

# OCTO DICE

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INSTRUCTIONS



## INTRODUCTION

As scientists and engineers on board of the underwater research station “AquaSphere”, you are facing a big crisis: your most important tools, the bots, stopped working!


It is time to take matters into your own hands—but quickly! After all, you want to have a major scientific break-through before the competition does.

In the short time you have, you must expand your labs, analyze crystals, dock new submarines, reactivate the bots, and catch octopods.

Be careful though! You never know whether the competition is spying on you ...

## OBJECTIVE

You win the game by using the dice skillfully to collect the most Knowledge points.

Knowledge points – just “points” in this rule book – are indicated by the light bulb symbol .


# COMPONENTS



3 white dice with  
action symbols



3 black dice with  
colors and numbers

 16 markers (4 each in the 4 player colors)



9 double-sided Lab tiles:  
3 each of levels 0, 1, and 2



1 scoring pad

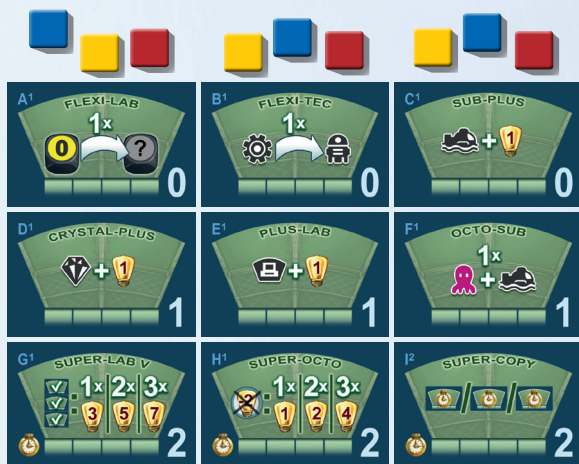
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## SETUP

- Each take a **scoring sheet** and a pen (the pen is not included).
- Sort the **9 Lab tiles** by level (i.e. the white number at the bottom right) and place them in rows on the table.

For your first play, also sort the tiles by the code in the top left corner: A1, B1, C1, etc. (see illustration below). In future plays, you can use a random order for each level and any of the two sides of each tile.

- Each take the **4 markers** in a player color of your choice. Place one above each column of Lab tiles (above the "level 0" tiles). Place the remaining marker in front of you to show your player color.



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The following rules apply to all player counts. The differences in the solo game are explained on page 12.

## COURSE OF PLAY

- The game is played over the course of **6 rounds**. Each round each player takes one **turn**.
- Every 2 rounds there is an **Intermediate Scoring**, dividing the game into **3 thirds**.
- After the 3rd Intermediate Scoring, there is a **Bonus Scoring**. You then total your scores and the game ends.

## YOUR TURN

Each **turn** goes through 4 phases:

- a) Rolling the Dice**
- b) Carry out up to 2 Main Actions (Crystal, Research, Lab, Bot, and Submarine Actions)**
- c) Carry out Octopod Actions, If Possible**
- d) Opponents' Bonus Actions, If Any**

An example of an entire turn can be found on pages 12-13.

### a) Rolling the Dice: Determining the Available Actions

1. Roll the 6 dice and put any 2 of them to the side.
2. Roll the remaining 4 dice and put any 2 of them to the side.
3. Roll the remaining 2 dice and put them to the others.

You will use the set-aside dice during phases b)-d) of your turn.

## b) Carry out up to 2 Main Actions

- To carry out a main action, you must combine a white die and a black die.
- The white die determines **which** action you can carry out, the black die determines **how** it is carried out. Whether the **color** or the **number** on the black die is relevant depends on the chosen action.
- On your turn, you can use at most 2 such combinations to carry out main actions.
- When you cross out the last circle of an action, you cannot take that action anymore.



You can carry out your 2 main actions in any order. On your scoring pad, write down the points you receive for those actions in boxes "A" and "B" of the current turn.

### Details on the Main Actions:

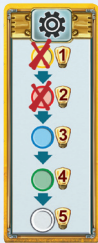
#### 1. CRYSTAL

**"You are analyzing crystals":** Cross out any of the 5 circles. You receive points equal to the number on the black die.



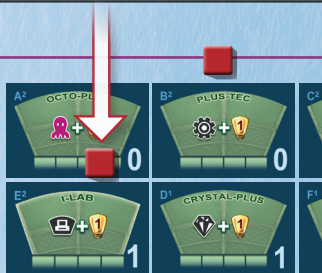
#### 2. RESEARCH

**"You are doing research in an area":** Cross out the circle that matches the rolled color on the black die. You receive the points depicted to the right of the circle. **Important:** You must cross out the circles in order, as indicated by the arrows. For instance, you cannot cross out the red circle before the yellow one.

