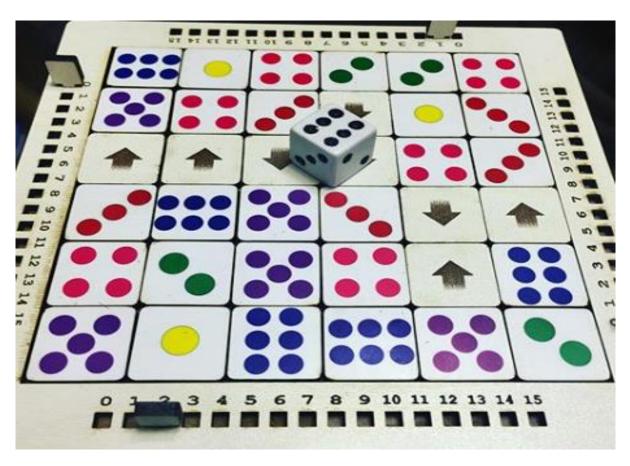
DIE TAC TOE

Abstract Dice Game

(Updated February 26, 2020)

Die Tac Toe is an abstract strategy game where two to four players attempt to control sufficient territory to score points. Players take turns flipping tiles in a 6x6 grid using single die rolls. The arrows on the flip side will point towards the player. Aligning enough adjacent arrows towards a player causes the player to score one point.



LASERCUT COMPONENTS:

- 6x6 game board for up to four players with ...
- 4 integrated scoring tracks and score markers
- 36 numbered tiles (1-6)
- Two dice.

SETUP: Place all the tiles face up in the grid randomly. Reset the score board markers to 0. Refer to the "Winning Patterns" below for scoring differently by number of players.

GAME PLAY:

On each turn, a player will...

- Roll one die
- Flip any tile that matches the die roll
- Look for sufficient adjacent arrow alignments to score one point (see note below)
- After scoring, flip the tiles back to their numbered faces

NOTES:

- With **two** players, align five adjacent arrows to score
- With three or four players, align four adjacent arrows
- When a die roll has **no matching tile**, choose a random opponent's arrow and flip it over to reveal its number. Should the number match the die roll, flip it over and point the arrow to you. Score if possible.

STRATEGIES:

- Don't always flip a tile to point to yourself. Thwart your opponent with a potential block.
- Try to remember where numbers are in case you get a chance to flip back an arrow (when there is no match).

WINNING PATTERNS:

To score one point, align your arrows in an adjacent pattern. Some examples:

Two Players Three Players

Four Players: Three in a line horizontally, vertically or diagonally.

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