

Dice Clock Rules

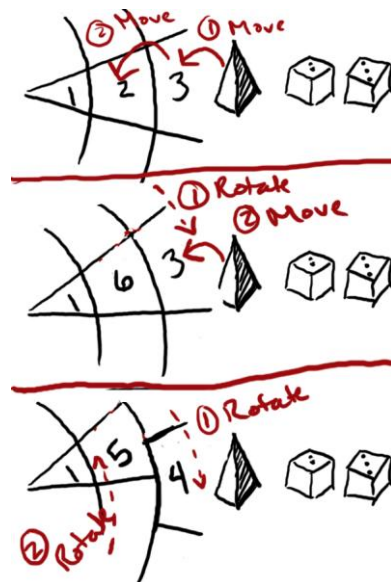
- 2 – 4 players
- Needed items:
 - 2 six-sided dice
 - 1 coin
 - 6-dial game board
 - 2-4 markers/player pieces, 1 per player
- Objective: Be the first to reach the center. Game ends when one player reaches the center dial.

Set-up:

- Each player starts in a colored quadrant.
- The dials are turned to their starting positions.
 - Starting with the lowest dial, the players roll 1 die and flips a coin. If the coin is heads, rotate the dial so that the arrow is pointing to the identical number on the clock face. If the coin is tails, multiply the die's number by 2 and rotate the dial so that the arrow is pointing to the product number on the clock.
 - The step is repeated for each dial with an arrow. 5 times total.
- Players take turns clockwise starting with red quadrant (the area right after the 12 o'clock mark on the board).

In-Game Play:

- Player 1 rolls the dice.
 - Each die equals 1 move, so there are 2 moves every turn.
 - If the die's number matches the number directly in front of the player's piece, the player may advance to the next dial.
 - If the die's number match consecutively in a line without having to rotate any dials, then the player may advance 2 rings since stepping in to the next ring equals 1 move for each die.
 - If the player cannot advance to the next dial based on the dice roll, the player must then use a die's number to rotate a dial x number of steps ($x = \text{the die's number}$)
 - If by rotating the dial the player's piece aligns with a new space that has a number identical to the 2nd die and that 2nd die has not been used to rotate a dial yet, the player may advance to that step on the ring in front of him.
 - If by rotating the dial the player's piece does not gain an opportunity to advance to the next dial, then the player must use the 2nd die's number to rotate a dial as well.
 - If player's piece is in the starting position, then, based on the numbers that appear from the dice roll, the player must place his piece on a space in his colored quadrant that is identical to one of the die's numbers. Depending on the result of



the other die, the player may either advance to the next level or rotate a dial, based on the rules of the game.

- f. Base tier never rotates. Only tiers with arrows on them may rotate
- 2. Once player 1 uses both moves, player 2's turn starts. The turns continue in a clockwise circle until the game ends.
- 3. Knock-back situations:
 - a. If a player A lands in the same space as player B, player B is knocked back a tier and player A takes his place on the board.
 - b. When rotating the dials, if the dial sweeps across any space when a player's piece is standing, that piece is knocked down 1 tier.