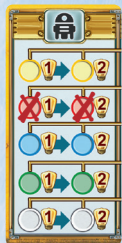


### 3. LAB

**"You are expanding your lab":** Move a marker down onto the next Lab tile. To do so, the number on the black die must match the number of the Lab tile you move to.



From now, you can use the ability of the Lab tile you moved to and any Lab tiles above that! You do not receive any points for expanding your lab. (Details on the Lab tiles can be found on pages 14-15.)



### 4. BOT

**"You are activating a bot":** Cross out the leftmost circle that matches the color of the black die. You receive the points depicted to the right of the crossed-out circle.

### 5. SUBMARINE

**"You are preparing a submarine for start":** Cross out the circle that matches the rolled color on the black die. You do not receive any points for that.

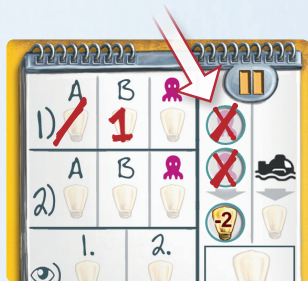
**Note:** You receive points for your crossed-out submarines during the Intermediate Scoring. Each crossed-out bot of the same color as a crossed-out submarine is worth 1 point then (see page 10, Intermediate Scoring).



### c) Carry out Octopod Actions

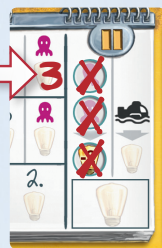
**"You are catching octopods":** Each third, you must roll at least 2 octopods.

- For each octopod you rolled, cross out one of the octopod symbols in the Intermediate Scoring column of the current third (see the illustration at left). Once you crossed out both octopods in the current third, you can also cross out the 2 negative points (see the illustration at right).



- If you rolled 2 or more octopods in one turn, you also receive some bonus points (see the illustration at left). Write down these points in the box with the octopod symbol.

**Example:** On your turn, you roll 3 octopods. You can cross out both octopods on your scoring sheet, as well as the negative points. You also receive 3 bonus points.



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#### d) Opponents' Bonus Actions

**"Your opponents benefit from your research":** In each third, up to 2 times, you can use an opponent's dice to carry out actions yourself.

Your opponents can choose **any** 2 dice you rolled to combine them for a main or octopod action of their own, using any lab abilities they have.

They must write down the points they gain from these actions in the bottom row of their scoring sheet, even if they gained 0 points.



#### Notes:

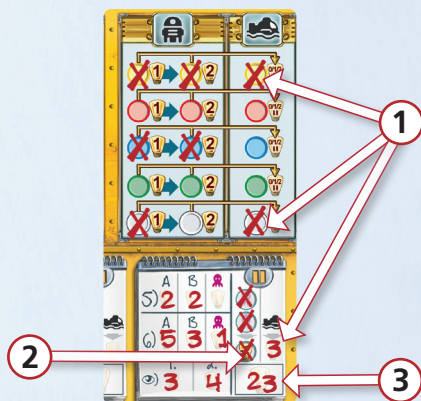
- You cannot take both additional actions on one opponent's turn.
- To save time, your opponents should carry out their additional actions simultaneously. Should the order matter, carry them out in play order, starting from the player whose turn it is.



## INTERMEDIATE SCORING

After each player has had 2 turns (and 2 additional actions, if any), there is an Intermediate Scoring:

- 1 For each crossed-out submarine, you receive 1 point per crossed-out bot of the same color ("your boats operate the submarine"). Write down the points in the designated box below the submarine symbol.



**Example:** You receive 2 points for the yellow submarine, because you crossed out both yellow bots. You only receive 1 point for the white submarine.

- 2 You lose 2 points unless you crossed out both octopods in the current third. There is a symbol for that to remind you. If you crossed out both octopods, you can also cross out the 2 negative points.
- 3 Total your points from the current third and write them down in the designated box.

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## BONUS SCORING

After the third Intermediate Scoring, there is a **Bonus Scoring**:

- If you crossed out the most **crystals**, you receive 4 points. If you crossed out the second most crystals, you receive 2 points. In case of a tie, evenly divide the points for the respective places among the tied players (rounding up, if need be).

**Example:** *If 2 players have the most crystals, they each receive 3 points.*

**Note:** *You do not receive any points unless you crossed out at least 1 crystal.*

- You receive points for your level 2 **lab expansions** (see pages 14-15, "Lab Tiles").

Total the bonus points for crystals and lab expansions and write them down in the top right box ①.



## GAME END

Total your points from the 3 Intermediate Scorings and the Bonus Scoring. Write down the total in the bottom right box

②: this is your **final score**.

The player with the highest score wins. In case of a tie, the higher number of crossed-out submarines breaks the tie. If still tied, play again to determine the winner ...

