



SPOTTED!

The bustling dice game



GOAL OF THE GAME

The goal of the game is to collect as many victory points as possible for each beetle family. Do so by cleverly selecting the dice and tactically assigning the numbers on the dice. The scoring of the beetle families will be determined during the course of play.

Components:

- 6 dice in the colors white, yellow, orange, green, blue and pink.
(On each dice, there is a cloverleaf instead of a 6.)
- 1 Game sheet block

ORIGINAL TITLE: Kunterpunkt – Das wuselige Würfelspiel
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


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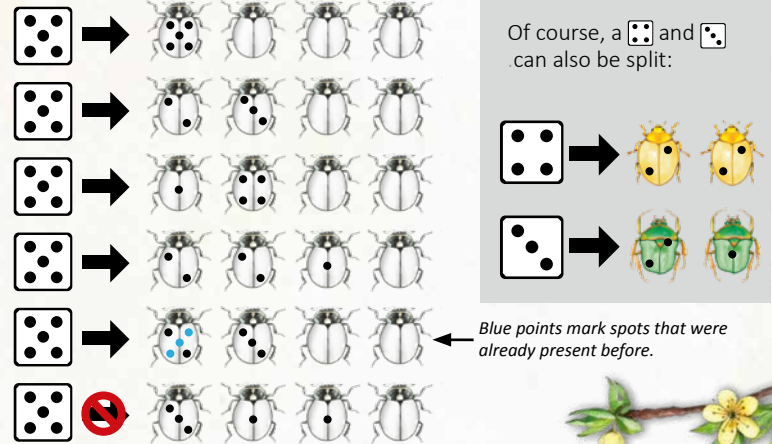
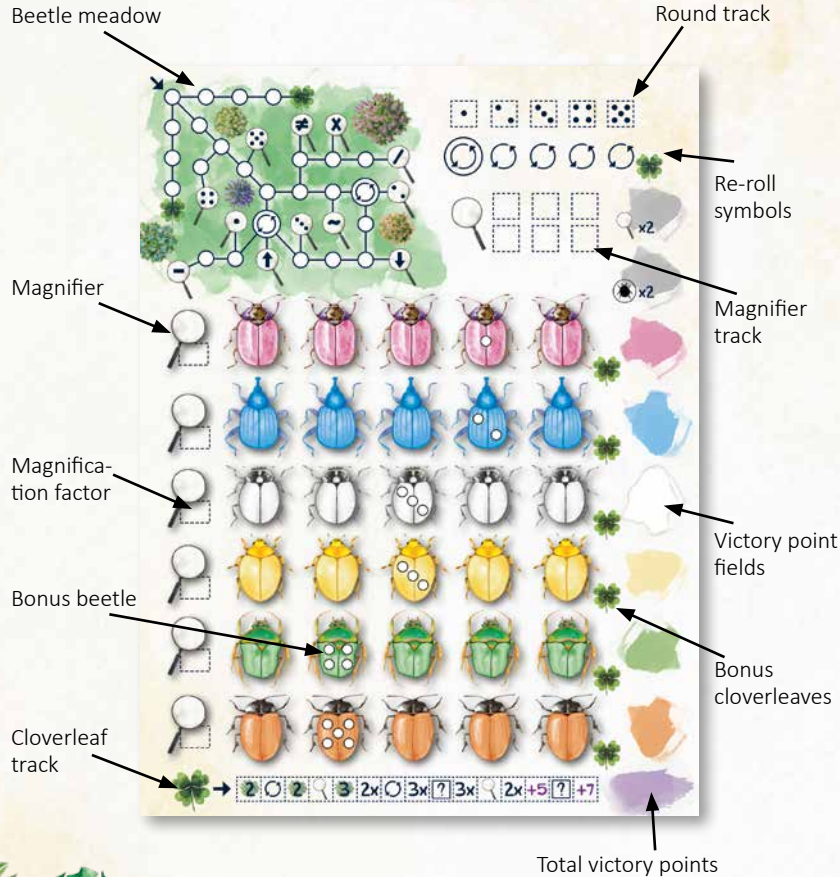
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HOW DO THE BEETLES GET THEIR SPOTS?

In this game, the number of points on a dice are assigned as spots to one or more beetles of the same color as the dice. It is even possible to add more spots to a beetle that already has spots on it. This basic principle is based on the placement of the points on the dice at fixed positions. For example, a  and a  placed on top of each other add up to a —as do a  and a .





Rules for assigning spots

- The color of the dice must match the color of the beetle family.
- You must always use all points on a dice. You may distribute them among any number of beetles, even those that already have spots (see example 5).
- The positions of the points on the dice must be respected. Mirroring is allowed (see examples 2 and 4).
- You must always assign spots from left to right. Only when the first beetle of a family has at least one spot may the second beetle be started and so on.
- A beetle cannot have more than five spots.

HOW TO PLAY

The last player to have a beetle on her hand starts the game.

A game lasts **5 rounds (only 4 rounds in a game with five or six players)**.

