This is a simple Roll&Write game where players are trying to make best possible formulas to get the most points.

Right now game is for 2-4 players, but I'm working on the solo mod.

Game uses 3 standard d6 dice and 5 custom dice.

Two custom dice have 1,2,3 values with +,+,+ and -,-,- on their other halves and
other two custom dice have 4,5,6 values with +,+,+ and -,-,- on their other halves.

One die have only +,+,+ and -,-,- on its six sides.

Game is played in 12 rounds (multiplayer) and 14 rounds in solo mod.

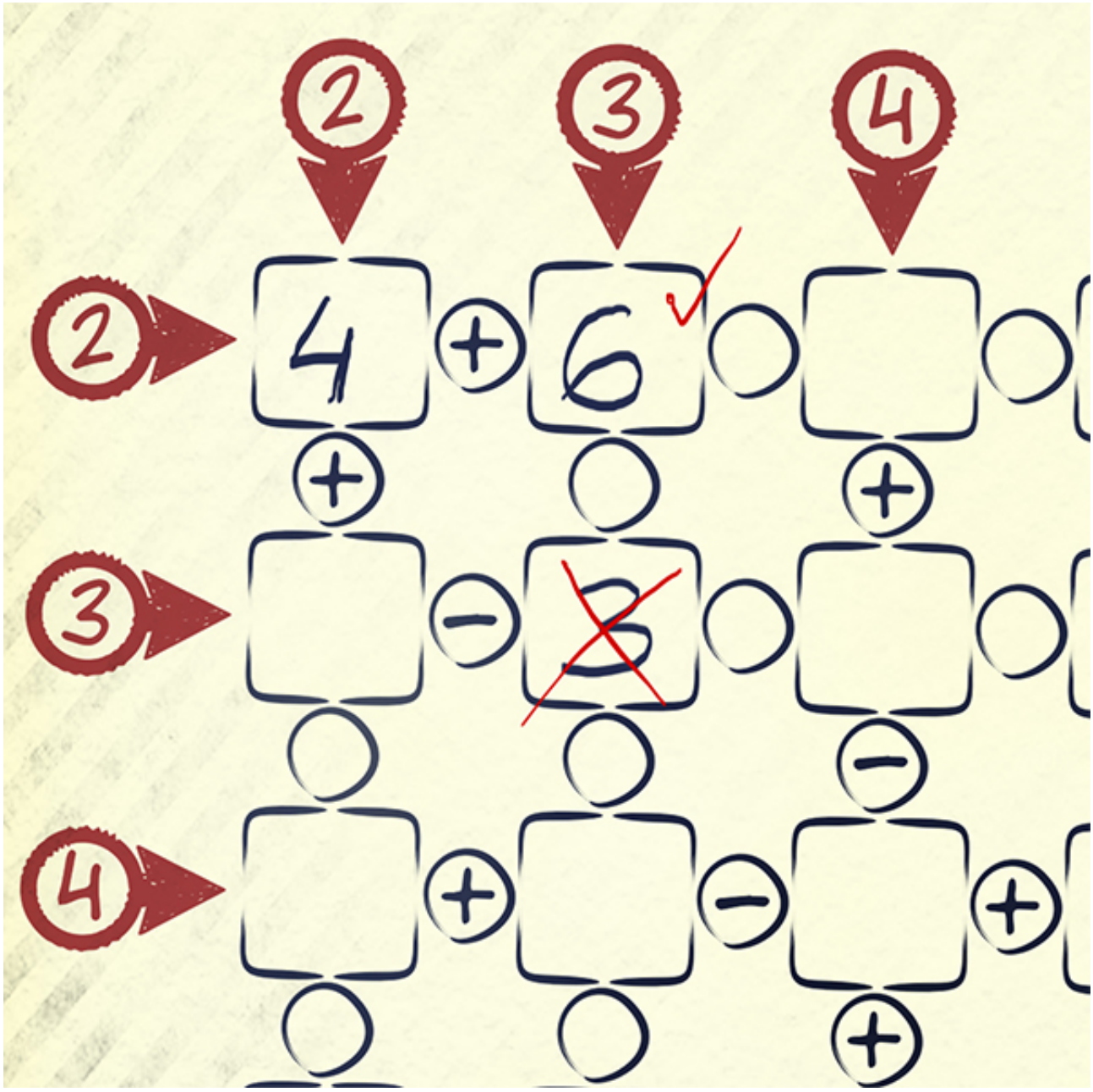
Game setup:

After finding a starting player (whoever was doing some math lately), 3 regular d6 dice are rolled by her, allowing each player to write their values anywhere in the 5x5 grid on their sheets.