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### **Example of a Turn:**

- ① *On her turn, Yellow takes a Lab action by moving her yellow marker on level 0 (the Octo-Plus). For that, she does not receive any points, striking the respective box through.*
- ② *She then takes a Crystal action using a "1". She crosses out a circle in the respective action column and writes down 1 point for that.*
- ③ *Because she rolled 2 octopods, Yellow can cross out both octopod symbols. Since she rolled more than 1 octopod in one turn, she would receive 1 bonus point for that. Because of the Lab expansion she just did, she even receives 2 bonus points, writing them down in the respective box.*
- ④ *As an additional action, Red also takes the Lab action with a "0" (she could have used any other combination, if she wanted to). She moves her marker in the middle column down 1 space, writing down 0 points for that.*

## **SOLO GAME RULES**

Play according to the normal rules, but apply the following changes:

- Play 9 instead of 6 turns.
- The Intermediate Scoring happens every 3 turns.
- Write down the points for every third turn in the bottom row where you would your points from additional actions, which you cannot take in the solo game.
- There is no bonus scoring for crystals.





The illustration shows the following components:

- Action Cards (3x3 Grid):**
  - A2: OCTO-PLUS (0 cost, +1 bonus)
  - B2: PLUS-TE (0 cost, +1 bonus)
  - C2: FLEXI-SUB (0 cost, 1x bonus)
  - PLUS-LAB (1 cost, +1 bonus)
  - D2: PLUS-BOT (1 cost, +1 bonus)
  - F2: OCTO-SUB (1 cost, 1x bonus)
  - I1: SUPER-LEVEL (2 cost, 1x bonus)
  - H1: SUPER-OCTO (2 cost, 1x, 2x, 3x bonuses)
  - G2: SUPER-... (2 cost, 1x, 2x, 4x, 6x, 7x bonuses)
- Player's Hand:** A row of icons including a printer, a red circle with '0', a diamond, a green circle with '1', and two purple alien icons.
- Player's Board (Left):** A board with columns for actions (A, S, L) and rows for levels (1, 2, 3, 4). It shows various icons and numbers.
- Player's Board (Right):** A board with columns for actions (A, S, L) and rows for levels (1, 2, 3, 4, 5). It shows various icons and numbers.

Numbered callouts:

- 1:** Points to the OCTO-PLUS card.
- 2:** Points to the printer icon in the hand.
- 3:** Points to the printer icon in the board.
- 4:** Points to the OCTO-SUB card.

## 2-PLAYER VARIANT

This variant increases your options for additional actions:

- After each player's turn, roll 6 dice for a virtual player.
- You can use these dice for "d) Opponent's Bonus Actions", see page 3.



# THE LAB TILES

## Level 0



**A1 Flexi-Lab:** Once per turn, if you rolled yellow on the black die, you can change it to any color or number.



**A2 Octo-Plus:** +1 point for each Octopod action in which you scored **at least 1 bonus point**.



**B1 Flexi-Tec:** Once per turn, you can use a "Research" symbol as though it were a "Bot" symbol.



**B2 Plus-Tec:** +1 point for each Research action you take.



**C1 Sub-Plus:** +1 point for each Submarine action you take.



**C2 Flexi-Sub:** Once per turn, you can use a "Submarine" symbol as though it were a "Bot" symbol. **Note:** *This die is no longer considered a submarine for the purpose of the Octo-Sub ability.*

## Level 1



**D1 Crystal-Plus:** +1 point for each Crystal action you take.



**D2 Plus-Bot:** +1 point for each Bot action you take.



**E1 Plus-Lab:** +1 point for each Lab action you take.



**E2 Flexi-Level:** Whenever you expand your lab after this, the number on the black die does not matter.



**F1 Octo-Sub:** Once per turn, you can use a “Submarine” symbol as though it were an “Octopod” symbol, regardless of whether or not you used the “Submarine” symbol for an action.



**F2 Octo-Catch:** Once per turn, you can use a white die that you did not use for a main action as though it showed an “Octopod” symbol.

### Level 2 (only relevant for the Bonus Scoring, see page 11)



**G1 Super-Lab V:** +3/5/7 points for 1/2/3 completely expanded lab columns.



**G2 Super-Lab H:** +4/6/7 points for 1/2/3 completely expanded lab rows.



**H1 Super-Octo:** +1/2/4 points for 1/2/3 crossed-out negative points for octopods.



**H2 Super-Sub:** +1 point for each crossed-out submarine you have.



**I1 Super-Level:** Immediately before the Bonus Scoring, you can move your marker to level 2 in a lab column of your choice.



**I2 Super-Copy:** You can use another level 2 ability. If you already have a marker on that other ability, you can use it again.



**Pegasus Spiele**

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