



# Percolate



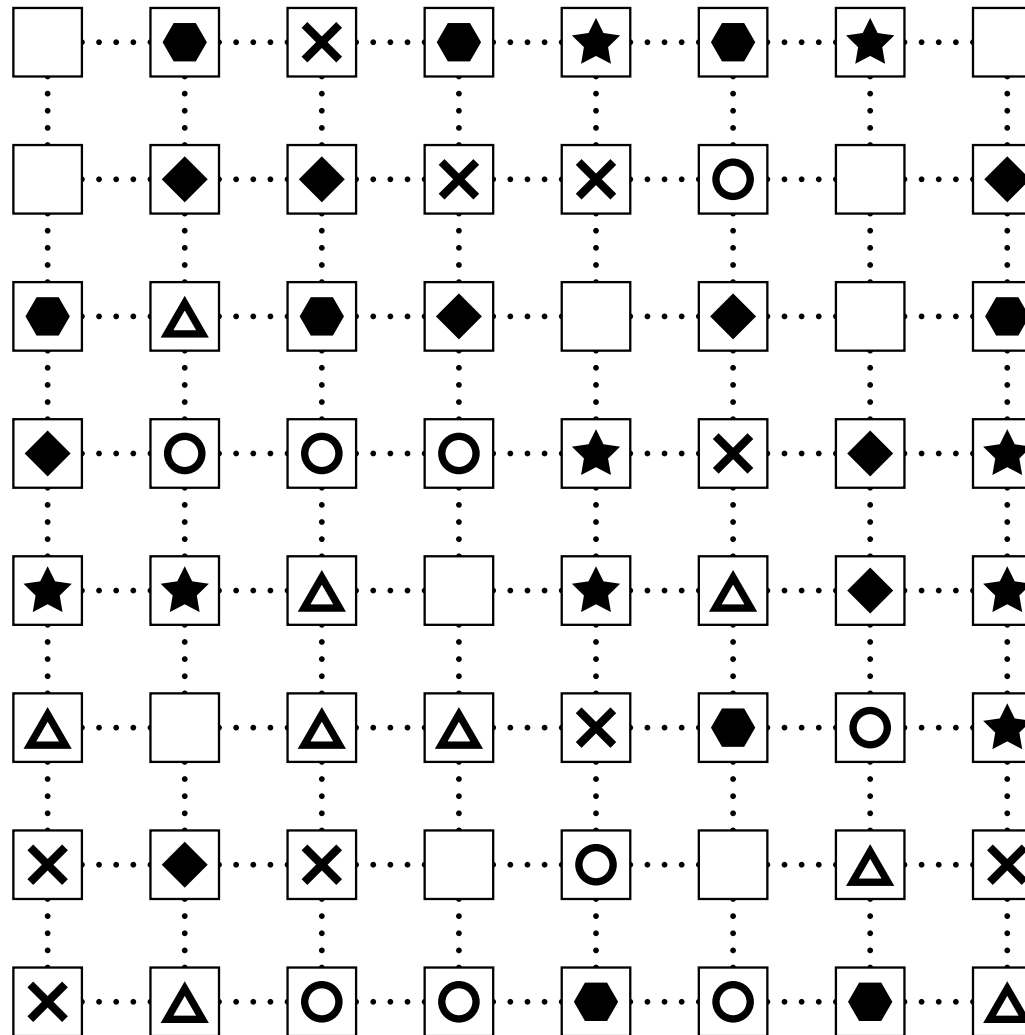
## Overview

Percolate is a simultaneous puzzle-solving game for any number of players which can be played in less than ten minutes.

Each player will need a pencil and a copy of these rules. You will need one 20-sided die and a 10-second sand timer to share.

Each round, one player should roll the die. Everyone should circle the three icons next to the die result on the table below.

Die	Icons	Die	Icons
1	○ × △	11	◆ ★ ●
2	○ × ◆	12	△ ★ ●
3	○ × ★	13	△ ◆ ●
4	○ × ●	14	△ ◆ ★
5	○ △ ◆	15	× ★ ●
6	○ △ ★	16	× ◆ ●
7	○ △ ●	17	× ◆ ★
8	○ ◆ ★	18	× △ ●
9	○ ◆ ●	19	× △ ★
10	○ ★ ●	20	× △ ◆



## Gameplay

Each round, you will draw a *path* that connects two opposing sides of your board. Your score is the length of your path.

Your path must only traverse empty squares or those with an icon that you circled earlier.

The first player to finish should *bid* by announcing their score. Then, they should start the timer.

If any other player can find a shorter solution before time expires, they should bid by announcing their score.

Afterwards, the player with the lowest bid should display their solution. Everyone else should verify that their bid is correct.

If so, that player wins the round. If not, the player with the next lowest bid should display their solution. Continue until someone can demonstrate a correct bid. That player wins the round.

Play additional rounds until someone has won three times.