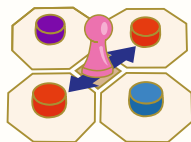


ON YOUR TURN

(1) Roll both dice together



(2) **Collect** - Gain tokens based on the colour die rolled matching the yarns next to the player's pin



(3) **Action** – Perform one or more actions

	Exchange one design card with the stack. This is allowed only when no other action is performed. Player turn ends and pin is not moved from current position.
	 Get one design card from the stack.
	 Get one action card from the stack.
	Swap the positions of any two yarns on the board.

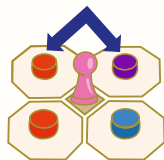
Play one or more action cards

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.



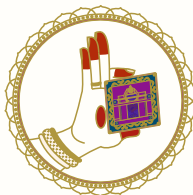
Claim one or more designs



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.