On his turn, Starting player will roll all 8 dice and draft up to 4 of them. He can re-roll any number of dice before or after drafting any number of his 4 dice. The rest of the dice MUST be used by other players!

Dice values and + or - symbols can be written only in orthogonal adjacent spaces that are touching other numbers or symbols that are already filled in.

For instance, 6 written after 4 is correct, because it is touching the + symbol, but 3 is incorrect because there is no filled in symbol under 6.



If player, for some reason, can't write a number or a symbol following this rule, he must put - sign over the current round track checkbox. Depending on the round, that will be his negative points at the end of the game.

So, if he has a - sign over the third round checkbox and another - over the sixth round checkbox, at the end of the game he will have 3+6=9 points deduct from his score.

To be able to use a formula in one row or column, player would have to activate that column for scoring (can be done any time during the game)

using a correct dice value. 2 to activate row or column 2, 3 to activate row or column 3 and etc. **Formula is not valid if there is at least one empty, not-connected space in it!**

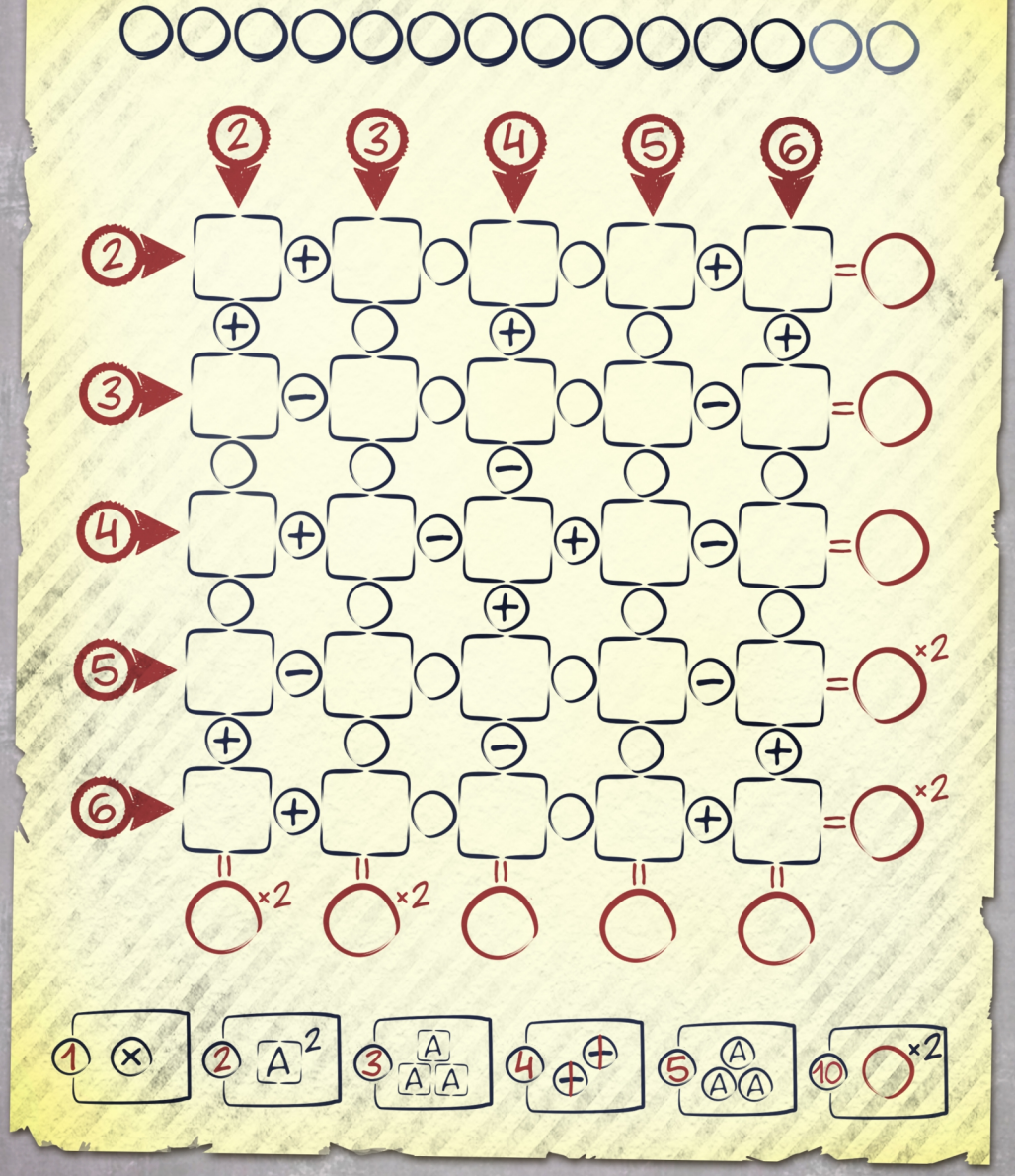
Beside this, player can use rolled symbols and dice values to combine them in any fashion.
So, if she has 4, +, 5 and -, she can use 4+5 and write 9 in one space, or use 5-4 and fill in 1. Or write any of these values and symbols following the adjacency rule.

