



Official Rule Book

FINAL DRAFT

Ages 3+ (choking hazard)
1 - 7 players
(including non-playing roles)

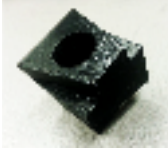
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Setup and Gameplay

Inventory:

- One Die/Cube



- One Rule Book
- 1 Answer Key
- ... and some good old-fashioned fun!

- 6 Sets of 6 cards

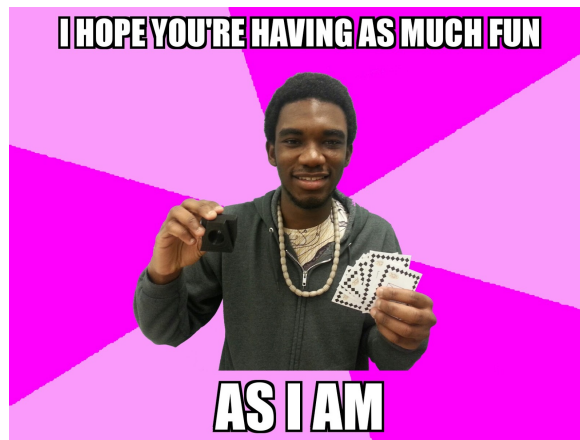


Figure 1: Dipo is a winner.

Setup:

1. Select one player to be the Referee. The Referee will:
 - a. Roll the Die
 - b. Check the answer key to ensure correct answer
 - c. Keep score during the game
2. The rest of the players will participate as regular players.
3. Distribute cards
 - a. For Standard and Reverse mode: place down one set cards (6) in the center of the playing surface.

- b. For Unfold mode: a set of 6 cards (the orthographic views) to each player, corresponding to the correct object. Each player's set should be identical to every other players' set.
4. After each game, rotate the role of the Referee.

Gameplay:

There are 4 different ways to enjoy this game:

Standard

Reverse

Unfold

Solitaire

Standard (2 - 6 players)

1. Referee rolls the die.
2. Players analyze the die, and **SLAP** the corresponding TOP view card on the playing surface.
 - a. The first player to slap the correct card wins a point
 - b. If a player slaps an incorrect card, they lose a point
3. HOW TO WIN
 - a. The first person to win 5 points wins the round.
 - b. The first person to win 3 rounds wins the game.

Reverse (2 - 6 players)

1. Referee rolls the die
2. Players analyze the die, and **SLAP** the corresponding BOTTOM view card on the playing surface.
 - a. The first player to play the correct card wins a point
 - b. If a player plays an incorrect card, they lose a point
3. HOW TO WIN:
 - a. The first person to win 5 points wins the round.
 - b. The first person to win 3 rounds wins the game.

Unfold (2 - 6 players)

1. Referee rolls the die.
2. Players analyze the die and lay their cards on the playing surface such that the cards correspond with each face of the die in the form of a 6-view engineering

drawing relative to the player. I.e., the front face of the die is the middle card in the cross-shaped layout (see Figure 3).

- a. When a player is done placing all 6 views in the correct orientation, they must **SLAP** the playing surface in order to indicate completion.
 - i. An example is shown below:

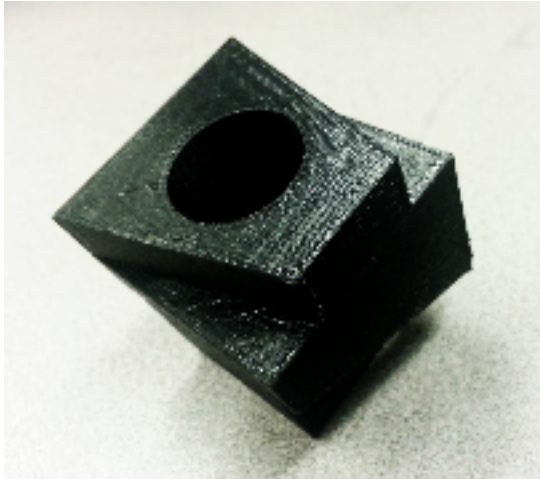


Figure 2

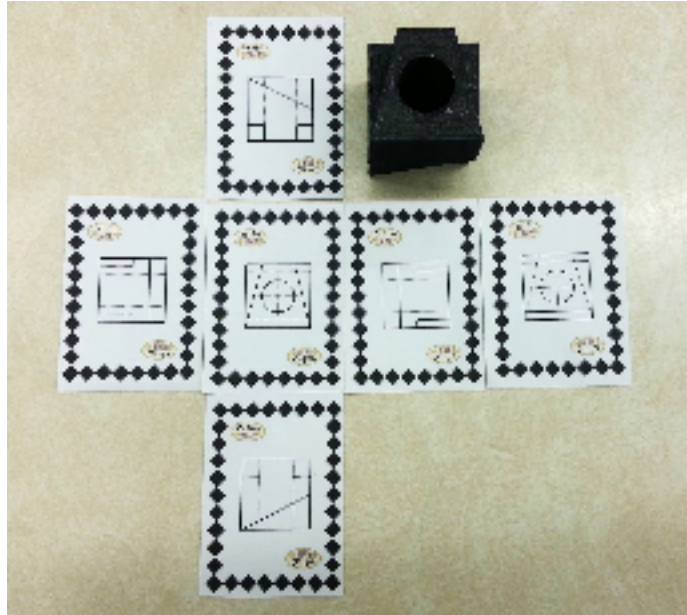


Figure 3

3. HOW TO WIN

- a. The first person to lay down the complete orthographic projection, as shown below, will win the round.
- b. The first person to finish setting down all 6 cards will have their formation checked by the referee. The referee will do this by using their E25 knowledge and consulting with the other players.*
- c. Players should play 3 rounds, one with each difficulty level. The player that wins the most rounds wins the game. If 3 players win one round each, there will be 3 winners, and so on.

NOTE: Each player will have a different formation of cards, so there are multiple correct answers, as indicated in the answer key.

Solitaire (1 player)

This mode incorporates a timekeeping device (not included).

1. Player sets timekeeping device to 3 minutes.
2. Player rolls the die.

3. Player analyzes the die and lays the cards in the orientation shown in Figure 3.
 4. The goal of Solitaire is to complete the multiview drawing under 3 minutes, and afterwards, players compete against themselves by trying to beat their best time.
- *The referee should have some base level of E25 knowledge so they can properly judge