




GAME BY ANDREW & JESSICA SEARS

WILDERNESS DICE

 2 PLAYERS  AGES 8 & UP  30 MINUTES

COMPONENTS

- 36 Cards
(2 decks of 18 cards each)
- Requires 12x 6-Sided Dice

SETUP

Each player selects a deck to play with and shuffles the deck, placing it face-down to the side of their playing area. Players then draw six cards from their deck and secretly views them.



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GAMEPLAY

Select a player randomly, that player rolls all the dice in a central area. The player to their left goes first. *On their first turn, players may not Claim a Die.*

On your turn you will take one action.

- 1) Claim a Die
- 2) Rotate a Die
- 3) Discard a Die

After you have taken your action, it is the next player's turn. Keep taking turns until either there are no more dice to claim or one player has no cards left. *This ends the round.*

At the end of the round, *do not* discard unclaimed cards in your hand. Place your claimed cards to the side face up. Draw cards from your pile until you have six cards in your hand again.

Gather up all the dice (even dice

players removed) the player who claimed the last dice rolls all the dice, and the player to their left starts the next round.

WINNING

After the third rounds ends, the player with the fewest remaining cards in their deck wins. If two players are tied, then the player with the most 6's and 1's claimed wins.

ADDITIONAL PLAYERS

For each additional player simply add three dice and one of the available expansion decks (*sold seperately*).

ACTIONS

1) CLAIM A DIE

Select a card in your hand, place it on the table in front of you, and select one of the available die from the table that matches the number on your card

and place the die you selected on your card. No other player may claim this dice for the remainder of this round. *Do NOT replace the card in your hand.*

2) ROTATE A DIE

To rotate a dice, select a dice in the center of the table and change the value displayed by one numerical level. For example a 3 may be rotated to a 4 or 2. *NOTE: a 6 can only be changed to a 5, and 1 can only be changed to a 2.* You do not get to play a card using this action.

3) REMOVE A DIE

Take a die out of the pile and place it out of play. This dice cannot be claimed for the remainder of the round. Be sure to include it again when you start the next round. You do not get the play a card using this action.