Another thing that player can do with his dice values is to activate one special ability during his turn, which can be used only once per game.

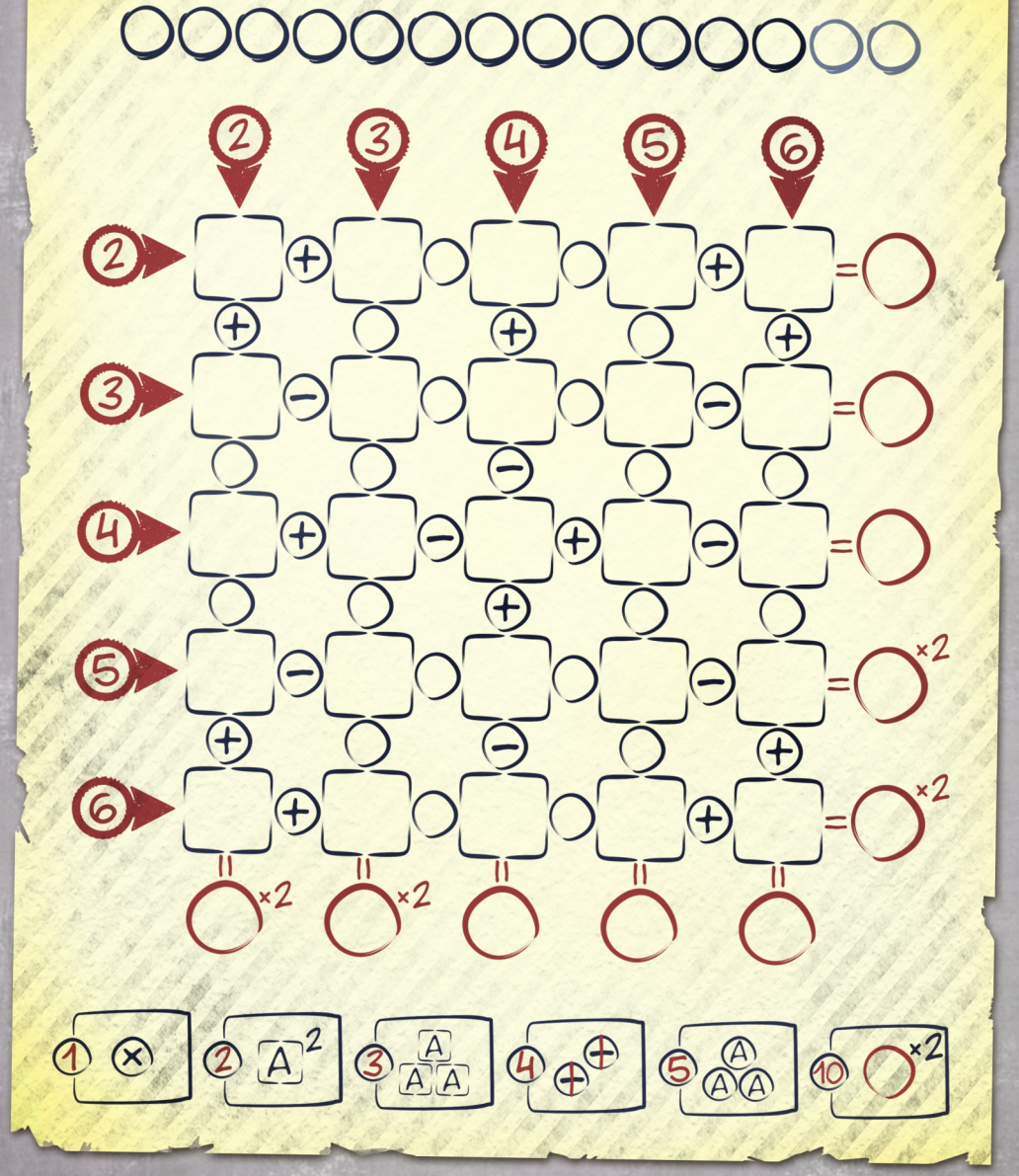
From left to right:

