or all cards on one side of the Sixis card are gone you may end the round, but you do not have to. Taking the Sixis card still ends the round as normal.

Clarifications: The Full House card, and Two/Three Pair card each need distinct numbers for their sets. 5/5/5/5/5 is not a full house, and 5/5/5/5/4/4 is not three pair.

36 Dice? But we only need 24! Sixis is the first in a series of releases by Asmadi Games which will be called the 36-Dice system. All are games that require some subset of six dice each of six different colors. Some will be free downloads, others will involve cards and components that you have to buy. Future releases in this line will be available as stand-alone games, but also sold with all components except the dice, at a lower price. That way you don't have to keep buying the same dice! We'll be posting information about these games at 36Dice.com starting in the spring of 2011.

Team Play: With four players, you can (and should!) play as teams, sitting opposite one another. Tally both your and your partner's score together. No other rules differences.

Advanced Start: After the dice roll to determine who will play first, allow the second player to save up to two dice from his roll, the third player up to three dice, and the fourth player up to four dice. This mitigates the start player advantage, allowing the other players a little head-start before their first turn.

Credits:

Game and Art Design: Chris Cieslik

Playtesting: Mark Bigney, Kat Dutton, Jessica Maryott, everyone at the MIT SGS, and the varied attendees of KurisuCon.

For more information and other exciting games by us, visit our website at AsmadiGames.com

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