

**Priority Match:** Any card with this phrasing in the card action text takes priority over any other action you may perform during your turn, a few of these are 'color wild', meaning the dice color has nothing to do with the 'roll' only the pip count on the die matters. Priority Match effects enter the stack just like a new card being played, and cards can be played in response, but cards played in response cannot 'cancel' or 'discard' an existing priority match card, unless the card played specifically states it can do so.

**Chain Breaks:** Unless otherwise specified by the card, most cards that are either turn chain, or reverse chain may be discarded if they've made a full loop around the players, returning to the last player to activate it with a match. (see individual card for specific rules or effects)  
e.g. There's 5 players, Sally, Fred, Eugene, Carol, and Bob. Fred plays a card that has turn chain on it, and the card doesn't indicate a special discard condition. At the end of Fred's turn, the card is passed to Eugene, who doesn't match it, Carol doesn't match it either, Bob manages to match it. Now the card must return to Bob without anyone else matching it for it to be discarded.

**Reserve Area:** Each player has the ability to set **FIVE(5)** cards into their personal reserve area. It's a kind of limbo, where the card effect can be triggered, because the die is matched, but it is up to the player to decide when and how to trigger, or to not trigger the effect as they so choose, unless a card effect specifies otherwise. Cards held in reserve area add to end of game die value for the player that has them.

Cards in your Reserve area can be played by you at any time whether it is your turn or not. The last card activated during any period of time during the game, is the first card to be resolved. This game uses the LIFO model, Last In, First Out. Cards can be activated in response to other card effects, and processed in the LIFO order.

If a card processed first eliminates the conditions for the second card to be played, treat the second card as though it wasn't played at all, and if this occurred during a players turn, and they have done no other card actions that turn, provided they had a qualified match that turn they may opt to instead draw a die.

One card can be moved into the Reserve area for a player per turn, and One card can be removed from the Reserve area to be returned to their hand, per player during their turn, provided it is not the same card. Moving cards into the Reserve area happens **FIRST**, moving cards out happens **SECOND**. You cannot move a card out, and then move a card in.

#### Sales Policy & Disclaimer.

Founders Edition (Copies #1-50): Sold AS-IS with NO WARRANTY. This hand-assembled run may contain minor cosmetic imperfections (print registration, sticker alignment) that does not affect gameplay. All Sales are final; no refunds, exchanges or component replacements are available. By purchasing you acknowledge these conditions and directly fund future production phases.

© 2026 Two Slit Territory. All artwork, card designs, and rules are protected by copyright. All Rights Reserved.

# TOO MANY DICE!

#### Game Details:

**Ages: 14+**

**Players: 2-4**

**Time: 30+ Minutes/game**

#### Game contents:

**54 cards, 6 in each of 9 colors, representing the die faces 1-6.**

**90 dice, 10 of each color.**

**Rule sheet**

#### Game Setup:

Shuffle the deck and Deal 5 cards to each Player.

After cards are dealt, Each player can select 3 dice of their choosing, provided each die is a different color.

Place the remaining deck in a central location. When a card is played or discarded, it is discarded face up into piles separated by color. The top face-up card in each discard pile determine the current value of that same color dice during the game. Low 1-2, mid 3-4, high 5-6.

### End of Game:

The game ends when either of the following things occurs:

1. The moment someone needs to draw a die, and there are no more die in the dice pool.
2. The moment someone cannot draw up to 5 cards in their hand.
3. Either everyone has no more dice, or only one player has dice.

You may use these or any other conditions you'd like to set for game end before the game starts.

### Game Rules:

Players roll dice during their turn in an attempt to match the image shown on cards they control. Matches allow the card effect to be triggered, played, or placed in Reserve. Do what the card says to do unless another card specifies otherwise. The goal of the game is to get the highest score you can, and score is determined by dice held and their total value at game end.

### Game Start:

Each player rolls a die to determine who will go first. Play always goes clockwise starting with the first player.

---

#### A Player's turn consists of the following:

##### Priority Phase:(Start of Turn)

At the very start of your turn, before rolling any dice:

1. Resolve all Priority Match effects from cards you control that are already in play.
2. These effects enter the stack normally. Cards that exist in any players reserve area can be played in response to these effects entering the stack.
3. Resolve the stack using LIFO(last effect activated resolves first).

All Priority Match rolls (if any) happen at the same time during this phase(Provided a priority match card effect does not say otherwise.). This may give you a separate roll from your normal roll.

##### Roll Phase: (roll dice)

1. Roll all of your dice.
2. Match with the cards in your hand, if you have no matches, check the discards for matches.

**NOTE: As long as you make any matches between dice and the cards in your hand or discards, you are eligible to draw a die, but you may not want to. (Priority Match triggers do not preclude your ability to draw a die on a match, but certain card effects might.)**

##### Action Phase: (play cards)

If you matched any card in your hand or the discard pile, you may either:

Draw ONE random die (this ends your turn), OR

Perform actions with your cards. You cannot do both.

If you choose to do actions with your cards:

1. You may activate all cards matched this turn.
2. **AND/OR** You may move a card matched this turn into your reserve area by placing the card face down with the matched die on top of it.
3. **AND/OR** You may move a card placed into your reserve area on a previous turn back into your hand.

**NOTE: You cannot move more than 5 cards into the reserve area, if there is not a slot, you cannot move a card in, even temporarily, which is why the step order in the action phase is important. You also cannot move a card you placed as a reserve this turn out of the reserve area on the same turn.**

**Draw or Discard phase:** You must have 5 cards in your hand at the end of your turn. If you have more than 5 you must discard down to 5, if you have less than 5, you must draw back up to 5, which is the end of your turn.

---

### Game End Scoring:

Count your dice per color.

Add the value of all cards of that color in the discard pile (this sets the base value per die). The value is the roll value shown on each card in the discard added together.

Add the value of each card of that color in players reserved cards to that players base die value.

Multiply number of dice Player has of that color times the value of dice of that color.

Sum all totals.

Highest total wins.

---

### For a faster game: Draw 1 die for each match made.

#### Clarifications:

Unless a card specifically states otherwise, matching a card in the discard pile does not trigger it's effect, and only allows you to draw 1 dice at random on a match with the discard pile.

Unless specifically stated otherwise on a card effect, all dice draws should be at random.

Discards always go on top of the discard pile face up for that color.

If the conditions do not exist for a card effect to trigger, that card cannot be played until the conditions do exist for it to trigger.