Clear a Path   by Dave Myers

1-3 players (or up to 6 players with 2 sets)
20 minutes

Objective

Clear a Path is a roll and write game where players draft dice to perform actions or fill in spaces on a 6x6 grid to try to create a solid orthogonal path from one end to another.

Materials

6 d6 dice in 6 different colors (red, blue, yellow, black, white, and grey)
3 6x6 grid player boards
2 Action cards
3 Pencils (not included)
1 First Player Marker (not included)

Set up

Give each player a 6x6 grid and a pencil. Place the Multiplayer Action Card so that all players can read it. Each player rolls 2 dice to determine first player – highest sum roll takes the First Player Marker.

Round Sequence

1) Roll all six d6 dice and place them where all players can reach them. This is the dice pool.

2) Starting with the First Player then clockwise, each player chooses one die from the pool, keeping its rolled value face up. In a 2-player game each player will get three dice; in a 3-player game, each player will get two dice.

3) Starting with the First Player, each player takes turns doing one of two things:

> A) Discard a die back to the pool to place a Mark on your 6x6 grid in its corresponding position (see *Making a Mark*)

> B) Discard a die back to the pool to perform its corresponding Action (see *Actions*)

4) Once all dice are back in the pool, the Round is over.

Making a Mark

Each die has a color and a number value result that corresponds to a coordinate on the 6x6 grid player board. For example, if you drafted a red die with a value of 4, you could place a mark where the 4 column meets the Red row. See diagram:

	1	2	3	4	5	6
red				X		
blue						
yellow						
black						
white						
grey						

Actions

Actions can be triggered by discarding a die you drafted back to the dice pool. There are six different Actions that you can trigger depending on the color or value of the die.

The red die (any value) or any die with a value of 1 allows you to choose an opponent's die to re-roll. They must take the new result.

The blue die (any value) or any die with a value of 2 allows you to add 1 to any other die that you control.

The yellow die (any value) or any die with a value of 3 allows you to take the First Player Token.

The black die (any value) or any die with a value of 4 prevents any player (including you!) from placing a mark in that number's column this round. For example, if Player A discards her black die with a value of 5, for the rest of

the round no player may make a mark in the 5 column.

The white die (any value) or any die with a value of 5 allows you to subtract 1 from the value of any other die that you control.
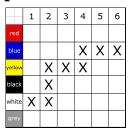
The grey die (any value) or any die with a value of 6 allows you to re-roll one die that you control. You must take the new result.

Ending the Game
As soon as one player has made an orthogonal path of Marks from one end of the grid to the opposite end, the game is over and that player is the winner.
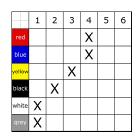
Winning Examples:

	1	2	3	4	5	6
red				X		
blue				X		
yellow			X	X		
black		X	X			
white		X				
grey		X				

	1	2	3	4	5	6
red						
blue				X	X	X
yellow			X	X	X	
black				X		
white	X	X				
grey						

Non examples of winning:

	1	2	3	4	5	6
red						
blue			X	X	X	
yellow			X			
black		X				
white	X					
grey						

	1	2	3	4	5	6
red				X		
blue				X		
yellow				X		
black			X			
white	X					
grey	X					

Solo Set up
You need one grid sheet and pencil and the 6 dice, as well as the Solo Action Card. Roll all 6 dice and place a Barrier symbol (a simple triangle works) in each corresponding space in your grid.

Solo Round Order
1) Roll all six dice
2) Draft 3 dice and leave 3 Undrafted
3) Perform Actions with any of your Drafted Dice, if you choose
4) Place Barriers according to all Undrafted dice values (see *Making a Mark*). If there is

already one of your Marks in the space, erase it, but do NOT place a Barrier. If there is already a Barrier in the space, place a barrier in one orthogonally adjacent space starting with the one above. If that space has a barrier, then place a barrier to its right (then below, then left.) If all of those spaces already have a barrier, ignore this die result.
5) Place your Marks on your grid according to any Drafted dice you have left

Solo Actions
The red die (any value) or any die with a value of 1 allows you to choose an Undrafted die to re-roll. You must take the new result.

The blue die (any value) or any die with a value of 2 allows you to add 1 to any other die that you control.

The yellow die (any value) or any die with a value of 3 allows you to remove a Barrier in a column with a matching number. For example, if you drafted the yellow die with a value of 2, you could erase <u>one</u> barrier in the 2 column.

The black die (any value) or any die with a value of 4 prevents any player (including you!) from placing a mark or Barrier in that number's column this round. For example, if you discard your black die with a value of 5, for the rest of the round you may make a mark or Barrier in the 5 column.

The white die (any value) or any die with a value of 5 allows you to -1 the value of any other die that you control.

The grey die (any value) or any die with a value of 6 allows you to re-roll one die that you control. You must take the new result.

Solo Ending the Game
If at any time, Barriers create an orthogonal path from either side to its opposite side, you lose. If at any time, your Marks create an orthogonal path from either side to its opposite side, you win!

Grid 1 (top-left)

	1	2	3	4	5	6
red						
blue						
yellow						
black						
white						
grey						

Grid 2 (top-right)

	1	2	3	4	5	6
red						
blue						
yellow						
black						
white						
grey						

Grid 3 (bottom-left)

	1	2	3	4	5	6
red						
blue						
yellow						
black						
white						
grey						

Grid 4 (bottom-right)

	1	2	3	4	5	6
red						
blue						
yellow						
black						
white						
grey						

Action Table (left — multi-player)

multi-player	red 1	blue 2	yellow 3	black 4	white 5	grey 6
Discard the color **or** number to take the action	Choose an opponent's die to re-roll	+1 to any other die you control	Take the First Player Token	This number column cannot be Marked this round	-1 to any other die you control	Re-roll one of your dice

Action Table (right — Solo)

Solo	red 1	blue 2	yellow 3	black 4	white 5	grey 6
Discard the color **or** number to take the action	re-roll one undrafted die	+1 to any other die you control	erase one barrier in the matching number column	This number column cannot be Marked this round	-1 to any other die you control	Re-roll one of your drafted dice