



You will need a Round Token, and two six-sided dice (2d6) - one for the red-X co-ordinate, and one for the blue-Y co-ordinate.

CODINCA SOLITAIRE RULES by Ricky Royal:

The round token starts on space number 1. If the round token moves to space number 12 then the game ends and you have lost. i.e. you have 11 rounds to successfully match all four of your Key Patterns and to claim the Gold, Silver or Bronze prize.

At the end of each turn the game will fight back as follows:

- (1) Roll 2d6 to randomly select a grid reference from the grid above, and carry out the action indicated.

KEY:

	Switch & Flip		Line Push
	Switch		Draw a random Trap card.

- (2) Repeat a second time to carry out a second action.
- (3) Move the round token one space forward.