

DAZZLING DICELINE

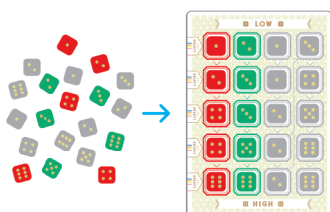
Players: 3~4 | Ages: 14+ | Time: 45~60 minutes

Game Summary

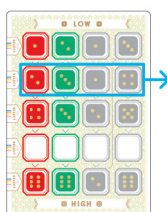
Use your red, green, and grey dice to perform dice actions while creating horizontal, vertical, and diagonal lines with the bonus tiles you collect in order to score the most victory points.

You'll need to anticipate what the other players will do and use your bonus tiles to perform bonus actions if you want to efficiently perform dice actions and score victory points.

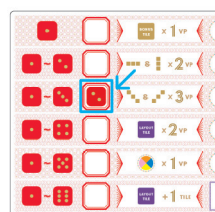
- 1** Roll the dice and arrange them to create sets of four dice.



- 2** In reverse player order, choose a set of dice.



- 3** Taking turns in player order, place your dice to perform dice actions.



- 4** Red, green, and grey dice actions each have unique effects.



Red Dice

Earn victory points at the end of the game.



Green Dice

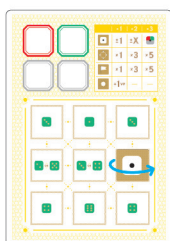
Get bonus tiles.



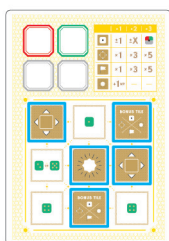
Grey Dice

Manipulate your dice and the player order.

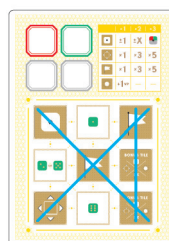
- 5** Turn your bonus tiles face down to perform bonus actions.



- 6** Score victory points by completing layout tiles.



- 7** At the end of the game, score victory points for the horizontal, vertical, and diagonal lines you created.



Components

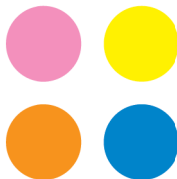
• Round Marker	x1	• Dice	x20 (Red x5, Green x5, Grey x10)
• Player Markers	x32 (8 of each color)	• Action Boards	x2
• Player Order Tiles	x4	• Score Board	x2
• 15/30 Victory Point Tiles	x4	• Selection Board	x2
• 45 Victory Point Tile	x1	• Player Boards	x4 (1 of each color)
• Bonus Tiles	x32 (4 types, 8 each)	• Rulebook	x1
• Layout Tiles	x13		

