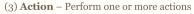
ON YOUR TURN

(1) Roll both dice together







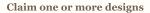


Play one or more action cards

Move – One move to an unoccupied square is allowed. Possible options:

- Move the number of steps as per die rolled. A step is moving from one square to an adjacent square. Avoid passing through an occupied square when making a step, otherwise pay 1 token to the respective player.
- Move to a square that is of the same number as the die rolled
- Move to any square using move action card

Free swap – After the move, perform a free swap of any two yarns adjacent to pin's new position. Allowed only if it is the next action after the move.







Move the pin to any unoccupied square.



Get 3 tokens from the reserve.



Get a design card from the stack.



Choose a player and steal a maximum of 2 tokens.



Preset color of the die and roll only the number die.



1 Victory point. Reveal the card immediately and keep face-up. Cannot be stolen.



All other players pay 1 token to the reserve.



Choose a player and steal an action card.



Swap positions of any two yarns on the board.



Roll the dice again (cannot be played with Preset action card).



Call out a number and roll the dice. Gain called out number of tokens if number rolled is greater than or equal to the number called.



Replace a yarn or a number tile with the reserve which has 5 yarns and 2 number tiles.