Player's Manual

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St Louis, MO USA
https://www.armoin.com

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blaine@armoin.com

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Additional game play can be found at https://www.base-six.com

Contents:

- 91 Hexagonal Standard Cards
- 91 Hexagonal Action Cards
- 10 Colorful Dice
- 1 Rule Book

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⚠ WARNING!

CHOKING HAZARD – Small Parts.
Not for children under 3 yrs.

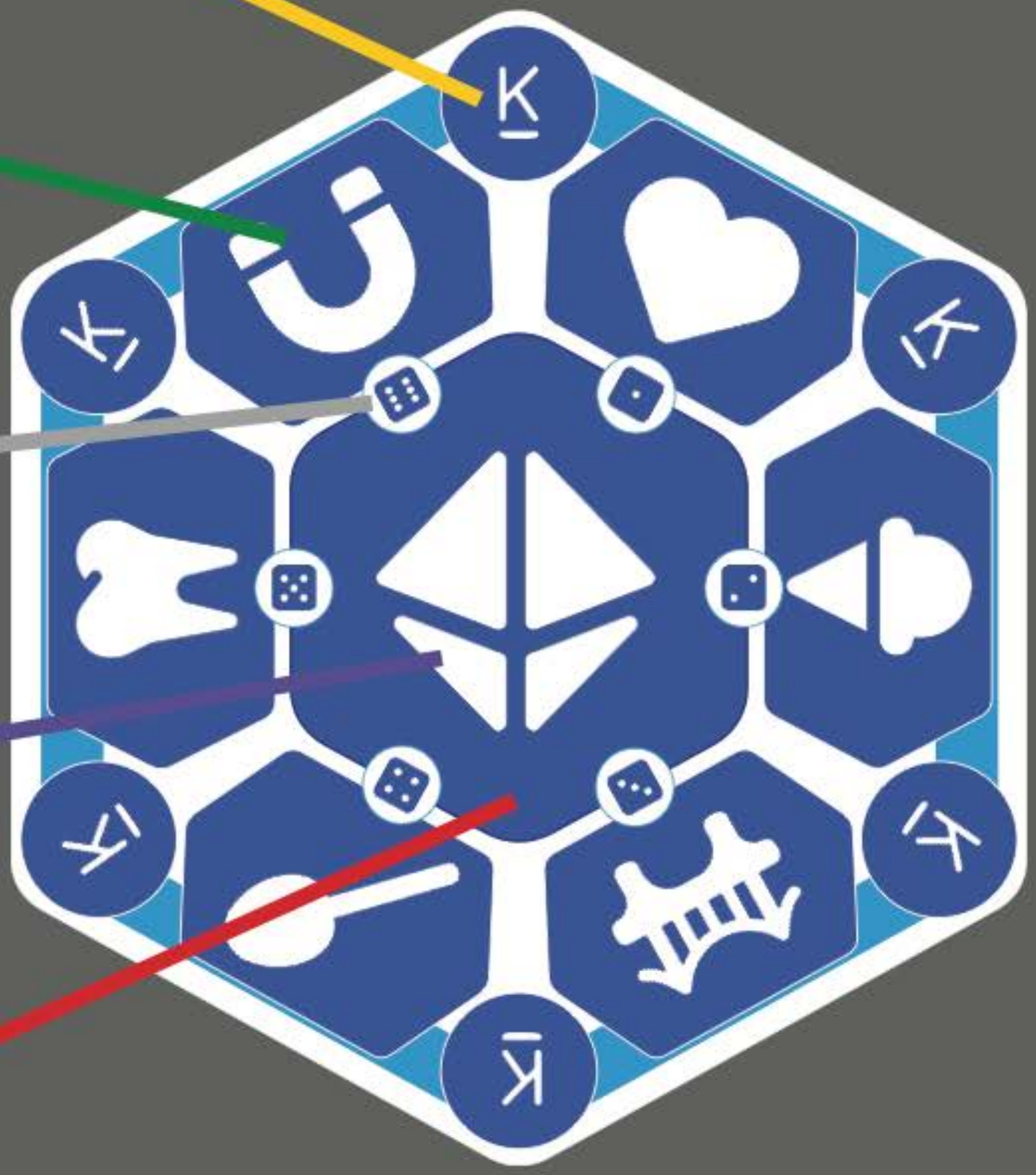
Card Rank
This is used for matching and scoring in the game.

Card Image
This is used creating new ideas and stories.

Dice Image
Indicates a roll of a die when no die.

Suit or Action Symbol
This is used for matching or the action to be performed.

Card Color
Colors are used for matching to the same color in the game.



Important Notes:
Each suit has the same color. If you are unable to distinguish the colors, please use the suit.
Images repeat 6 times per set and exist only once per color and number.
Typically the same rank and suit will exist between sets.
'?' Action Cards exist on the Ace (A) rank card

Base6 Standard Game

Welcome to Base6 Card Game!
The Base6 Card Game was designed to be a fun and engaging way to develop your skills for creativity, story telling, and innovation.

Match on the Suit or Rank, join the images and create a story or idea!

For Ages 7+
Number of Players: 2-6
Time per Round: 15-60 Minutes

What's Required to Play

- 91 Base6 Standard Cards

Winning the Game

- Each round ends when a player plays all cards before the other players.
- The winner of the round scores points from the other players' remaining cards.
  See the 'Suits, Actions & Scoring' page with the matching center image for the points.
- The first player to reach 25 points X number of players wins the game (collection of multiple rounds).

