

# RULEBOOK FOR TILE RUN

1. Player 1 rolls two die. He or she chooses the result of one color dice for themselves and the other color for another player of their choice.

2. Based on the number rolled, Player 1 will choose that number of cards from the deck. He or she may choose to use one out of any of these cards for their player

3. Player chosen by Player 1 will do the same picking number of cards from the deck with his or her resulting number rolled from the dice.

4. The different card choices will consist of:

- Move forward X tiles
- Move back X tiles
- Choose a player to move back X tiles
- Choose a player to move forward X tiles

5. If a double is rolled, Player who rolled die must switch game environments with a player of their choice and the game moves on to next player.

6. Players must follow instructions on the square they may land on at any point in the game.

7. Use given notepad to tally your own points

Point Structure:

- every 20 points redeem to move forward 2 tiles
- every 30 points is a trump card (can revoke a player making the choice for them)
- 50 points redeem to move to last tile