

GELATINOUSTM SOLITAIRE RULES

BY PHILIP REED

STEVE JACKSON GAMES

In **Gelatinous**, you are a wandering, sliming, exploring mound of goo seeking to consume whatever it finds to grow into a cube.

To play, you will need this rulesheet, 13 six-sided dice (all the same size), a scrap of paper, and a pen or pencil.

Playing the game. Set five of your 13 dice aside. These are the reserves. Roll the remaining eight dice (on a sheet of paper, make a tally mark each time that you roll the dice to track your total number of rolls over the course of the game) and then:

- Set any 3s to the side; these will be used to start your cube of eight dice.
- If you roll any 1s, remove those from your pool and add them to the reserves.
- If you roll any 6s, take one die from the reserves for each 6 that you rolled.

And then roll again, following the same instructions. Don't forget to make a tally mark each time that you roll the dice!

Out of dice? At any time you have to roll and have no dice in your hand, the game ends and you lose.

If you roll a 6 and there are no more reserve dice, you do not gain another die. Continue playing as normal.

Ending the game. Once you have formed a cube of eight dice (four on the bottom, four on the top, all 3s), the game ends. Your final score is equal to the number of times you rolled the dice minus any dice that remain in your hand.

Post your score online in your favorite forums and Facebook groups, and please share this PDF with all of your friends! You may also tweet your best score to @sjgames with a photo of your completed cube!

Playing by video. Each player will need these rules and 13 dice of their own. Play as described above, with one player designated as the caller who, once all players have resolved their dice rolls, calls out the next round. Play until one of the players forms a cube and wins the game. (Keeping score is optional in a multi-player session.)

A player who runs out of dice is eliminated from the game.

Gelatinous Dice Game

For the official **Gelatinous** game, which includes 42 green glitter dice and rules for up to six players (where the dice are actually traded between players), please visit dice.sjgames.com to find this and many other dice, dice games, and accessories.

Game design by Phil Reed

Based on the **Gelatinous** dice game, designed by Phil Reed and developed by Randy Scheunemann

Playtesting and editing by Steve Jackson

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