

Diangle![™]

Instructions

Diangle!

2 to 4 players, ages 8 to adult

Equipment

Each player has a GameBoard, a set of 6 dice of any one color, and a Level Marker (the red pyramid.)
Diangle dice are special dice - one side of each die has a red number instead of a white one.



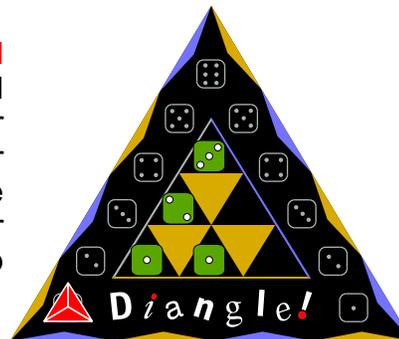
GameBoard at start of game

Object of the Game

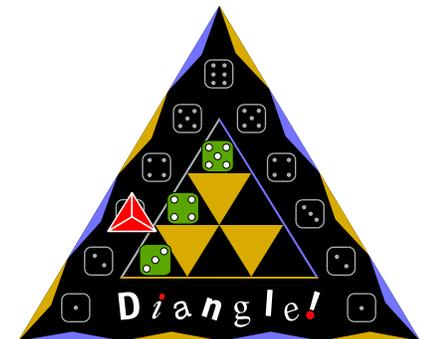
Players race to be the first to complete **levels** 1 to 6 and back down to 1 again, **in order**.

Using the GameBoard

Your Level Marker shows which level you're working on. Dice with that number are placed on the bottom row of your GameBoard. Dice for the next level are placed on the middle row, and dice for the level after that are placed on the top row.



Example: working on level 1



Example: working on level 3

To Begin Play

Your GameBoard is empty. Place your Level Marker on 1. Each player rolls one die. The player rolling the lowest number plays first. Play proceeds clockwise.

You begin by trying to fill the bottom row of your GameBoard with 1's, but you can place 2's and 3's on your GameBoard too, if you wish.

Your Turn

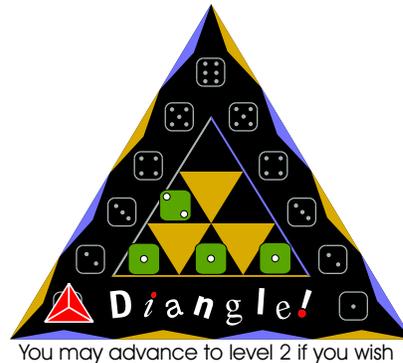
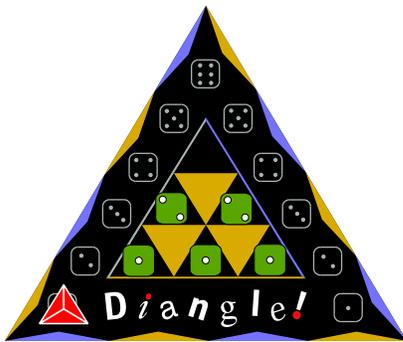
When it's your turn, select the dice you want to roll for that turn. On your first turn of the game, roll all 6 dice.

Dice that you want to keep must be placed on your GameBoard **in their proper row**. (Therefore you may only keep dice for your current level and for the next two levels, and if you have more of any number than fit in its row, you must decide which ones to keep.) Dice that **cannot** be placed on your GameBoard **must** be rolled. All other dice **may** be rolled, including those already on your GameBoard.

If you're not satisfied with the first roll of your turn, you may roll the same dice a second time. **You can't select different dice for your second roll of a turn.** Therefore, a turn consists of either one or two rolls.

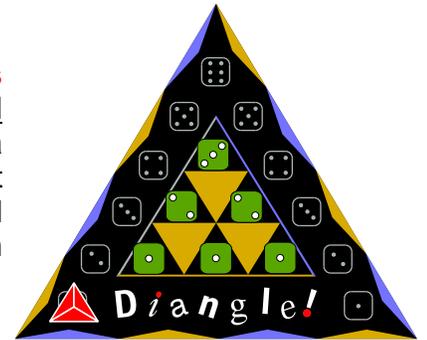
Completing Levels

Anytime you've filled in the bottom row of your GameBoard, you may **advance** to the next level, **or** wait and try to fill in the middle row too before advancing. For example, to complete level 1, you must accumulate three 1's in the bottom row after which you may advance to level 2 if you wish. You decide when to advance.



If you fill in the bottom and middle rows, you may advance past both levels, or try to fill in the third row.

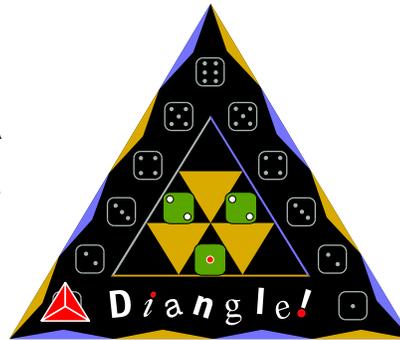
Diangles
 If you fill in all three rows, that's a **Diangle!** Advance past all three levels, and **immediately take an extra turn** (up to 2 rolls).