Component Overview

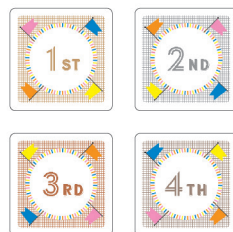
• Round Marker



• Player Markers



• Player Order Tiles



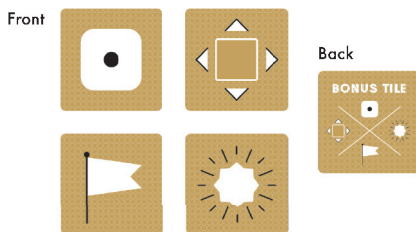
• 15/30 Victory Point Tiles



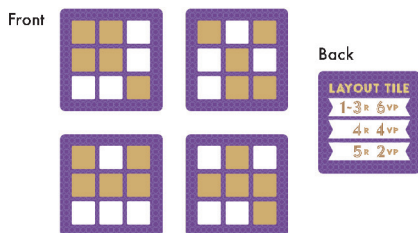
• 45 Victory Point Tile



• Bonus Tiles



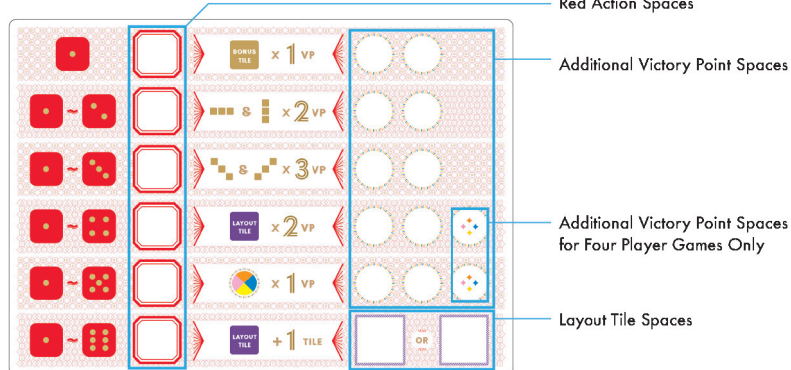
• Layout Tiles



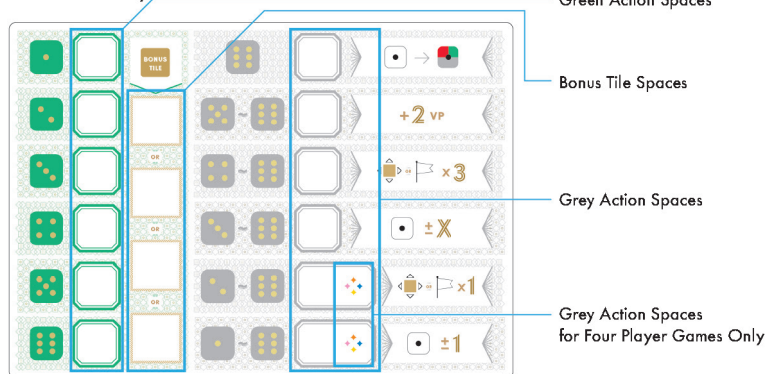
• Dice



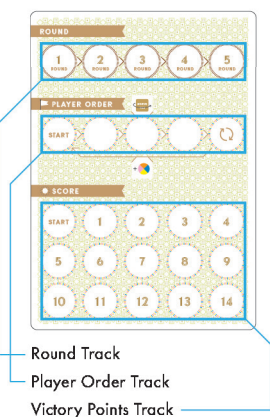
• Red Action Board



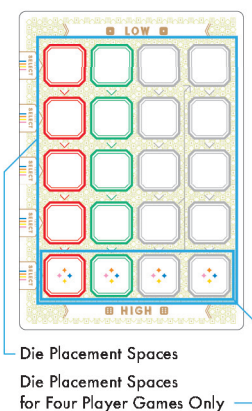
• Green & Grey Action Board



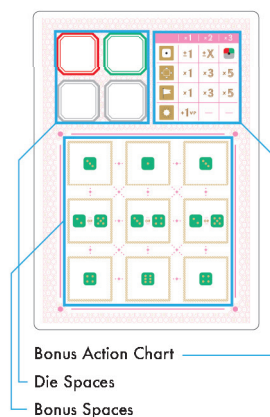
• Score Board



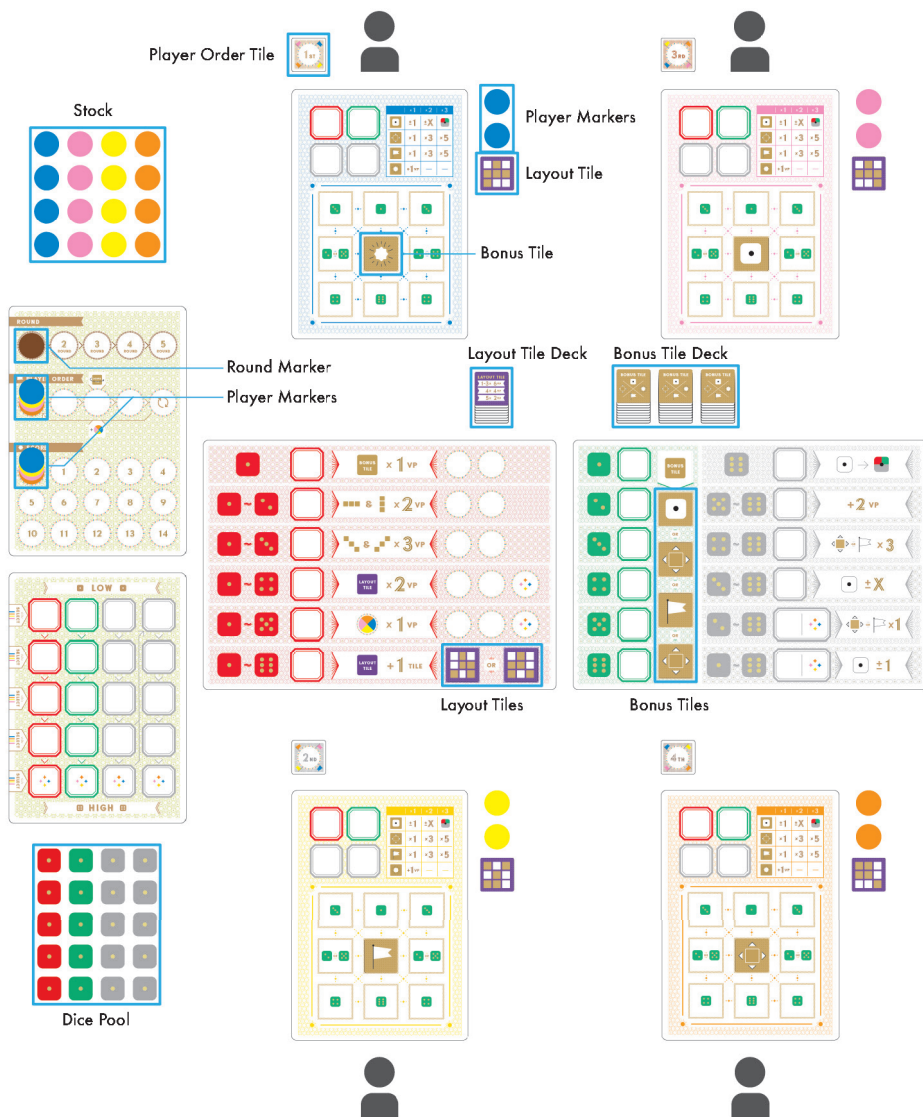
• Selection Board



• Player Board



Setting Up



* To prevent the bonus tile deck from falling over, you may split it into multiple piles.

◆ Individual Player Setup

- Choose a color and take the Player Board and all eight player markers of that color. Place your Player Board in front of you.

◆ Determining Player Order

- All players roll two dice and add the results to determine the initial player order. The player with the highest total takes the 1st player order tile, the player with the second highest total takes the 2nd player order tile, and so on. The player with 1st player order tile is referred to as the start player. Place one of your player markers on the START space of the player order track. Stack them in player order, with the start player's marker on top.



Ex Here, the Player Order is
Blue (1st), Yellow (2nd), Pink (3rd), Orange (4th)

At the end of every round, a new player order is determined by the order of the player markers on the player order track, from right to left. If multiple player markers are stacked on the same space of the player order track, the marker on top is considered to be further to the right.

◆ General Setup

- Place the Score Board, the Selection Board, and both Action Boards in the center of the table.
- Place the round marker on the first space of the round track. Place one of your player markers on the START space of the victory point track.
- Keep two of your player markers next to your Player Board and place the other four next to the Score Board to form the stock.
- Place the dice next to the Selection Board to form the dice pool.

* In a 3 player game, return the unused dice to the box.

For 3 Players |  x4 |  x4 |  x8

For 4 Players |  x5 |  x5 |  x10

- Place four bonus tiles, one of each type, in the center of the table. Going in reverse player order (starting with the player last in player order and ending with the player first in player order), each player chooses one and places it on the bonus space in the center of their Player Board.

* In a 3 player game, return the remaining bonus tile to the box.

