

Diaominos

A roll-n-write for 1-4 players featuring a 2x2 puzzle cube.

Overview

Engineers have created equipment capable of crushing carbon into pure diamond over a 2-step process. You've acquired the tools and raw materials necessary to take advantage of this new technology.

To capitalize on this opportunity you must create specific diamond shapes before your rivals flood the market. The first production step generates polyomino shaped clusters with traces of diamond. Carefully align your clusters as you load them for the second step to generate the most in-demand shapes.

Components

- 2x2 Puzzle Cube
- Game Board
- Player Sheets

Setup

- Place the board in the center of the table
- Scramble the puzzle cube, roll it and set it on the A space of the board
- Players sit facing 1 side of the board and take a player sheet and pen
- Players decide which of the 6 colors will represent each of the polyominos and note those colors on their sheets; the 6th color will be wild

Gameplay

Rounds

- The game is played over 6 rounds
- At the start of rounds 2-6 rotate the cube along the board to the next space in alphabetical order
- The cube moves in an L shape with 2 spaces in 1 direction and then 1 space to the side

- Rotate the cube in order to move it from space to space; do not slide it
- This rotation will cause each of the 6 surfaces to face upward once per game as well as face each of the players once per game
- After moving the cube players note the top 4 faces of the cube and mark a cube of the polyomino that matches each of those colors
- Always mark the bottom-most (then right-most) unmarked cube
- Wild color faces allow marking any 1 cube in the large grid on the left side of the player sheet instead
- These marked cubes represent where diamonds will form in the larger grid on the left side of the player sheet

Loading

- Players then each note the 4 faces of the cube facing them individually and identify the polyominos that match those colors
- Wild color faces allow selecting any of the 5 polyominos
- Players mark the grid as they "load" the 4 polyominos which can be flipped, mirrored and rotated (not diagonal)
- Each loaded polyomino must be placed so that at least 1 of its cubes shares a face with an already loaded cube
- Skip loading any polyominos without sufficient space to fit in the grid
- Polyomino diamond cubes should be given the same mark on the grid when loaded; the other cubes should be filled on the grid
- Each diamond cube is only loaded once per game; once loaded fill in its polyomino cube to show this

Scoring

- Each time a player creates a polyomino entirely of diamond cubes they score 1 point noting it on the Score line under the matching polyomino
- The first time a player scores an individual polyomino they score 1 additional point
- For each polyomino the first player overall to score the shape scores 1 additional point
- At the end of the game score 1 point for each grid layer the player completed noting on the Score line beneath the wild color
- Players total their scores and the player with the highest total wins