

MATRIX



SCAN CODE

DICEEMPORIUM.COM



DICE GAME™ INSTRUCTIONS

OBJECT

To be the first to press all 36 bubbles on the Matrix pad.



SETUP

Number of players -

Contents for 4 are included. Matrix may be played with any number of people.

Each player gets their own Matrix pad. 1 set of dice is used among all players.



HOW TO PLAY

This game is played over a number of rounds. Each round consists of each player completing 3 phases.

1



ROLL

2



MULTIPLY

3



PRESS

On any turn, the player may add **OR** subtract as many **blue** and **red** dice to arrive at a different number to be used with the **multiplier** die.

The **red** die has a ★ which serves as a wild and can be used as any number 1-6.

The **blue** and **red** dice are only used once during a turn.

Unused dice are ignored.

As the game progresses, there will be situations where no bubbles will be pressed.



WINNING THE GAME

After the first player completes their Matrix, all other players who have not played in that round get one turn to complete the Matrix as well.

In the event of a tie, each player rolls the 4 **blue** and 1 **red** die. The highest sum total of the 5 dice wins. **Red ★** counts as a 6. Repeat if necessary.

GAME CONTENTS:



**4 CUSTOM
DOUBLE-SIDED
NUMBERED
MATRIX PADS**

6x6 numbered rows



**FOUR
6-SIDED
BLUE DICE**

each die
numbered 1-6



**6-SIDED
MULTIPLIER DIE**

each side has
a multiplier
function



**6-SIDED
"WILD
STAR" DIE**

star can be
used as any
number



**DICE
BAG**

store
the dice

Matrix may be played with 1+ players. Matrix score sheets and additional/replacement contents may be found at diceemporium.com.



**SEE OTHER SIDE FOR
GAME PLAY EXAMPLES
AND VARIANTS.**

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DICE GAME™ INSTRUCTIONS

EXAMPLE PLAY 1

1 ROLL



Breanna rolls the **multiplier** die, the four **blue** dice and the **red** die.

Multiplier die = 4x

Blue = 1

Blue = 2

Blue = 3

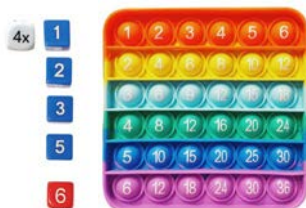
Blue = 5

Red = ★

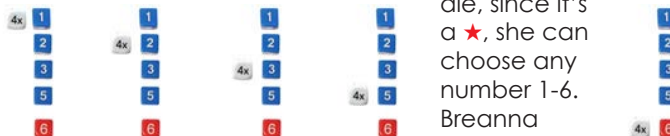


2 MULTIPLY

Breanna uses the **multiplier** die (4x) and multiplies it against every die shown.



4x1 = 4 4x2 = 8 4x3 = 12 4x5 = 20 For the **red** die, since it's a ★, she can choose any number 1-6. Breanna chooses 6. 4x6 = 24



3 PRESS

Breanna presses the 4, 8, 12, 20 and 24 on her Matrix pad.

Her turn is over and play continues to the player on the left.



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EXAMPLE PLAY 2

1 ROLL



Logan rolls the multiplier die, the four **blue** dice and the **red** die.

Multiplier die = 3x

Blue = 1

Blue = 3

Blue = 4

Blue = 5

Red = 6



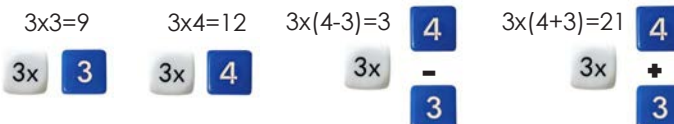
2 MULTIPLY

Let's say the game has been in play for a few rounds and Logan is looking for a 36.

In this case, Logan decides to add the 6+5+1=12



Multiplier die is 3x. 3x12 = 36 Logan has 2 dice left, the 3 and 4. The options left for Logan are:



21 is not an option in the Matrix.

3 PRESS

Logan opts for the 36, 9 and 12 and presses those 3 bubbles.



GAME VARIANTS

SPEED PLAY 1: The game lasts only 5 rounds for each player. After the 5th turn, each player counts the total of all unpunched numbers. Player with the lowest remaining total, wins!

SPEED PLAY 2: The game lasts only 5 rounds for each player. After the 5th turn, each player counts the amount of unpunched bubbles. Whoever has the least number of unpunched bubbles wins!

STAR OF DOOM: When you roll a Star of Doom ★, the multiplier die is not used. Add the total of the 4 blue dice. This is the total to be subtracted from your Matrix pad. The opponent on your left gets to choose which numbers **closest** to the total without going over get unpunched. For example, if your dice amount is 19, you could unpunch a 3 and 16 or a 1, 2, 3, 5, and 8.