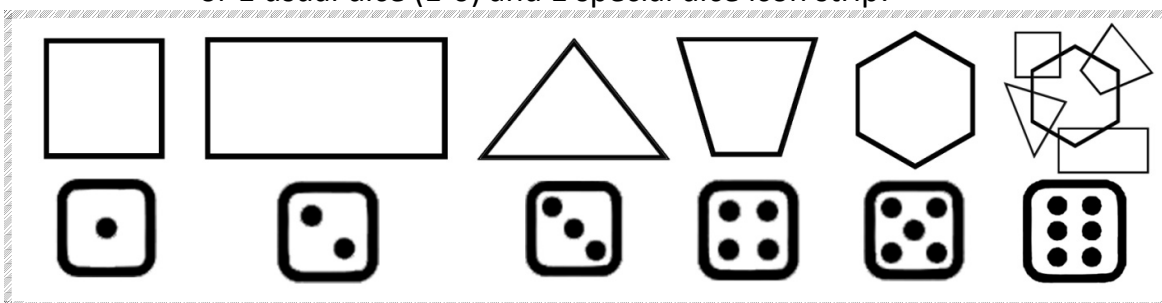


SHADIGA – the dice game with shades



Age: from 4 depending on the number of pieces
Players: 2 - 4
Time: 10 - 20 minutes in relation to the level of difficulty
Goal: have the most pieces
Category: dice games with geometric shades
Author: Blanche Kails 04.04.2016
Training object: differentiate the shades and name them correctly
put the pieces in the right place
observe the specific rules of this game
proceed tactically to have an advantage

Material: 1 basic board showing all the shades (without any illustration) with velcro on each section
4 times all the pieces of the cut illustration each set having a different colour: 1 red, 1 green, 1 blue and 1 yellow, each piece with velcro
1 special dice: square, rectangle, triangle, trapeze, hexagone and joker = all the shades together
or 1 usual dice (1-6) and 1 special dice icon strip:



At each throw the dice is put on the corresponding icon, so that the player sees clearly which shade to take.

Preparation of the game: The basic game board is put in the middle so that each player may reach it easily. Each player chooses his colour and places all „his“ pieces side up before him.

How to play the game: Each player throws the dice in a clockwise turn. Each player is allowed to **throw the dice only once** and then he passes it on to his left neighbour. The dice determines the shade to choose, except for the joker. Then the player himself decides, which one to choose. The player has to name each piece before he fixes it on the game board in the right place. The joker allows the player to act smart, so that he might have an advantage in his next turn. If the player has no matching piece or if there is no matching free spot, the player has to pass the dice to the neighbour.

End of the game: When the whole illustration is reassembled, the game is over.

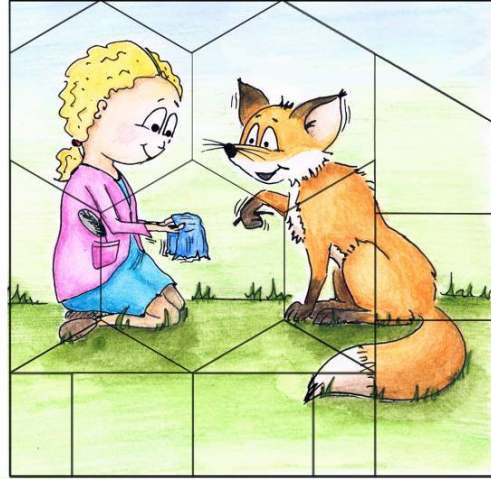
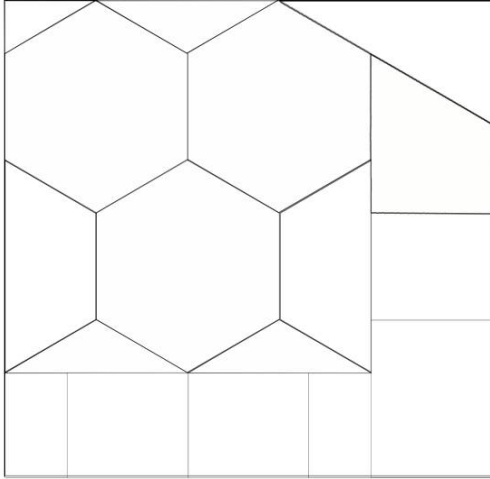
All the unused pieces are put to a side.

The pieces of the completed image are taken off and sorted by their back-colour.

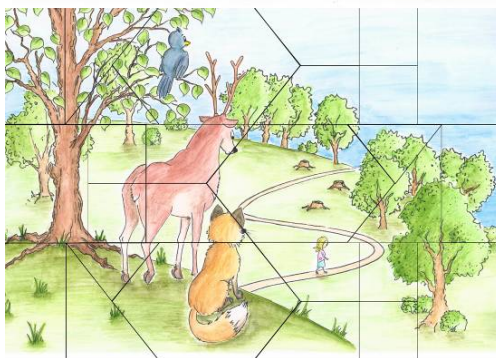
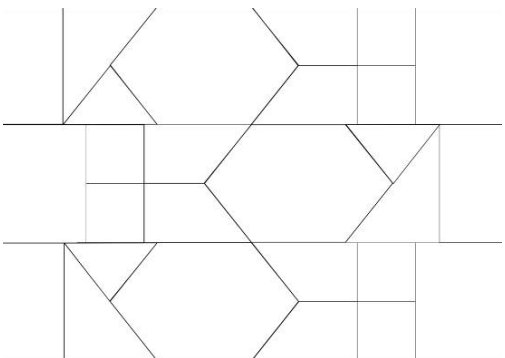
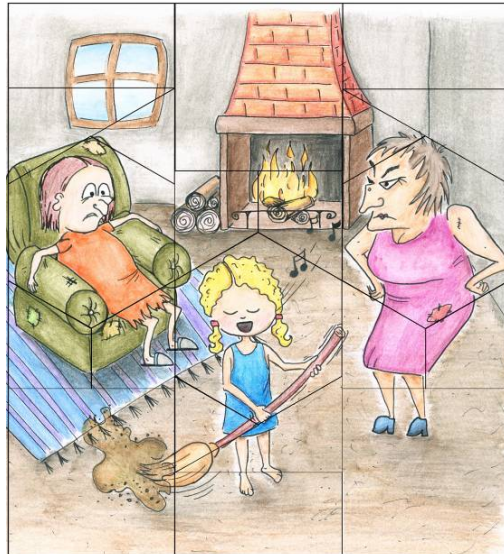
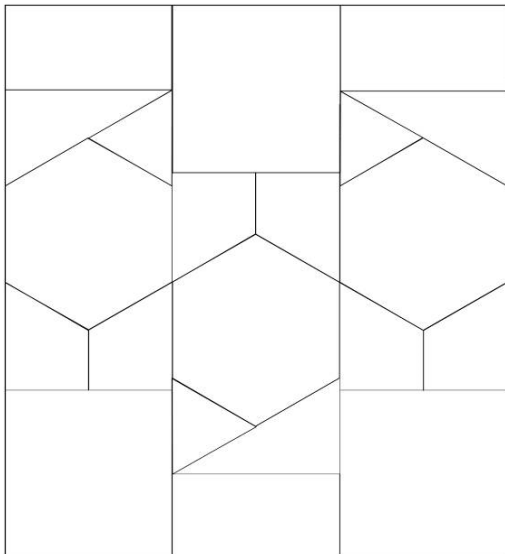
The player who has managed to put the most of his pieces on the playing board, is **the winner**.

Some examples:

this one is suitable from 4:



a little bit more challenging:



and a little more demanding:

