

Wormhole

A Roll & Write Game for 1-4 Players

Contents

- Six Standard D6 (six-sided) Dice (2 White, 2 Black, 1 Red, 1 Yellow, 1 Blue)
- One printed player sheet per player

Objective

Gain the most points by completing boxes, adding 'wormholes' to the boxes, and connecting wormholes.

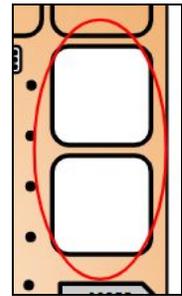
Rules (Solo player rules are marked in Blue)

Each player rolls a die (of any color), the player that rolled the highest number goes first.

Before the start of each turn, mark off the round triangle on the left-hand side. Start with round one and proceed to mark off each round as the dice return to your hand.

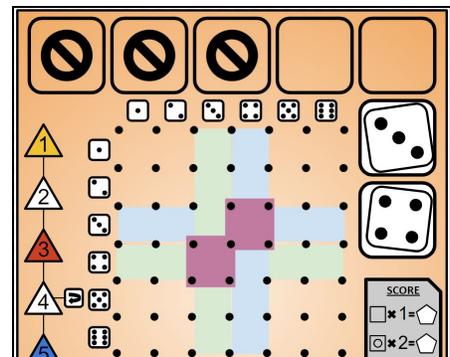
For your turn, roll the dice and choose one to keep and one to discard. The one that you keep goes in the right section, the one you discard goes in the left section (with the crossed-out circles.) The order in which you place the dice does not matter, except for the white dice (see note below.) Proceed to do this two more times (a total of three rolls.)

- **Note: The white dice must always be kept together and they can never be discarded. This means that one of your three choices must be the white dice. The placement of these dice will always be in the right spaces that are filled in with white.**

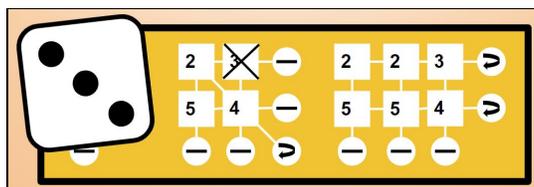


Once your three rolls are complete, mark your sheet with the corresponding dice values:

White - The values of the white dice will be marked on the dotted graph in the center of the player sheet. Choose which die you want to represent the vertical column and which to represent the horizontal row. Following the chosen row and column, the intersecting box will be where you make your mark. You can choose any of the four sides of the box to fill in with one solid line.

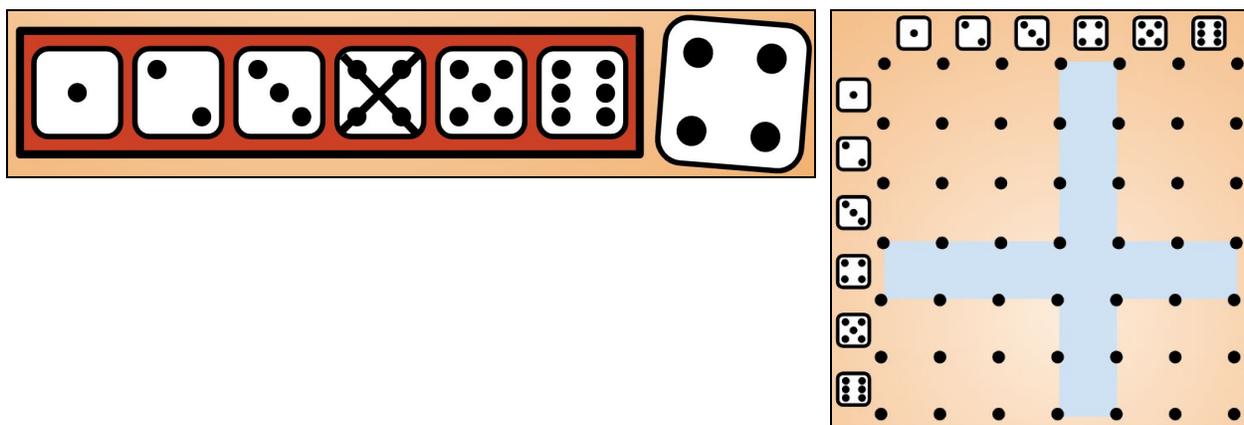


Yellow - The value of the yellow dice are marked off in the yellow section. You may pick any of the corresponding values on the sheet (in any order.)



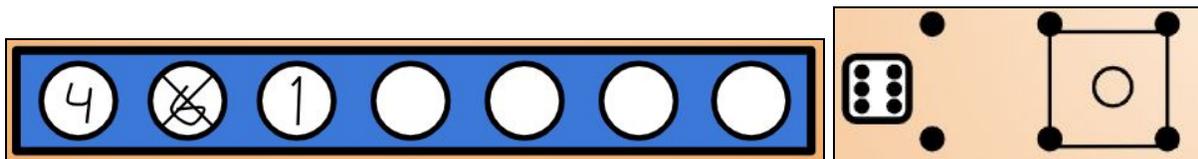
Once a column or row are completed (by marking each number in that column or row), you may take the corresponding reward. Most of the rewards in the yellow section consist of a free line that can be marked in the white section, this free line can be marked anywhere on the board and it can be done at any time (just mark it once you use it.) When you complete a full three-long section or the middle diagonal section, the reward is a reroll. This can be used at any time (just mark it once you use it.)

