

**GAME OBJECTIVE**


Try to be the first player to spot which shape or colour appears the most and be the first to get rid of all your dice!

**SET UP**

Place the sand timer in the center of the table and divide all the dice equally between the players.

N° players	2	3	4
Dice/Player	6	4	3

**PLAY & ADAPT**

To start a round, all players simultaneously roll all their dice in the center of the table. 

After rolling, all players compete to be the first to spot the shape or the colour that appears the most. The first player to call out a shape or a colour must flip the sand timer.

All other players now have 10 seconds to try and find a shape or a colour that appears even more times.

**'FLOWERS'**



When the 10 seconds are up, all players together check who was correct. In case of a tied answer, the first player to have called out a winning shape or colour, wins the round.

After this, every player collects the amount of dice they rolled before.

It doesn't matter which ones they pick up. The winner of the round now takes one of their dice out of the game and another round can start. And so on... until a player gets rid of all their dice.

**'TAKAMACHI'** 

During a round, any of the players might spot **2 identical shapes in the same colour**.

In this case, the first player to yell "TAKAMACHI" immediately wins the round. This can be any player, so also a player who already announced a colour or shape earlier in the round.



**END OF THE GAME - THE WINNER!**

The first player to get rid of all their dice wins the game!



**THIS ICON INDICATES A GAME ELEMENT THAT HELPS TO BOOST YOUR ADAPTABILITY!**

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