During each round, each player is the active player once. At the beginning of each round, the players cross off the box for the current round and receive the corresponding **round bonus**, shown as a dice, in the form of points to be assigned. For example, in **round 1** all players can assign a  at the beginning of **round 2** they can assign a , and so on.

A turn is played as follows:

Four-player game

The active player rolls all dice and takes the two dice with the lowest number of points. If there is more than one possible choice, the player can freely choose between the dice with the lowest numbers. Then, in a clockwise direction, each player takes one of the remaining dice (the sixth will be left over).

Three-player game

As in the four-player game, except that at the end, after everyone else has chosen a dice, the active player may choose an additional dice.

Two-player game



As in a three-player game, except that the non-active player may take two dice instead of just one.

Five-player game

As in the four-player game, except that the fifth player takes the sixth dice.

Six-player game

As in the five-player game; however, the first player takes only the lowest dice instead of the two lowest dice.

Exception: *The game with five and six players is played over 4 rounds instead of 5. At the beginning of the first round, all players cross off the  and the  of the round track and assign both numbers according to the rules.*

All players now resolve their dice at the same time. In a clockwise direction, the next player becomes the active player and rolls all dice. As soon as each player has been the active player, the game proceeds to the next round.



WHO GETS WHICH DICE?

Players A to F, clockwise, starting with the active player as A.

# of players	1st dice (lowest)	2nd dice (lowest)	3rd dice	4th dice	5th dice	6th dice
2	A	A	B	B	A	-
3	A	A	B	C	A	-
4	A	A	B	C	D	-
5	A	A	B	C	D	E
6	A	B*	C	D	E	F

*This player does not have to take the lowest dice.



Note: A cloverleaf  is considered the highest number (like a ). Only if many cloverleaves are rolled does the active player have a chance to take one.

RE-ROLL

Immediately after a dice roll, the active player may decide to re-roll any number of dice. To do this, cross off a re-roll symbol that has already been circled. You can do this several times in a row as long as there are still symbols left to cross off.



Note: Non-active players may not use any of their re-roll symbols to re-roll a chosen or still available dice.



HOW TO USE DICE

The dice shows a number of points:



Choose one of the following two options:

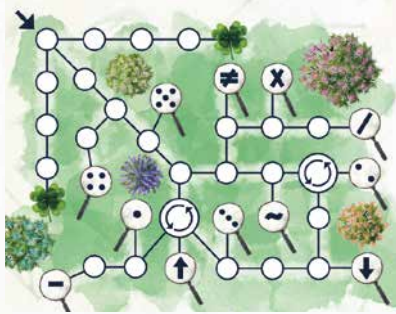
1. Assign beetle spots

Assign the points on the dice as beetle spots to the beetle family of the matching color according to the rules.

2. Explore the beetle meadow

You can cross off steps on the beetle meadow according to the number of points on the dice. Starting with the step at the top left (arrow), you can explore the meadow further and further during the course of the game.

When crossing off steps, there must not be any gaps. However, it is possible to divide your steps between different paths.



When you reach a **magnifier**, you can cross it off with another step. You may use them as **magnifiers** to assign the appropriate scoring system to a beetle family (see the back of the rules).

If all beetle families already have a magnifier assigned to them, each additional magnifier that is crossed off is recorded on the magnifier track. At the end of the game, each of these is worth 2 victory points.

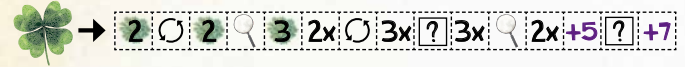
If you reach a **cloverleaf** and cross it off with another step, you advance one step on the cloverleaf track (see below).

The dice shows a cloverleaf:



Advance one step on the cloverleaf track.

THE CLOVERLEAF TRACK



If you gain a cloverleaf (either through a chosen dice, by completing a row, or via the beetle meadow), you advance one step on the cloverleaf track (if possible) and immediately receive the corresponding bonus. Check off the bonuses from left to right.

Overview of bonuses on the cloverleaf track

2 3	Steps on the Beetle meadow Cross off the corresponding number of steps on the Beetle meadow.
⊗	Re-roll Circle a re-roll symbol.
🔍	Magnifier Collect any magnifier, even if there is no direct connection to the starting field yet.
?	Round bonus Gain the current round bonus (e.g., you may assign a 🎲 in the 3rd round according to the rules.)
2x 3x	Magnification factor Record the multiplier under the magnifier of any beetle family. During the final scoring, this family will score double or triple. You can assign only one multiplier per beetle family.
+5 +7	Victory points At the end of the game, gain the corresponding number of victory points (added up).



COMPLETING A ROW





If you assign spots to the fifth and last beetle of a family, you will receive a bonus cloverleaf. This is immediately crossed off on the cloverleaf track. It doesn't matter whether these spots correspond to the already assigned magnifier or not.

You also gain a bonus cloverleaf once you have circled all re-roll symbols.



BONUS BEETLES

In each beetle family there is a bonus beetle that has a white spot pattern at the start of the game. If this beetle has **exactly** this number of spots at any point during the game, you may circle it. The spots can also be assigned in different turns.