Setting up the Game

- Shuffle all the cards together.
- Determine the starting player.
  (e.g. Youngest, oldest, or highest die roll)
- The starting player will deal 6 of the shuffled cards clockwise starting at the player to the left of the dealer face down. The players can view their cards after the cards are all dealt, and cards should be hidden from other players' view.
- Place the remaining cards face down to the side of the playing area and flip over the top card in the center of the play area to use as a starter. If the flipped card is an action or wild card, continue to flip until a standard card face up and mix the unused cards back into the deck.

Base6 Standard Game Play

- On the current player's turn
  - Play one card from your hand by matching it to a side (or sides) of an available card(s) with the same rank or color.
  - The player must match rank or color on all sides being matched.
  - Be creative by coming up with a story or idea based on the image combination.
- If you can't play a card, you must draw a card from the standard deck. If that card can be played, you must do so immediately.
- After playing a standard card, wild card, or drawing a new card, your turn ends, and play passes to the next player starting in a clockwise order.
- At the end of the round, rotate the dealer to the player on the left.

Unable to Match on all sides since the Purple 'J' does not match the rank or suit on all sides.

Base6 Action Game

Welcome to Base6 Card Game!
The Base6 Card Game was designed to be a fun and engaging way to develop your skills for creativity, story telling, and innovation.

Match on the Suit or Rank, join the images and create a story or idea!

For Ages 12+
Number of Players: 2-6
Time per Round: 15-60 Minutes

What's Required to Play

- 91 Base6 Standard Cards
- 91 Base6 Action Cards
- 10 Colored Dice (only 1 used in the Action Game Play)

Winning the Game

- Each round ends when a player plays all cards before the other players.
- The winner of the round scores points from the other players' remaining cards.
  See the 'Suits, Actions & Scoring' page with the matching center image for the points.
- The first player to reach 25 points X number of players wins the game (collection of multiple rounds).

Setting up the Game

- Shuffle all the cards together.
- Determine the starting player.
  (e.g. Youngest, oldest, or highest die roll)
- The starting player will deal 6 of the shuffled cards clockwise starting at the player to the left of the dealer face down. The players can view their cards after the cards are all dealt, and cards should be hidden from other players' view.
- Place the remaining cards face down to the side of the playing area and flip over the top card in the center of the play area to use as a starter. If the flipped card is an action or wild card, continue to flip until a standard card face up and mix the unused cards back into the deck.

Base6 Action Game Play

- On the current player's turn
  - Play one card from your hand by matching it to a side (or sides) of an available card(s) with the same rank or color.
  - The player must match rank or color on all sides being matched.
  - Be creative by coming up with a story or idea based on the image combination.
- If you can't play a card, you must draw a card from the standard deck. If that card can be played, you must do so immediately.
- After playing an action card follow the actions outlined on the 'Suits, Actions & Scoring' page with the matching action image.
  OR
- After playing a standard card, wild card, or drawing a new card, your turn ends, and play passes to the next player starting in a clockwise order.
- At the end of the round, rotate the dealer to the player on the left.

Unable to match because the brick wall card blocks joining to any connected card.

Suits, Actions & Scoring

Standard Suit Cards

Match on the same Color or Rank
Play continues to the next player.

Points
1

Die
NA

Suits, Actions & Scoring

Standard Wild Cards

Match on ANY Color or Rank
Play continues to the next player.

Points
6

Die
NA

Suits, Actions & Scoring

Action +/- 1

Current player discards 1 card and play continues to the next player.

OR

Next player draws 1 card and the next player's play must be skipped.

Suits, Actions & Scoring

Flip/Reverse Flow

Reverses the flow or direction of play of the game.
Play continues to the next player.

NOTE

When Playing with 2 players
the next player's play must be skipped.

Points
3

Die

Suits, Actions & Scoring

Jump/Skip

The next player's play must be skipped.

Points

3

Die

Suits, Actions & Scoring

Dice/Roll

Next player must roll a die & draw the number of cards shown on the die.
The next player's play must be skipped.

Points

3

Die

Suits, Actions & Scoring

Recycle

The current player chooses if they or another player must discard and draw all new cards to the number of cards the play started with (this would typically be 6). Play continues to the next player.

Points

3

Die

Suits, Actions & Scoring

Swap

Current player can trade cards with another player.
Play continues to the next player.
OR
The current player can skip the next player's turn.

Points
3

Die

Suits, Actions & Scoring

Question

Choose any standard action card.

OR

Roll a die and match the action to the die image in the lower corner of each action in the manual.

Points

6

?

Die

NA

Suits, Actions & Scoring

Wild Block Cards

Match on ANY Color or Rank
Prevents any plays off the block card and any matched cards that it is connected to.
Play continues to the next player.

Points
6

Die
NA

Suits, Actions & Scoring

Wild Bomb Cards

Match on ANY Color or Rank
Remove any card in play.
Play continues to the next player.

Points
6

Die
NA

Suits, Actions & Scoring

Wild Question Cards

Match on ANY Color or Rank
Choose any wild or standard action.
OR
Roll a die and match the action to the die image in the lower corner of each action in the manual.

Points
12

Die
NA

Thank you!

Please join our online community to find and share new ways to play Base6 at https://www.base-six.com

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