

EN Express Cross

ages 8+ | 2-99 players | 15 min.

Create the longest ascending chain! The longer the numbers are connected horizontally and vertically, the higher the score you will receive. If needed, you can also roll the special die, but predictions will become more difficult.

Components

- Sheets Pad
- 5 regular dice (with numbers 1, 2, 3, 4, 5, 8)
- 1 special die (with numbers -3, -5, -7, 2, 4, 8)

Game Setup

- Each player receives one sheet and prepares a writing instrument.
- The player who most recently crossed a street crosswalk becomes the starting player.

Standard Gameplay

The game is played over 20 rounds, with the following two steps in each round:

1. Rolling the Dice

In the first round, the starting player rolls one regular die.

In subsequent rounds, the next player in clockwise order rolls the dice, rolling **one more regular die than the previous player**. For example, 2 dice in round 2, 3 dice in round 3, 4 dice in round 4, and 5 dice in round 5. After rolling 5 dice in a round, it resets to rolling 1 die in the next round.

2. Fill in the Sheet

Each player writes the **sum of all rolled dice results** on their sheet. You can write it in any empty space.

Game End

After 20 rounds, scores are calculated. The player with the highest score wins.

Scoring

Examine the values written on the sheet from top to bottom and left to right, identifying ascending sequences. Sequences are considered connected even if the same number repeats consecutively.

Calculate the score for each sequence, determined by how many values are connected. Refer to the score table on the sheet to sum up each sequence's score to get your final score.

A Variant : A Special die coming in!

In each round, during the **'1. Rolling the Dice'** phase of the standard rules, the player may roll the additional special die along with the regular dice if they wish.

Depending on the result of the special dice, the sum of the dice values may be 0 or less. In this case, write the result in the same way as **'2. Fill in the Sheet'** phase. Scoring remains the same.

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