Example: This  could be completed by first assigning a  and later a . A  would cover all the spots, but the beetle would not count as a bonus beetle because it did not have exactly the required number of spots at any time during the course of the game.



A beetle that has already been circled may later receive additional spots.

During the final scoring, you receive bonus victory points for beetles that you have circled.

FINAL SCORING

The game ends after 5 rounds (4 rounds in a game with five or six players). For each beetle family the score is determined individually. First, check how many beetles match the assigned magnifier. (If no magnifier is assigned, the whole row is scored as 0.) Then determine whether a magnification factor is present: each matching beetle is thus worth 1 (without factor), 2 (at 2x) or 3 (at 3x) victory points.



ADDITIONAL VICTORY POINTS:

Each additional magnifier that is crossed off and each bonus beetle that is circled is worth two victory points. Enter the sum of these points in the corresponding gray field.

Add up all the points. Then add the victory points achieved on the cloverleaf track. In addition, each unused re-roll symbol gives you an additional victory point.

The player with the highest total score wins. In case of a tie, the player who has the most beetles with five spots wins.





RULES FOR THE SOLO GAME

The solo game is played over 5 rounds. At the beginning of each round, you cross off the respective round bonus. Then you roll the dice as the “active player”, that is, you may use re-roll symbols and then take the two lowest dice. (It can be helpful to draw a “roof” over the round bonus, for example, to indicate that you have already played this round).

Afterwards, you may freely choose a third dice and resolve all three dice. Now you roll all dice again as the “inactive player”. At this point, you may not use any re-roll symbols. After rolling the dice, choose any two dice and resolve them. Then move on to the next round.

- ≤ 40 All beginnings are difficult!
- > 40 Pretty good already!
- > 60 You are quite clever, aren't you?
- > 75 Impressive, you are really into beetles!
- > 90 A genius of coleopterology!



TIPS:

- The goals at the beginning of the beetle meadow are easier to unlock but more difficult to achieve. Sometimes it's worth going the extra mile.
- At the beginning, focus on the bonus beetles; they will provide you with extra spots and may help you to establish a good scoring system for the row, even if only a few beetles of the family have spots.
- Use the magnification factors (x2 and x3) wisely to double/triple your strongest rows.
- If you get confused when crossing off the steps on the beetle meadow, use your chosen dice as a counter. When you cross off a step, you can rotate the dice down one point. If you gain a magnifier or a bonus, you can easily see how many steps you have left after you have resolved them.
- If you have difficulties with several parallel entries on the cloverleaf track, you can first circle these bonuses like steps on the meadow or the round bonus (as a sign that you have unlocked them), then continue your turn (e.g., more steps on the beetle meadow) and afterwards use and cross off the bonus you have unlocked

FREQUENTLY ASKED QUESTIONS

With a , may I assign one spot to more than one beetle?

No, because the middle point on the dice is only present once. Assigning spots must always be based on the existing dice pattern.

May I split points from a dice to both assign spots and advance steps on the meadow?

No, for each dice you must always choose only one of the two options.

May I let individual points expire?

No, you must always use all the points on the dice you receive. It is not possible to completely ignore a dice either.

The only exception: In the rare case that a beetle family can no longer receive points according to the rules and steps on the meadow are no longer possible, points may be forfeited. In this case, assign as many points as possible.

I have received a cloverleaf and can no longer cross it off. What shall I do?

The cloverleaf expires.

I want to re-roll the dice I received, is that possible?

No, only the active player may re-roll any number of dice before choosing them, but only if there is a re-roll icon available (circled) that can be crossed off.

May I use bonuses or cloverleaves I have received later during the game?

No, all bonuses must be used immediately (after the current dice/bonus has been resolved).



RULES SUMMARY

Magnifiers

•	••	•••	••••	•••••	••••••
—	—	—	—	—	—
~	~	~	~	~	~
≠	≠	≠	≠	≠	≠
↓	↓	↓	↓	↓	↓
↑	↑	↑	↑	↑	↑
/	/	/	/	/	/
X	X	X	X	X	X

Only score beetles with the corresponding number of spots.

Only score beetles with an even number of spots.

Only score beetles with an odd number of spots.

Only score one beetle per number of spots.

Only score beetles with a low number of spots.

Only score beetles with a high number of spots.

Only score beetles with a diagonal spot pattern.

Only score beetles with a symmetrical spot pattern.

Bonuses

	Steps on the beetle meadow Cross off the corresponding number of steps on the beetle meadow.
	Re-roll Circle a re-roll symbol. You may use it later according to the rules.
	Magnifier Collect any magnifier, even if there is no direct connection to the starting field yet.
	Round bonus Gain the current round bonus (e.g., you may assign a Three in the 3rd round according to the rules).
	Magnification factor Record the multiplier under the magnifier of any beetle family. During the final scoring, this family will score double or triple. You may assign only one multiplier per beetle family.
	Victory points At the end of the game, gain the corresponding number of victory points (added up).

