



## Playing with a dice

For faster and easier play you can now play Tri3D with a dice. Follow the instructions for **Assembling The Tri 3D Board** and **Setting Up The Game** on Pages 1 and 2 of the original instructions.

Each player should take turns to roll the dice to see who should start. The person who rolls the highest number goes first.

Players then take turns to either:

Roll the dice and move 1 counter of their own colour across the board the exact number of spaces indicated. They may only pass through each space once during the move and cannot jump over any other pieces or move to another level. If it is not possible to move the exact number of spaces rolled then move as below, or miss a turn.

**OR**

Move any counter of their own colour to the vacant space directly above or below its current position, but only if they have at least 1 counter of their own on the platform they wish to move to.

Follow the main instructions for **Capturing An Opponent** and identifying **The Winner**.