- Shuffle the bonus tiles and place them face down next to the Green & Grey Action Board to form the bonus tile deck. Then draw four bonus tiles from the bonus tile deck and place them face up in the bonus tile spaces on the Green & Grey Action Board.

* In a 3 player game, return the unused bonus tiles to the box.

For 3 Players | 4 types $\times$ 5 each $\rightarrow$ 20 total

For 4 Players | 4 types $\times$ 7 each $\rightarrow$ 28 total

- Shuffle the 13 layout tiles and place them face down next to the Red Action Board to form the layout tile deck. In player order, each player draws one tile from the layout tile deck and places it face up next to their Player Board. Then draw two tiles from the layout tile deck and place them face up in the layout tile spaces on the Red Action Board.

Game Overview

The game is played over 5 rounds. Each round consists of the following three phases.

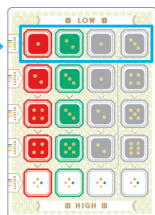
Phase 1 : Select Dice

- The start player takes all the dice from the dice pool and rolls them. Separate the dice into groups by color, taking care not to alter any of the results. Place each group of dice on the Selection Board in ascending order of result from top to bottom in the column of its color.

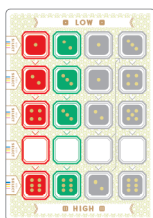
* Place grey dice in ascending order beginning from the top of the left grey column; when you reach the bottom, continue from the top of the right grey column.

- Each row of four dice makes a single set.
- The start player chooses one set of dice and returns it to the dice pool. In reverse player order, each player chooses one set of dice. Place your dice on your Player Board in the die spaces of their color.

Ex Placement Order and Sets

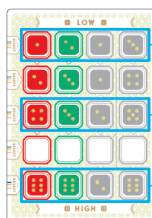


Ex Dice Selection



Returns to the dice pool.

The start player returns one set of dice to the dice pool.

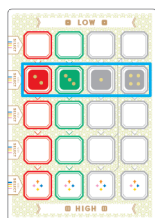


① The 4th player chooses a set.

③ The 2nd player chooses a set.

② The 3rd player chooses a set.

In reverse player order, each player chooses one set of dice.



The start player takes the remaining set of dice.

Phase 2 : Perform Dice Actions

- During this phase, players take turns according to player order.
- On your turn, choose one of the dice on your Player Board and place it in an unoccupied action space on one of the Action Boards to perform a dice action (see page 8). A die may only be placed in an action space of its color, and its value must fall within the range shown to the left of the action space.

* Each action space can only hold one die. You may not place a die in an occupied action space.

Ex You may place / / in the - action space.



- Instead of placing a die and performing a dice action, you may return a die to the dice pool in order to turn one of your face down bonus tiles face up.

* If there are no action spaces in which you can place a die, you must return a die to the dice pool.

* If there are no face down bonus tiles on your player board, returning a die to the dice pool has no effect.

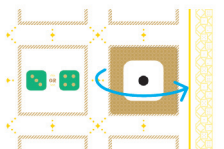
- After performing a dice action or returning a die to the dice pool, let the other players know that you have finished your turn. Play passes to the next player in player order. On your turn, you must choose a die to place in an action space or return to the dice pool; you may not choose to pass.



Bonus Tiles

You may perform bonus actions (see page 11) at any point during your turn by turning one or more face up bonus tiles on your Player Board face down. You may perform any number of bonus actions during your turn.

Ex Performing a Bonus Action

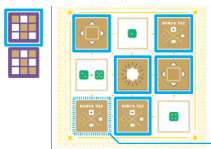
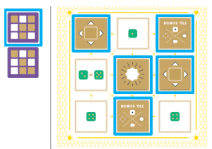


Layout Tiles

- Layout tiles depict a grid of spaces corresponding to the bonus spaces on your Player Board. Each tile contains a unique arrangement of five marked spaces. At any point during your turn, you may announce that you have completed a layout tile if the bonus spaces on your Player Board that correspond to the marked spaces shown on the tile contain bonus tiles (face up or face down).
 - * You may rotate your layout tiles.
 - * Even if there are bonus tiles on your Player Board occupying spaces not marked on the tile, you may complete a layout tile so long as all five of its marked spaces contain bonus tiles.
- After announcing that you have completed a layout tile, turn it face down and score a number of victory points corresponding to the current round.