Red - The value of the red dice are marked off in the red section. This means that each number will only be used once. Once you mark off the value, the reward is to complete a full box of lines (four sides, or the remaining of the four sides if some of the sides have already been complete.) This full box must be within the column or row in the dotted section that corresponds with the value on the red die, but it can be drawn anywhere within that cross-grid.



Blue - The value of the blue dice are written into the circles in the blue section. If a value already exists in one of the circles and that value is chosen again, the player crosses out the circle and adds a circle to the white section. This circle must be within the column or row in the white section that corresponds with that particular value, but it can be drawn anywhere within that cross-grid.

- **Note:** The circle does not need to be surrounded by filled-in walls.



Black - Black values are wild and can be used for any of the Yellow, Red or Blue sections - however, the timing of when you can use them is shown on the triangle round markers and is as follows:

- Round 1-2: The black dice can only be used for the yellow section.
- Round 3-4: The black dice can be used for both the yellow and red sections.
- Round 5-7: The black dice can be used for the yellow, red, or blue sections.

After the active player is finished marking their active dice, starting with the person to the left of the active player, all players will have a chance to pick one of the active player's discarded dice and complete a section on their own sheet (following the same rules for the black wild dice as noted above.)

- In a solo-player game, once you have finished marking your active dice, pick up all discarded dice and roll them. You may now pick one to use on your sheet before moving on to the next round.

Pick up all the dice and hand it to the next player. Turn order goes clockwise.

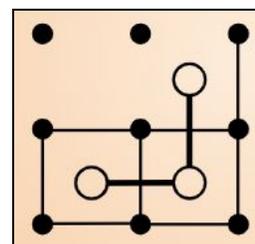
Rerolls are represented by a circular arrow:  or  These can be acquired by completing rows in the yellow section, but you are also given them as a bonus on the 4th, 6th and 7th round. Whenever you receive a reroll you can save them and use them at any time (just mark it once you use it.)

End of Game

The game ends after the last player completes the 7th round and all other players have chosen that player's discarded dice. [The game ends in a solo game after you have played the 7th round and you have rerolled the discarded dice and chosen a final value.](#)

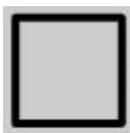
Each player then connects Wormholes that are orthogonally adjacent to each other (next to each other vertically or horizontally, but not diagonally.)

All players add up their score. The player with the most points wins!

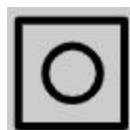


In case of a tie - the player with the most wormhole connections is the winner.

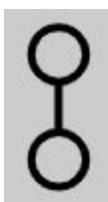
Scoring



Filled-in Boxes - **1 Point each**

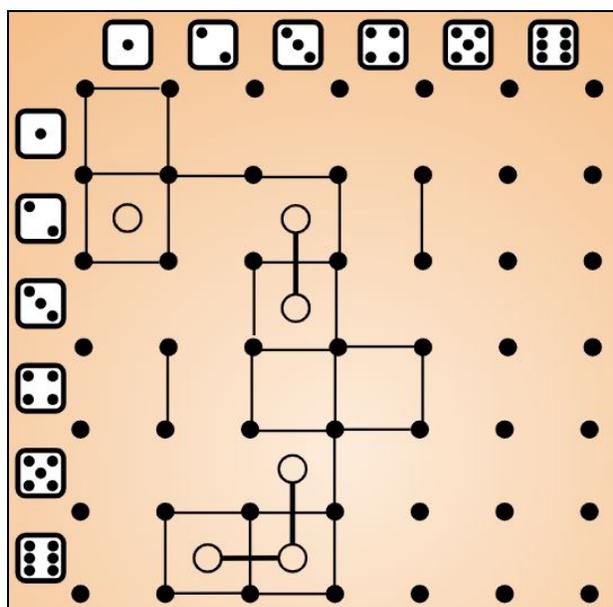


Filled-in Boxes with a Wormhole - **2 Points each**



Connected Wormholes - **3 Points per set**

Scoring Example:



Filled-in Boxes = 7 (7 Points)

