Game End

The game ends after three rounds. The players count the victory points on their collected number cards, and player with most VPs is the winner. In the case of a tie, there are multiple winners.

Advanced Rule

For more challenging play, we recommend following addition rule:

If an active player rolls doubles or triples with two or three dice, their turn is over and the direction of play reverses.

The player calls the number rolled, then "Doubles!" (or "Triples!") and then "Change!", then gives the dice back to the player who passed them the dice. Now the turn progresses in the opposite direction.

Important: Even if the active player rolls a number on display before them, their turn ends!

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SIX

by Matthias Prinz

Players: 2 – 5   Ages 8 and up   Duration: About 6 minutes

Contents

1 Sand timer
(aboout 2 minutes)

1 Six Tube

3 Dice

5 x 18 Number Cards
(in the colors Blue, Yellow, Green, Purple and Orange)

Card Backs

All of the number cards are laid out the same:

Total on the dice (number needed to collect the card)
Victory points (if the card was collected)

Game Summary

The players have three rounds of two minutes to collect as many of their number cards as possible. The sand timer is turned over and is hidden in the Six Tube – the round starts now!

The active player rolls the dice, first all three, then two, then one, and then will pass the dice to the next player. After every roll of the dice, the players check whether the sum of the dice equals one of the number cards lying in front of them. If this is the case, the player may collect the number card.

One problem: The player who is rolling the dice may not collect cards, even if they have a match in front of them. Therefore they want to get rid of the dice as soon as possible!

One caution: When passing the dice, the next player can challenge whether the time expired. The sand timer is revealed and someone will have to lose a card they already collected.

The player with the most victory points on their collected cards after three rounds (about six minutes), is the winner.

Game Set-up

Every player receives a set of number cards (with the numbers 1-18) in a color. These cards are shuffled and put face down in front of them as a draw pile.

Now every player draws the top three cards of their pile and places them in a row next to their draw pile.

Raising the Six Tube

If the new active player believes that the sand timer has run out, they can challenge the player that passed the dice to them. They lift the Six Tube immediately after they received the dice and reveal the sand timer to all the players. (Any hesitation in deciding to reveal the sand timer obligates them to roll the dice). With this action, the new active player claims that the time (about two minutes) has expired. There are two possibilities:

They are right – the sand timer has expired:
The player who passed them the dice must put the top card of their score pile on the bottom of their draw pile.

They are wrong – the sand timer has not expired: The player who uncovered the sand timer must put the top card of their score pile on the bottom of their draw pile.

If they have no cards in their score pile they are not required to put one under their draw pile.

When the Six Tube is raised, the current round comes to an end. If necessary, let the sand timer run all the way out. The player who had to return a card from their score pile gets the dice and starts the next round.

The Change

The exclamation "Change!" is for all players - **with exception of the player that receives the dice** – an indication to draw the top card of their draw pile and place it face-up in one of the three places their display.

If a player has three three cards face-up in their display, they must cover an one of the cards with the card they just drew. Covered cards may be collected later in the game if the card covering them has been collected.

Example: After Tina has called "Change!", Mona puts a card from her draw pile onto the open space in front of her.

The new active player is the one who was passed the dice. They must decide between two possibilities:

Either **roll the dice** or raise the **Six Tube**.

Rolling the Dice

If the new active player decides to play at dice, he takes the three dice and rolls them. The turn continues as described above and ends with the call "Change!".

Game layout for 4 players

Sand timer

Six Tube

Collected Cards
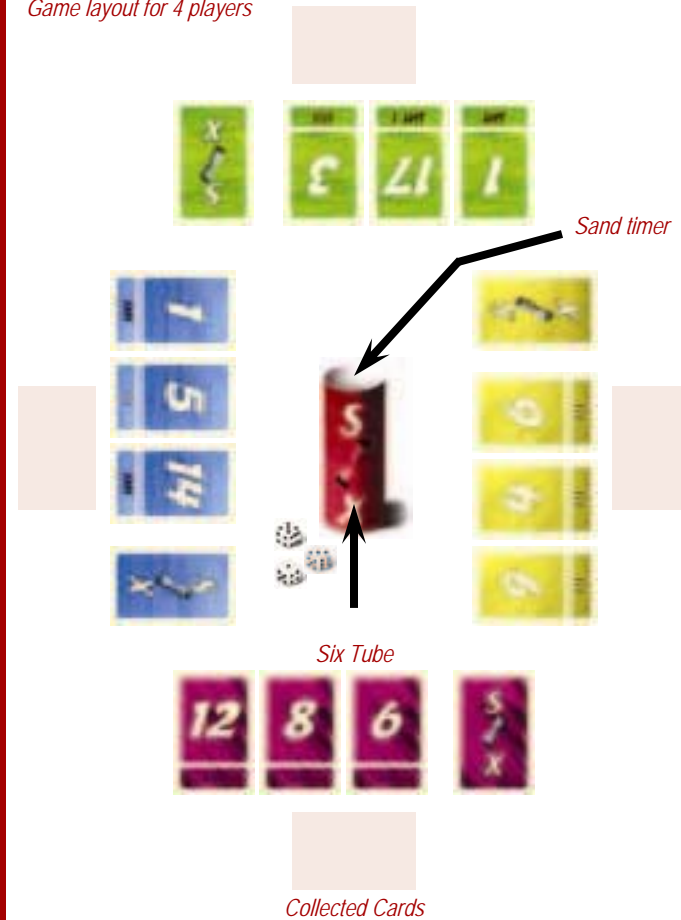
The player who is in the biggest hurry takes the three dice and begins the game.

Game Play

Six is played in three rounds, that last about two minutes each (which is measured by the sand timer). The start player of a round turns the sand timer over and places it into the Six Tube. They then start rolling the three dice. The player rolling the dice is called the active player.

Rolling the Dice

After the rolling the dice, the active player adds up the numbers of **all the dice** they rolled and loudly announces the total.

Example: Mona rolls three dice and gets a 1, a 5 and a 3: She loudly says: "9"

Every player (except the active player), which has the card with the total rolled on the dice **showing in front of them** in their display, collects this card and may place it face-down by their display. A **score pile with collected cards** is formed. These cards count as victory points at the end of the game. **Attention:** The collected card is not replaced by a card from the draw pile!

Example: Mona rolled a "9" on the dice and Tina has a "9" showing in her face-up display. Tina takes the "9" card and turns it over and puts it in her score pile in front of her.

After the active player has rolled the dice, two situations can occur:

The sum rolled equals one the active player's face-up number cards:

In this case, the player rolls the **all three dice again**. This is the case no matter how many dice the player rolled. The active player does not collect their cards when the number rolled matches one of them.

The sum rolled does not equal one the active player's face-up number cards:

In this case, the player rolls the dice again, but one less than before. If they rolled three dice therefore before, they now roll two dice, etc.

If the active player rolled one die and does not match one of their own number cards, their **turn is over**. They state this by clearly and loudly saying "**Change!**" and then passing the dice to the next player.
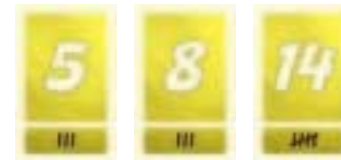
Example: Tina has the 5, 8 and 14 cards showing and it is her turn to roll the dice. She rolls a 6, a 4 and a 2 and loudly says "12". She then rolls two of the dice and gets an 8: Since she has an 8 showing, she must now roll three dice. She then rolls an 11, then with two dice a 3, and a 2 on one die. Therefore her turn is over, she loudly says "Change!" and gives the dice to the next player.