

SU004



## DEODM

### Game Includes:

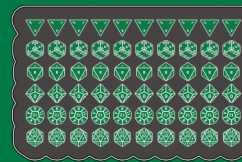
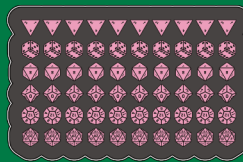
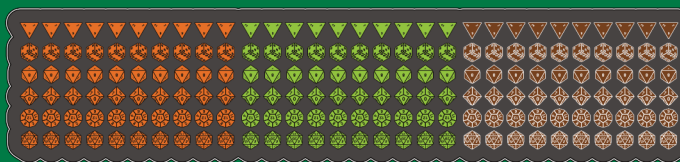
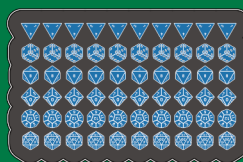
600 Total Dice in the 10  
 Player Colors and 6 types:  
 D4, D6, D8, D10, D12, D20

1 Rulebook

**Enough Dice For a  
 Village, But Lets Play  
 It With Ten.**

Start with a D4. When you roll a 4, you get one more. Roll more 4s and get more D4s. When two or more D4s add to 6, exchange them for a D6. Roll the D6, greater than 4 get another. Roll multiple D6s, two or more sum to 8, exchange them for a D8. The D8s become D10s, the D10s become D12s, and the D12s become D20s. Collect as many D20s as you can.

In the beginning it is simple, in the end it is hard. Any 1s and you lose the die, while you can only bank the 3s. Exchange dice in the bank for another color and start over again. The rulebook contains multiple levels to increase the challenge, although it may not be needed. The only winning strategy is to just keep rolling.



Sxyzm Games  
 gm@sxyzm.net  
 sxyzm.net