Advance to level 4 and take another turn

Red Numbers

3 What's so special about the red numbers? A red number fills its row all by itself! (This leaves you more dice to roll for the other levels!) *Note: If you already have some white numbers in the row, you can remove them and keep just the red number.*



Levels 1 and 2 are completed
 You may advance to level 3



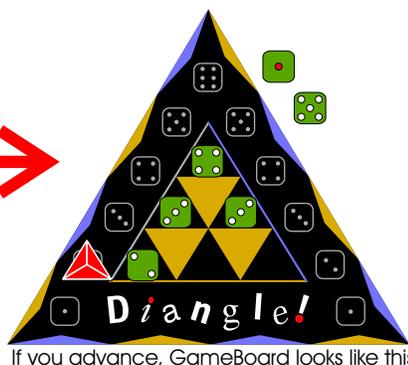
Levels 3, 4, and 5 are completed
 Advance to level 6 and take another turn

Strategy tip: Before you place a white number on your GameBoard, know which red number is on that die. It's sometimes better to roll it and try for the red number than to keep the white number.

Advancing

When you choose to **advance**, follow these four steps: (see example below)

- Ê move your Level Marker past the level (or levels) that you have completed ▲
- Ë remove any dice from the completed levels from your GameBoard ■
- Ì dice still on the GameBoard, if any, are moved down to their new row. ■ ■
- Í you may place other dice, if any, on your GameBoard in their proper row. ■ ■



Important note: In the above example, only level 1 is completed. Even though the top row is filled, level 3 is **not** considered completed because levels must be completed in order and level 2 is not yet completed.

Advancing on a Diangle - Things to Remember

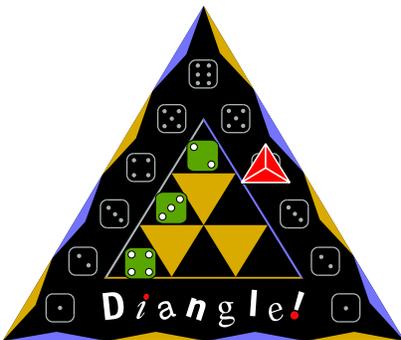
If you complete a Diangle using less than 6 dice, remember to check if you want to keep any of the other dice before you take your extra turn (see Í above.) Also, remember to select the dice you want to roll for your extra turn. The extra turn is not a “second roll” so you’re not limited to rolling the same dice as on your previous roll.

U-Turn
 After completing level 5 on the way up, you proceed to level 6, and then to level 5 **on the way down**. So, your GameBoard might look like this:



Top row is for level 5 on the way down

Important note: a die used to complete a level on the way up can't be "reused" on the way down. In the above example, you may advance to level 6 if you wish but you can only keep the 5 from the top row, not any of the three from the bottom row.



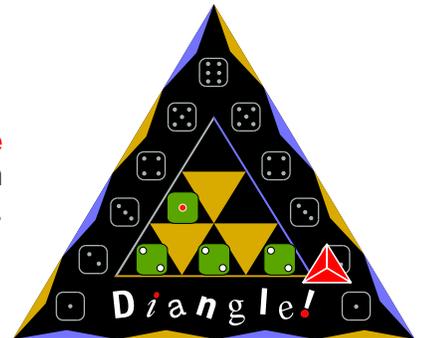
Example at level 4 on the way down

On the Way Down

In the second half of your race up and down the GameBoard, remember that things look a bit reversed. For instance, if you're at level 4 on the way down, 4's are on the bottom row of your GameBoard, while 3's are on the middle row, and so on.

Winning the Game

The first player to complete level 1 on the way down wins the game.

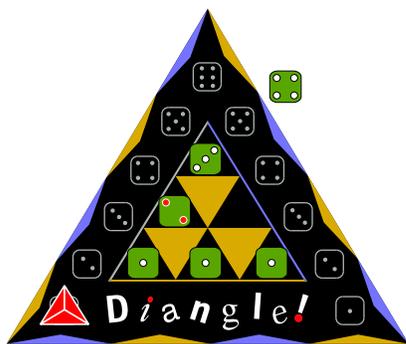


All levels complete - We have a winner!

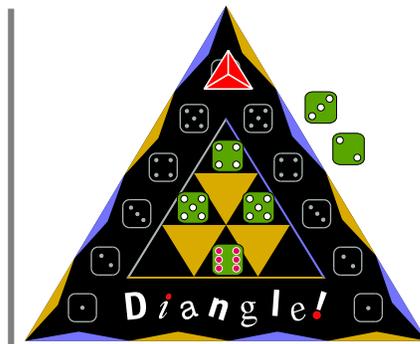
Optional rule

Grand Diangles

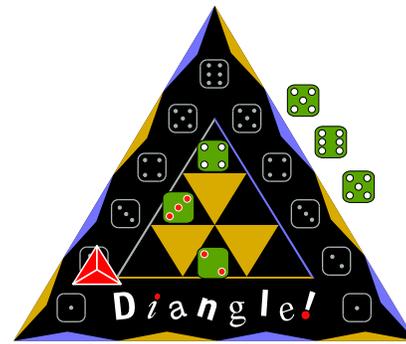
It's possible to complete four, five, or even six levels at a time! This is called a **Grand Diangle**. When you fill all three rows on your GameBoard, you only need one die to complete each additional level completed at the same time. As with any Diangle, advance past all completed levels, then take an **extra turn**. Remember to remove dice from all levels advanced and then move any other dice you wish to keep to their new rows.