Round 1-3 : 6 points | Round 4 : 4 points | Round 5 : 2 points

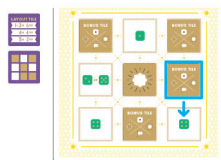
Ex Completing a Layout Tile



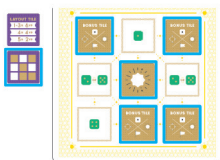
Even if there are bonus tiles on your Player Board occupying spaces not marked on the tile, you may complete a layout tile so long as all five of its marked spaces contain bonus tiles.

- You may complete any number of layout tiles during your turn.

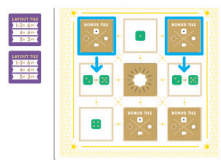
Ex While resolving an action that allows you to move bonus tiles up to three times, you first move a bonus tile so that the layout of your bonus tiles matches one of your layout tiles. You may complete that layout tile, after which you may continue resolving the action and move bonus tiles twice more.



Move one bonus tile.



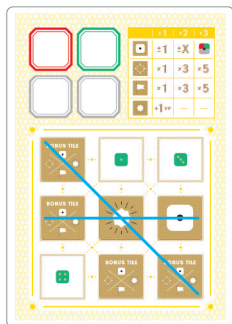
Complete a layout tile.



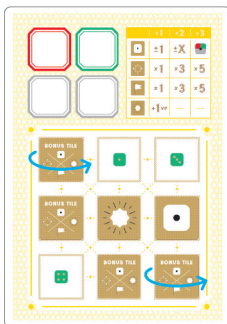
Move two more bonus tiles.

Phase 3 : Prepare for the Next Round

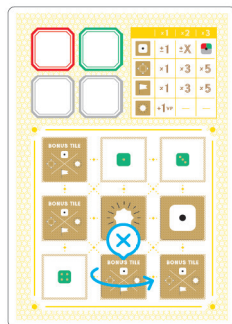
- For each horizontal, vertical, and diagonal line of three bonus tiles on your Player Board, you may turn one of your face down bonus tiles face up. You may not turn bonus tiles face up if they are not part of a line.
- If there are no face down bonus tiles on your Player Board, this has no effect.



You have two lines of three bonus tiles on your Player Board.



Choose two face down bonus tiles and turn them face up.



You may not turn bonus tiles that are not part of a line face up.

- Return all dice to the dice pool.
- Check the player order track to determine the new player order. Redistribute the player order tiles accordingly.
- Move the round marker one space along the round track.

The game ends at the end of round 5. Proceed to Scoring (see page 12).

Dice Action Overview

Red Dice Actions

- Actions / - / - / - / -

Place one of your player markers in an unoccupied additional victory point space to the right of the action space.

During Scoring, you will score additional victory points for each player marker you placed on the Red Action Board. If you placed multiple player markers for the same dice action, you will score additional victory points for each of them.

- You may not place a die in a red action space if all of its additional victory point spaces have been filled.
- You may not place a die in a red action space if you do not have any player markers to place in the corresponding additional victory point space.

- Score 1 victory point for each bonus tile on your Player Board.

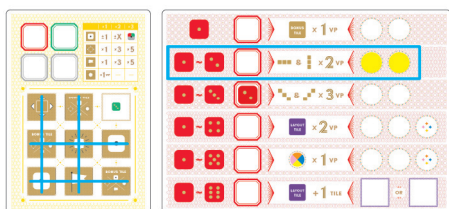
- Score 2 victory points for each horizontal and/or vertical line of three bonus tiles on your Player Board.

- Score 3 victory points for each diagonal line of three bonus tiles on your Player Board.

