

6-player Martian Coasters

What you will need:

- * At least five distinctly different coasters with matching pyramids.
- * A sixth set of pyramids, preferably Black, White or Clear, to be used as the sixth colour. (Or a sixth coaster distinctly different from the other five with a matching set of pyramids.)
- * To be able to print out these two pages on A3, or a similarly large page without altering the scale of the images (if you have to scale, the real coasters won't line up).

How to play:

- * You play as if the coasters are on the sides of a cube.
- * You follow the arrows on this page to travel around the edges of the cube. They do not overrule the arrows on the coasters.
- * Hop is not allowed. Whenever you roll a Hop, you may choose to either Swap or Aim.
- * If you don't have a sixth coaster, you use the printed placeholders as a "virtual sixth coaster". The virtual coaster is the spot where there is no real coaster. If you swap a real coaster and the virtual coaster, make sure you move the pyramids on the virtual coaster correctly.
- * If you're using the virtual coaster it can't be Aimed.
- * Place your five (or six) coasters on the printed placeholders.
- * Otherwise, the rules are the same as the normal game.