Completes levels 1-2-3-4
Advance to level 5



Completes levels 6-5-4-3-2
Advance to level 1 on the way down



Completes levels 2-3-4-5-6-5
Advance to level 4 on the way down

Note: since the rules do not permit keeping dice that don't fit on your GameBoard, and since you are required to advance whenever you roll a Diangle, to get a Grand Diangle you must be lucky enough to roll the numbers for the fourth, fifth, or sixth levels on the same turn in which you complete the Diangle.

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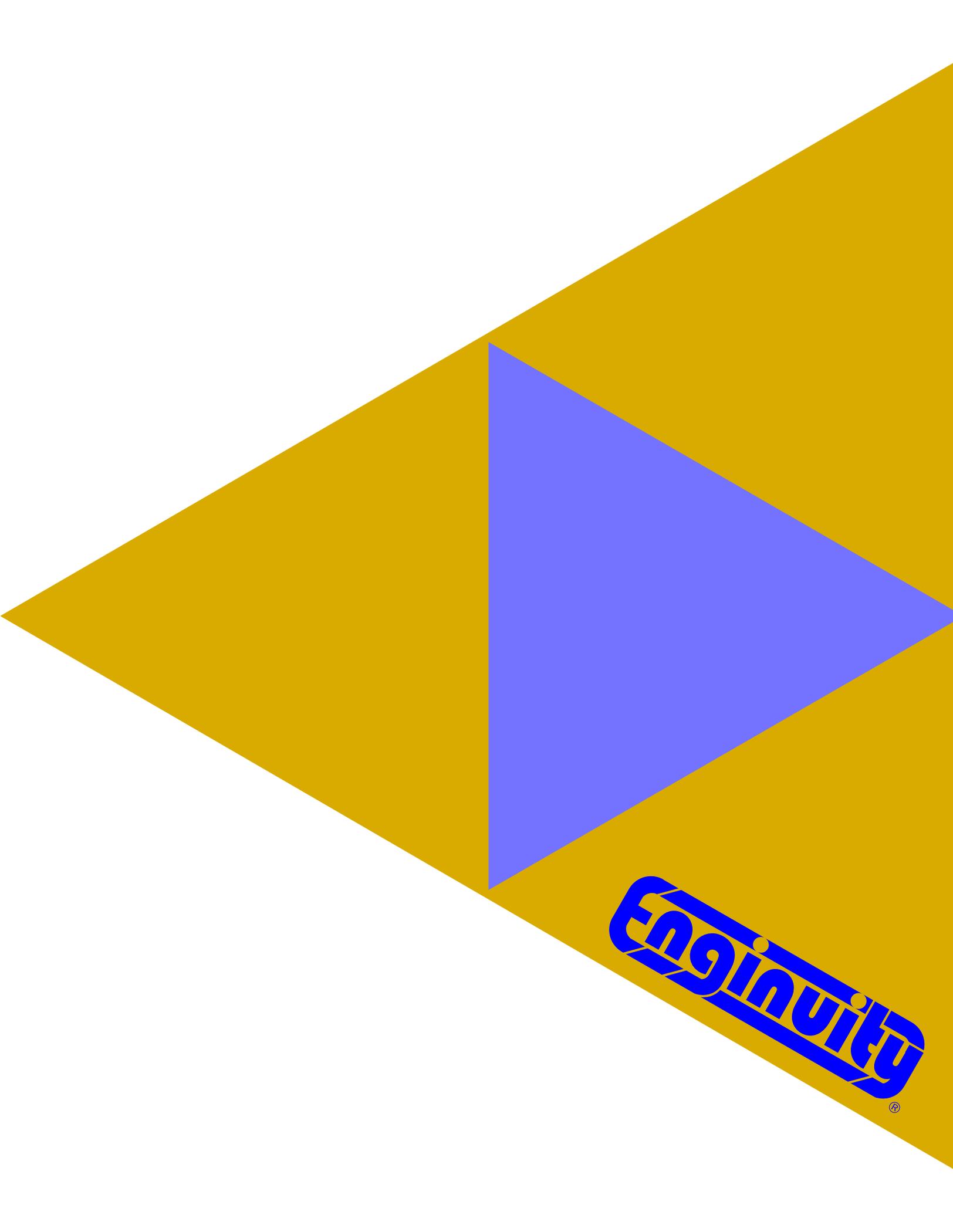
Oakland, CA; layout by Valerie Wong.

This is a game for adults & kids.

Play it with your children!

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