- Score 2 victory points for each of your completed layout tiles.

- Score 1 victory point for each of your player markers on the Red Action Board.

Ex You placed two player markers in , and have four horizontal/vertical lines on your Player Board.



2 victory points $\times$ 4 lines $\times$ 2 player markers = 16 victory points

• Action

Take one of the two layout tiles from the Red Action Board and place it face up next to your Player Board. Then draw a layout tile from the layout tile deck and place it face up in the open layout tile space.

* If the layout tile deck is depleted, layout tiles can no longer be replenished.

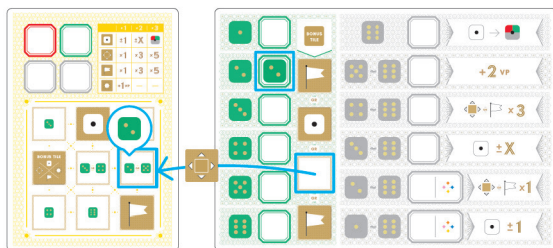
◆ Green Dice Actions

• Actions / / / / /

Choose one of the bonus tiles from the Green & Grey Action Board and place it face up in an open bonus space on your Player Board.

You must place the bonus tile in a bonus space that depicts the value of the die you placed in the green action space.

* You may not place a die in a green action space if there are no open bonus spaces depicting its value on your Player Board.



Then draw a bonus tile from the bonus tile deck and place it face up in the open bonus tile space.

* If the bonus tile deck is depleted, bonus tiles can no longer be replenished.

◆ Grey Dice Actions

• Actions / - / - / - / - / -

Perform the action depicted to the right of the action space.



Choose a die on your Player Board and move it to a different die space.

That die is now considered to be the color of the die space you moved it to.

You may not move a die to a die space in which another die is already present.

* You may move a grey die to a different grey die space.

Ex

Choosing a New Die Space



The grey die is now considered to be a red die.



Score 2 victory points.



Perform any combination of the Move Bonus Tiles and Adjust Player Order actions up to three times.



Choose a die on your Player Board and change its value to the result of your choice.



Perform either the Move Bonus Tiles action or the Adjust Player Order action.



Choose a die on your Player Board and increase or decrease its value by 1.

* You may not change a 1 to a 6, nor a 6 to a 1.

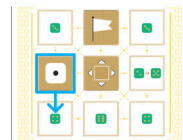
A die with a value of 1 can only be increased by 1 to 2,
and a die with a value of 6 can only be decreased by 1 to 5.



Move Bonus Tiles

Move a bonus tile on your Player Board to an orthogonally adjacent bonus space.

* You may not move a bonus tile to a bonus space that already contains a bonus tile, nor can you exchange the two tiles.



Adjust Player Order

Move your player marker one space along the player order track, and resolve any applicable bonuses. If you perform this action when your player marker is in the space marked , move your player marker back to the START space of the player order track and resolve the loop bonus.

Space 3 Bonus : Turn one of your face down bonus tiles face up.

* If there are no face down bonus tiles on your Player Board, this has no effect.

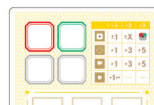
Loop Bonus : Take one of your player markers from the stock and place it next to your Player Board.

* If you don't have any player markers in the stock, you cannot get any more player markers.

Ex Loop Bonus



Move your player marker back to the START space.



Take one of your player markers from the stock.

Bonus Action Overview

You can perform bonus actions by turning one or more face up bonus tiles on your Player Board face down. Each type of bonus tile allows you to perform a different bonus action, which may change depending on how many bonus tiles you turned face down.

Die Bonus Tiles

- x 1 Tile** If you turn one die bonus tile face down, you may choose a die on your Player Board and increase or decrease its value by 1.
 - * You may not change a 1 to a 6, nor a 6 to a 1. A die with a value of 1 can only be increased by 1 to 2, and a die with a value of 6 can only be decreased by 1 to 5.
- x 2 Tiles** If you turn two die bonus tiles face down, you may choose a die on your Player Board and change its value to the result of your choice.
- x 3 Tiles** If you turn three die bonus tiles face down, you may choose a die on your Player Board and move it to a different die space. That die is now considered to be the color of the die space you moved it to. You may not move a die to a die space in which another die is already present.
 - * You may move a grey die to a different grey die space.