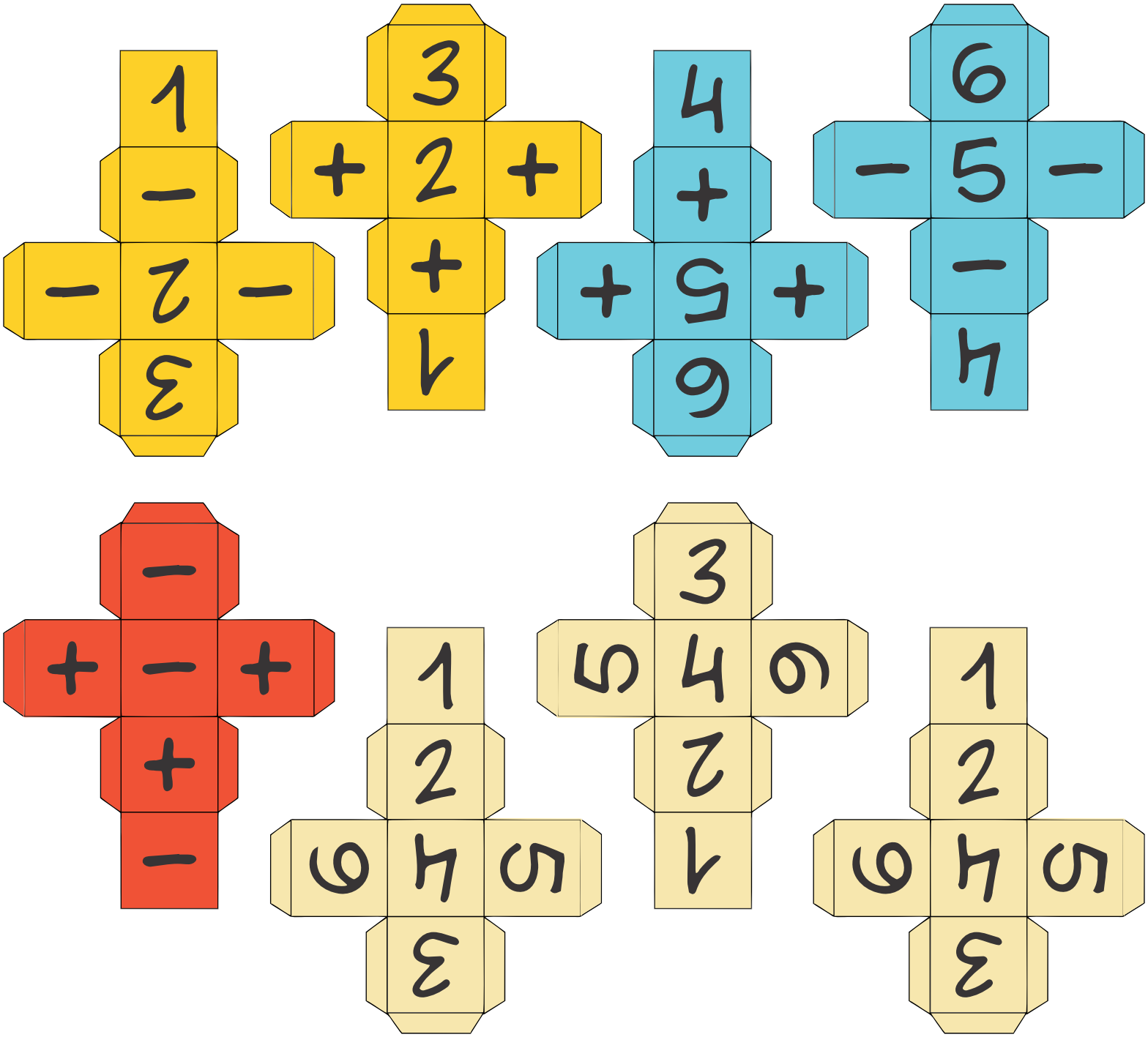
- Write one multiplication symbol for your formula.
- Write one dice value as a squared value.
- Write one dice value three times.
- Turn two - symbols into two + symbols(on the sheet).
- Write one + or - symbol three times.
- Turn one scoring row or column into x2 score.

Formulas



Formulas

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