

# Cim

By Michael Winkelmann, 1994

## Game Material:

One set of **Miwin Dice** per player and a **15 x 15 board**.

Each square on the board has the same size as the base of a die ( $2.5 \times 2.5 \text{ cm}^2$ ).



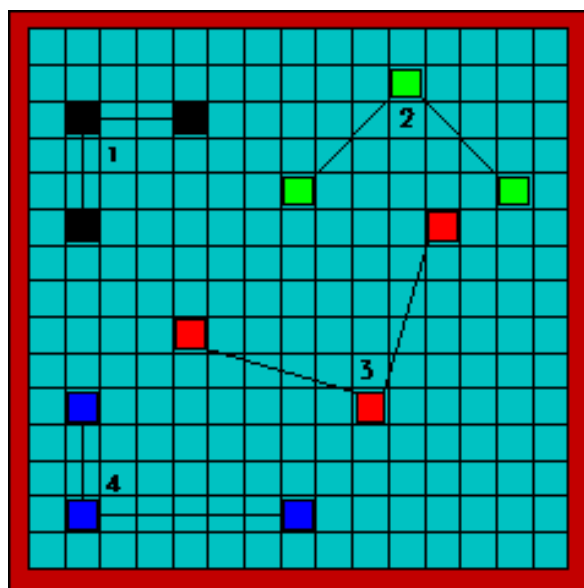
**Number of Players:** 2 – 4

**Game Duration:** Approx. 15 minutes

## The Goal

Each player tries to place their three dice on the board in such a way that they form a **right-angled isosceles triangle**.

- Player 1: Right-angled isosceles triangle
- Player 2: Right-angled isosceles triangle
- Player 3: Right-angled isosceles triangle
- Player 4: Right-angled **non-isosceles** triangle



## The Game

Each player has a set of Miwin Dice. The three dice act as game pieces and may only be placed on specific fields.

The number on the **visible side** of a die on the board indicates how many spaces away—**counting from the die outward**—another die may be placed.

If the destination field lies outside the board, it may not be used.

If a side is not visible because another die is adjacent to it, that destination field is also invalid (covered side).

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## Game Flow

- The first player places one of their three dice on any square.
- The second player then places one of their dice on **one of the (up to four) target fields** of that die.
- The first player places their second die on one of the target fields of that die, the second player again on one of the target fields of the most recently placed die, and so on until each player has placed all three of their dice.

From this point on, **any of your own dice** may be moved to a **target field**—determined by any die on the board, whether it belongs to you or an opponent.

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## Game Variants

1. Form a **right-angled triangle** in which one side is **horizontal**.
2. Form **any right-angled triangle**.
3. Choose your own **side-length ratio** for the triangle's legs (e.g., 2 to 1).