

TURN STRUCTURE

1. Active Player
 - a. Roll dice that unassigned (not on the silver tray or score sheet)
 - b. Reserve one rolled die (to their score sheet) & score if possible
 - c. Place qualifying dice on silver tray
 - i. All dice lower than die just reserved
 - ii. All dice if third die just reserved
 - d. Repeat until all dice are on silver tray or player's score sheet
2. Other Players
 - a. Score only one die from the silver tray
 - b. If NONE of the silver tray dice can be used, then one die from Active Player's sheet can be used
3. Remove all dice and pass them clockwise to next (Active) player

SCORING

- White die is wild
- Yellow: X on any match, bonuses for completing lines
- Blue: X on any match
 - Sum of blue and white die (wherever located)
 - Bonuses for completing rows and columns
 - Scores on number of boxes filled (increasing)
- Green: X and must be completed left to right
- Orange: must be completed left to right
 - Fill box with die value (modified by x2 as applicable)
 - Scores on sum
- Purple: must be completed left to right in ascending values
 - Fill box with die value (1+ follows a 6)
 - Scores on sum

BONUSES

- BLACK: Delayed
 - Place a Circle in gray section (top of score sheet) when gained
 - X out a Circle in gray section when spent
 - Rerolls must be ALL unassigned dice
 - +1 can only be used at end of turn and on any die from anywhere to create a new value/die that can then be scored.
 - Multiple +1 can be used, but not on the same die
- Colors: Immediate
- Fox: End Game (lowest color category's score multiplied by foxes)

END GAME

- Trigger: Rounds based on player count and per score sheet
- Tiebreaker: highest color category score