

# MATRIX

## DICE GAME™ INSTRUCTIONS

### OBJECT

To be the first to press all 36 bubbles on the Matrix Pad.



### SETUP

**Number of players** - Contents for 4 are included. Matrix may be played with any number of people. Matrix score sheets and additional/replacement contents may be found at [diceemporium.com](http://diceemporium.com)

Each player gets their own bubble pop pad. 1 set of dice is used among all players.



### GAME CONTENTS:



**4 CUSTOM DOUBLE SIDED BUBBLE POP PADS**

6x6", numbered on both sides



**FOUR SIX-SIDED BLUE DICE**  
each dice numbered 1-6



**6-SIDED MULTIPLIER DIE**

each side has a multiplier function



**6-SIDED "WILD STAR" DIE**  
star can be used as any number

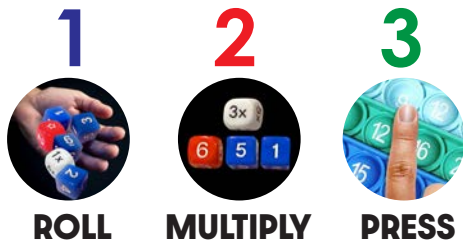


**DICE BAG**  
store/carry the dice

### HOW TO PLAY

This game is played over a number of rounds. Each round consists of each player completing 3 phases.

Each turn consists of 3 phases: (turn structure)



**ROLL**      **MULTIPLY**      **PRESS**

On any turn, the player may add **OR** subtract as many **blue** and **red** dice to arrive at a different number to be used with the **multiplier** die.

The **red** die has a ★ which serves as a wild and can be used as any number 1-6.

The **blue** and **red** die are only used once during a turn.

Unused dice are ignored.

As the game progresses, there will be situations where no bubbles will be pressed.



### WINNING THE GAME

After the first player completes their Matrix, all other players who have not played in that round get one turn to complete the Matrix as well.

In the event of a tie, each player rolls the 4 **blue** and 1 **red** die. The highest sum total of the 5 dice wins. **Red ★** counts as a 6. Repeat if necessary.



**SEE OTHER SIDE FOR GAME PLAY EXAMPLES AND GAME VARIANTS**

Matrix may be played with 1+ players. Matrix score sheets and additional/replacement contents may be found at

**DICEEMPORIUM.COM**



SCAN CODE

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## DICE GAME™ INSTRUCTIONS

### EXAMPLE PLAY 1

#### 1 ROLL



Breanna rolls the multiplier die, the four blue dice and the red die.

Multiplier die = 4x

Blue = 1

Blue = 2

Blue = 3

Blue = 5

Red = ★



#### 2 MULTIPLY

Breanna uses the multiplier die (4x) and multiplies it against every die shown.

$$4 \times 1 = 4 \quad 4 \times 2 = 8 \quad 4 \times 3 = 12 \quad 4 \times 5 = 20$$



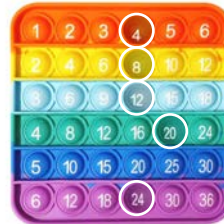
For the red die, since it's a ★, she can choose any number 1-6. Breanna chooses 6.



#### 3 PRESS

Breanna presses the 4, 8, 12, 20 and 24 on her bubble pad.

Her turn is over and play continues to the player on the left.



### EXAMPLE PLAY 2

#### 1 ROLL



Logan rolls the multiplier die, the four blue dice and the red die.

Multiplier dice = 3x

Blue = 1

Blue = 3

Blue = 4

Blue = 5

Red = 6



#### 2 MULTIPLY

Let's say the game has been in play for a few rounds and Logan is looking for a 36.

In this case, Logan decides to add the  $6+5+1=12$

Multiplier die is 3x -  $(3 \times 12) = 36$  Logan has 2 dice left, the 3 and 4. The options left for Logan are:

$$3 \times 3 = 9 \quad 3 \times 4 = 12 \quad 3 \times (4-3) = 3 \quad 3 \times (4+3) = 21$$

21 is not an option in the Matrix.

#### 3 PRESS

Logan opts for the 36, 9 and 12 and presses those 3 bubbles.



### GAME VARIANTS

**SPEED PLAY 1:** The game lasts only 5 rounds for each player. After the 5th turn, each player counts the total of all unpunched numbers. Player with the lowest remaining total, wins!

**SPEED PLAY 2:** The game lasts only 5 rounds for each player. After the 5th turn, each player counts the amount of unpunched bubbles. Whoever has the least number of unpunched bubbles wins!

**STAR OF DOOM:** If a player gets a ★, instead of making it a number from 1-6, ignore the multiplier and unpunch bubbles on your pad that equal the total of the four blue dice. For example, if your dice amount is 19 and you have 3 and 16 punched, those two numbers get unpunched. In a situation where punched numbers cannot equal the sum of the dice, then unpunch bubbles to get as close to that number as possible.

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