

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	
<b>1</b>									STOP	STOP	<b>1</b>
<b>2</b>									STOP	STOP	<b>2</b>
<b>3</b>									TRAP	TRAP	<b>3</b>
<b>4</b>									TRAP	TRAP	<b>4</b>
<b>5</b>											<b>5</b>
<b>6</b>											<b>6</b>
<b>7</b>											<b>7</b>
<b>8</b>											<b>8</b>
<b>9</b>											<b>9</b>
<b>10</b>											<b>10</b>
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	
	Start <b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	Game Over <b>10</b>	

You will need a Round Token, and two 10-sided dice (2d10) - 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 10 then the game ends and you have lost. i.e. you have 9 rounds to successfully match all four of your Key Patterns.

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

Roll 2d10 to randomly select a grid reference from the grid above, and carry out the action indicated. The selected grid reference shows you how to flip, switch, line-push, block rotate, draw a trap card, or STOP

If the selected action does not affect one of your tiles, then continue re-rolling until the action does (ignore any actions that do not affect your tiles).

If STOP is selected at any time, then stop rolling without performing an action.

Repeat a second time to carry out a second action. If STOP is selected at any time, then end and roll no more.

Move the round token one space forward.