



EDIFICE © 2020 by Rey Alicea ver.1.0

2 Players ages 8+

COMPONENTS

3 (D6) and a pen

GOAL The player whose edifice towers above the rest after three rounds wins!

HOW TO PLAY

- 1. The game is played over three rounds. Player one starts. Turns then alternate.
- 2. On a turn roll 3 dice. Choose two and use the result.
- If the dice show different numbers and both of the Result Box checkboxes in your row are open, you may mark both boxes.
- If the Result Box checkbox that pertains to the total of both dice is still open, you may place a mark in that checkbox instead.
- Starting at the bottom fill in the boxes of your buildings Score Track equal in value to the result box numbers you've checked off.
- A player continues to roll until her score is either equal to or greater than her opponents, then her turn ends.
- If a player cannot use the results of a throw she must pass. If both players pass one after the other the round ends.
- 8. A round also ends when a mark is placed in the last box of a score track.
- 9. A player with the highest score in 2 out of 3 rounds is declared the winner!