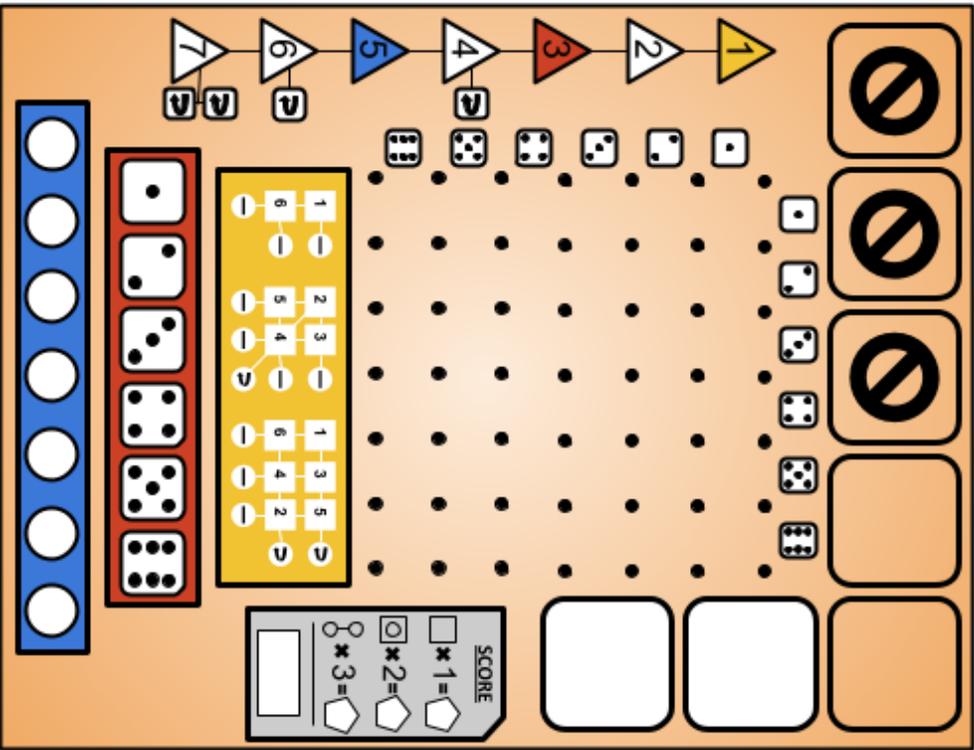
Filled-in Boxes w/ a Wormhole = 4 (8 Points)

Connected Wormholes = 3 (9 Points)

Total = 24 Points

PLAYER SHEETS

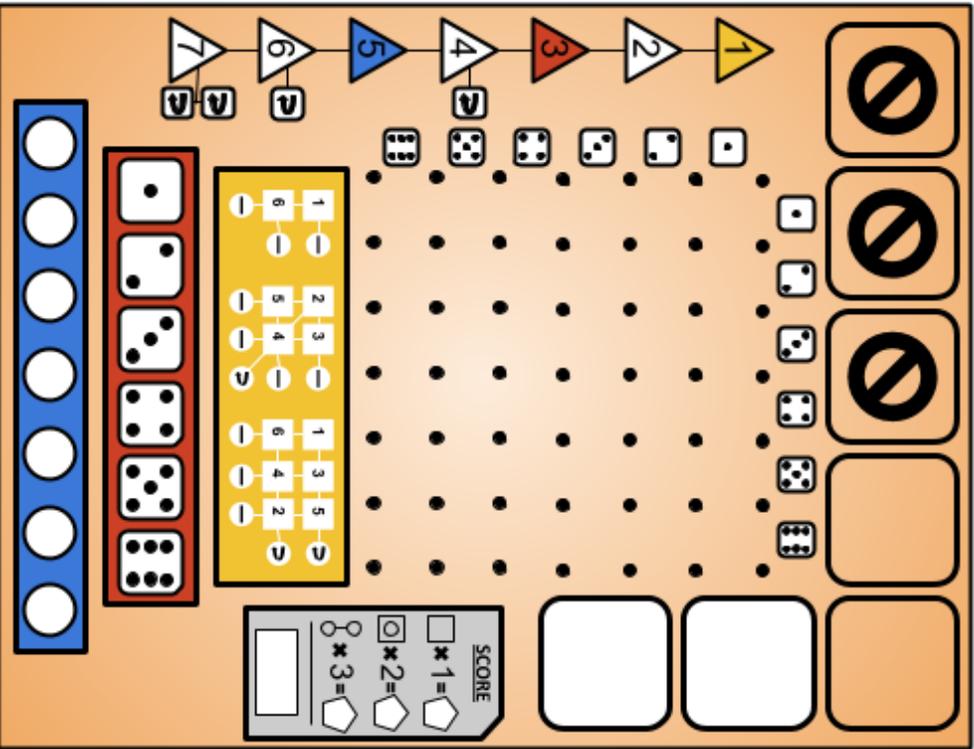
WORMHOLE Name: _____



The game board features a central 10x10 grid of dots. At the top, there are seven colored triangles labeled 1 through 7, each with a corresponding die icon below it. To the right of the grid are three dice icons. Below the grid is a yellow rectangular area containing a 6x6 grid of numbers (1-6) with arrows indicating movement directions. To the left of the grid are two horizontal rows of dice icons: a red row with five dice and a blue row with five dice. At the bottom left is a blue horizontal row of seven circles. At the bottom right is a 'SCORE' box with three dice icons and a score line. The score box contains the following text: $\square = 1$, $\square \times 2 =$, and $\square \times 3 =$. To the right of the score box are three empty boxes for recording scores.

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WORMHOLE Name: _____



This is an identical copy of the game board for Player 1, featuring a 10x10 dot grid, colored triangles, dice icons, a yellow movement grid, and a score box with the text: $\square = 1$, $\square \times 2 =$, and $\square \times 3 =$.

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