Movement Bonus Tiles

- x 1 Tile** If you turn one movement bonus tile face down, you may perform the Move Bonus Tiles action once.
- x 2 Tiles** If you turn two movement bonus tiles face down, you may perform the Move Bonus Tiles action up to three times.
- x 3 Tiles** If you turn three movement bonus tiles face down, you may perform the Move Bonus Tiles action up to five times.

Player Order Bonus Tiles

- x 1 Tile** If you turn one player order bonus tile face down, you may perform the Adjust Player Order action once.
- x 2 Tiles** If you turn two player order bonus tiles face down, you may perform the Adjust Player Order action up to three times.
- x 3 Tiles** If you turn three player order bonus tiles face down, you may perform the Adjust Player Order action up to five times.

Victory Point Bonus Tiles *Resolve the bonus action for each victory point bonus tile individually.

- x 1 Tile** Score 1 victory point.

Ex On your turn, you turned four die bonus tiles face down. You may choose to do one of the following:

Option 1: Perform the bonus action for turning three die bonus tiles face down and the bonus action for turning one die bonus tile face down.

Option 2: Perform the bonus action for turning two die bonus tiles face down twice.

Option 3: Perform the bonus action for turning one die bonus tile face down four times.

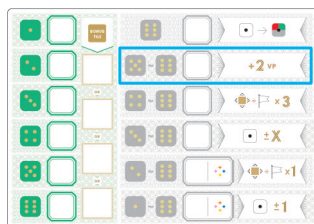
Scoring

At the end of the game, add the victory points you scored during the game to any additional victory points you scored at the end of the game. The player with the most victory points is the winner.

- * In the case of a tie, whichever player has the most player markers next to their Player Board is the winner. If players also tie for player markers, whichever player completed the most layout tiles is the winner.
- * Record the victory points you score during the game by moving your player marker along the victory points track. If your score exceeds 14 victory points, use the 15/30 victory point tiles and the 45 victory point tile to keep score as needed.

◆ Victory Points Scored During the Game

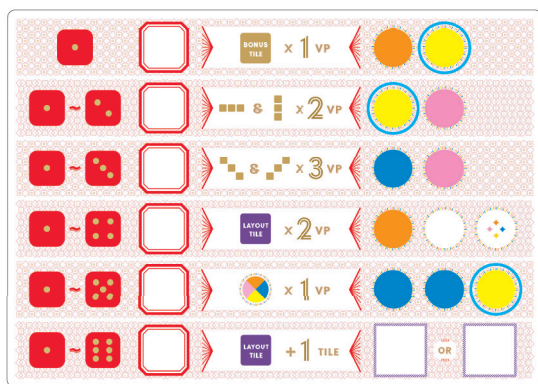
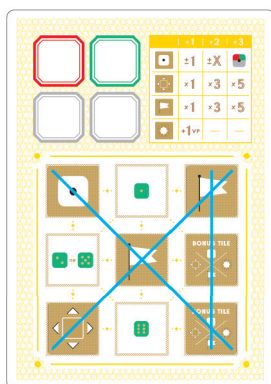
- Completing layout tiles
- Performing the grey - dice action
- Performing bonus actions using victory point bonus tiles



◆ Additional Victory Points Scored at the End of the Game

- Score 1 victory point for each horizontal, vertical, and diagonal line of three bonus tiles on your Player Board.
- Score additional victory points for the red / - / - / - / - dice actions

Ex Calculating the Blue Player's Additional Victory Points



- She scores 3 victory points for the three lines of bonus tiles on her Player Board.
- She scores 6 victory points for the red dice action.
- She scores 2 victory points for the red - dice action.
- She scores 3 victory points for the red - - dice action.