

Dicato 72: Rules

For 2 Players • Ages 8+ • 15-30 Minutes



Objective

Be the first player to move your token **past Block 72** OR have the **furthest token** when the deck runs out.

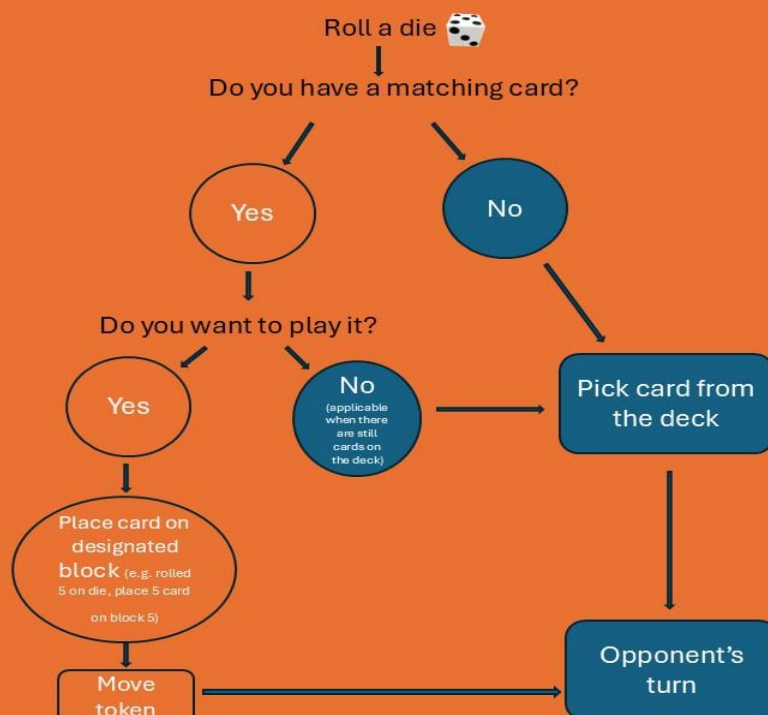
Components

- 54 cards (9 cards each for numbers 1-6, with ♦♣♠ suits)
- 6-sided dice
- 2 player tokens
- Game board with 6 designated blocks [A-1, 2, 3, 4, 5, 6)

Setup

1. Shuffle the deck and deal **3 cards face-down** to each player.
2. Place the remaining deck near the board, on the designated deck block.
3. Roll the dice to decide the first player (highest roll starts).
4. Player 1 to first view cards, then player 2 (players never see each other's cards)

Turn Flow



1. Picking card from the deck

- If it matches the previously rolled number, **save it for later** (cannot play now, unless opponent plays it).
- If not, your turn ends.

2. **Opponent's Chance:** If you didn't play, the opponent may play their matching card, then you can play the picked card.

Card Strength (Rock-Paper-Scissors)

Card	Beats	Loses To
♦ Diamond (Rock)	♠ Spade (Scissors)	♣ Club(Paper)
♣ Club (Paper)	♦ Diamond (Rock)	♠ Spade(Scissors)
♠ Spade (Scissors)	♣ Club (Paper)	♦ Diamond (Rock)

Token Movement Rules

1. **Base Card = Top card in the block when the dice is rolled** (resets each turn).
 2. **Movement Direction:**
 - **Forward direction: Placed cards follow rock, paper, scissors sequence always.**
 - **Blocking opponent: Exact match (number + suit) →** Resets all moves, top card becomes the new base card.
 - **Backward direction: Placed cards follow scissors, paper, rock always**
 3. **Challenges:**
 - **Counter with a stronger card?** Challenger moves **2x dice number**, you move **1x**.
 - **Counter with a weaker card?** You move **2x backward**, they move **1x**.
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Key Clarifications

- **Base cards are independent per turn** — past challenges don't affect future rolls.
- **Never pick cards from the board and view all of them, can only view top 2 cards**
- Player can play multiple cards at a time but must put them one at a time to allow any challenge from the opponent.
- Tokens can go out of the game and still return to the game, no negative counting.
- **Saved cards** can only be played on future turns when their number is rolled.

Winning

1. **Instant Win:** Reach/pass Block 72 – (no card deduction)
2. **Deck Runs Out:**
 - Player with **no cards left** AND furthest token wins.
 - If one has cards, sum up cards and subtract remaining card values from blocks moved (exact/similar cards counted once).

Penalties

- **Wrong order** (e.g., playing ♠→♣ without ♦ in between on forward movement): Lose turn, take back cards.
- **Illegal challenge** (e.g., countering Rock with Scissors on forward movement): No move, penalized for the dropped card, opponent moves forward the amount of **all dropped cards** in the card block within the playing instance.

(e.g. countering Rock with paper on backward movement): Opponent doesn't move, you move backwards the amount of all cards.

Pro Tips

- **Dominate 5/6 blocks** for big moves.
- **Save exact matches** to cancel opponent's key plays.
- **Bluff** by hesitating to bait challenges.

"May your rolls be lucky and your counters perfectly timed!"  Enjoy your game!

