



Setup: you're going to need six D6 dice (preferably in two colours, 3 each), pen and a sheet of paper. Each player receives 3 dice of same colour.

Game play: At the start of the round both players roll their dice - whoever gets the higher result is the starting player (reroll for ties). During their turn player places one of their dice (while keeping the result) to one area and then may activate the special bonus of that area. After that it's other player's turn - and it continues until both players have placed all their dice to the gameboard. No area may have two dice from the same player or with the same result.

Special bonuses: if the die placed is the first on that area, only the first part (before the /-sign) activates. If there is already a die on that area, only the second part (after the /-sign) activates. If the special bonus results in changing the die value (or rerolling it) active player chooses the target die. In case of rerolling active player may choose a new area for that die - and also trigger the bonus of that new area (the owner of the die does not matter for that purpose).

After round ends players receive victory points

for controlling the areas (in addition to the victory points received from the area bonuses, if any). Area is controlled by the owner of the die, having the largest result. Those points are recorded on the paper and then new round starts.

Game ends after third round and all victory points are added together - whoever has the highest score, wins! Tiebreaker: winner of the last round.