Rules

Goal

The goal is to collect point by placing marbles adjacent to each other. Additionally placing the marble into a magenta slot gives 3 points, black slots give +2 points and white slots give 1 point. The player with most points wins the game.

Course of the game

Each player rolls dices 3 times within their turn.

In first roll they throw all dices. For the second and third roll they decide which ones to re throw (if any).

After the last roll they have a chance to place the marble on board if the dice eyes match any of the unused slots in the board, if not the marble will be put aside.

If a player throws six same numbers they can place the marble in any available slot.

After each player has placed or discarded a marble ten times the game will end.

Counting score

Each marble on magenta slot gives 3 points

Each marble on black slot gives 2 points

Each marble on white slot gives 1 point

Having more than one marble on same line as vertical or as horizontal grant additional points.

For each horizontal and vertical line that has 2 or more marbles the player gets bonus points equally to the amount of marbles in that line minus one.