

Eyes +1

+1



Increase the number of eyes of any die by 1.

Eyes +1

+1



Increase the number of eyes of any die by 1.

Eyes +1

+1



Increase the number of eyes of any die by 1.

Eyes +1

+1



Increase the number of eyes of any die by 1.

Eyes -1

-1



Decrease the number of eyes of any die by 1.

Eyes -1

-1



Decrease the number of eyes of any die by 1.

Eyes -1

-1



Decrease the number of eyes of any die by 1.

Eyes -1

-1



Decrease the number of eyes of any die by 1.

Movement +



One of your dice gets movement +1.

Movement +



One of your dice gets movement +1.

Movement +



One of your dice gets movement +1.

Movement +



One of your dice gets movement +1.

Chance

?



Reroll any one die.

Chance

?



Reroll any one die.

Chance

?



Reroll any one die.

Frost



Any one die cannot move during the next turn.

Frost



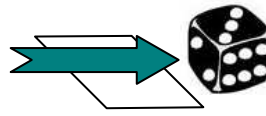
Any one die cannot move during the next turn.

Frost



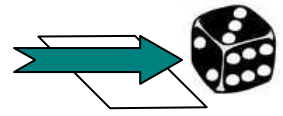
Any one die cannot move during the next turn.

Telekinesis



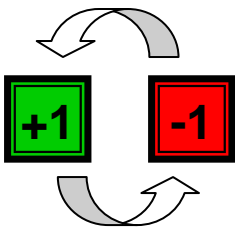
Move 1 die for a distance of 1 square.

Telekinesis



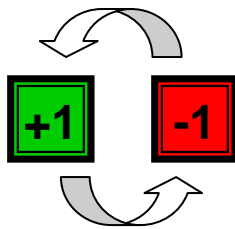
Move 1 die for a distance of 1 square.

Tiel Swap



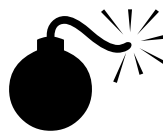
Exchange positions of 2 adjacent tiles.

Tile Swap



Exchange positions of 2 adjacent tiles.

Bomb



1 die gets -2 and all adjacent dice get -1.

Bomb



1 die gets -2 and all adjacent dice get -1.

Back to Start

START

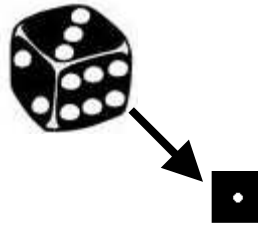
Put any 1 die on any starting position of its owner.

Back to Start

START

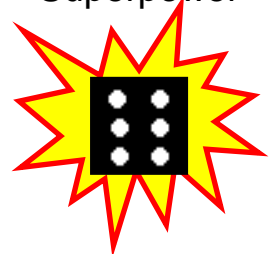
Put any 1 die on any starting position of its owner.

Shrink



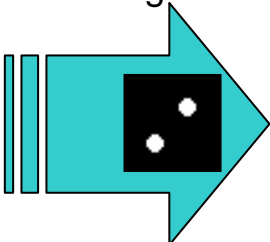
Any one die is demoted to 1.

Superpower



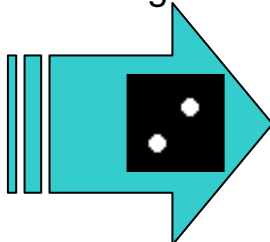
Any 1 die may push dice with any number of eyes.

Charge



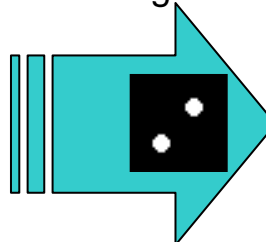
Move one of your dice for a distance of 2 squares in a straight line.

Charge



Move one of your dice for a distance of 2 squares in a straight line.

Charge



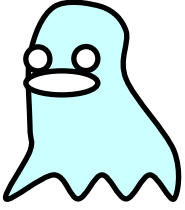
Move one of your dice for a distance of 2 squares in a straight line.

Invincibility



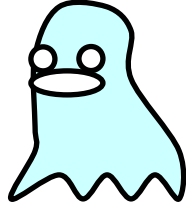
Any 1 of your dice isn't destroyed on Death-Tiles this turn.

Ghost



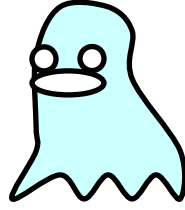
Any 1 dice may move or be pushed on "Barred"-Tiles this turn

Ghost



Any 1 dice may move or be pushed on "Barred"-Tiles this turn

Ghost



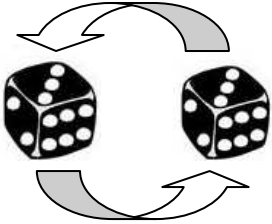
Any 1 dice may move or be pushed on "Barred"-Tiles this turn

Rebirth



Put 1 of your destroyed dice on any starting position of yours, with eyes = 1.

Swap Dice



Exchange positions of 2 adjacent dice.