	Symbol	Type	Description	Points
		Standard Cards 2-10, J,Q,K,A	*Match on color or rank.* *Play continues to the next player.*	1
		Wild	*Match any color or rank.* *Play continues to the next player.*	6
Die	**Symbol**	**Action**	**Description**	**Points**
		+/- 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.*	3
		Flip/Reverse	*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.*	3
		Jump/Skip	*The next player's play must be skipped.*	3
		Dice	*Next player must roll a die and draw the number of cards shown on the die. The next player's play must be skipped.* *OR* *If a die is unavailable, use the number of the die symbol on the image that was played on, and the next player must draw that number of cards. The next player's play must be skipped.*	3
		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.*	3
		Swap	*The 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.*	3
		?	*Choose any standard action card above!* *VARIATION: Roll the die and match the action above.* *OR* *Custom play can define a specific or special action*	6
Die	**Symbol**	**Action**	**Description**	**Points**
		Block	*Prevents any plays off the block card and any matched cards.* *Play continues to the next player.*	6
		Bomb	*Remove any card in play.* *Play continues to the next player.*	6
		?	*Choose any wild or standard action card above!* *OR* *Custom play can define a specific or special action*	12

Base6 ^{6}		DIE SIDE 6 (Standard Play)	DIE SIDE 5	DIE SIDE 4	DIE SIDE 3	DIE SIDE 2	DIE SIDE 1
YELLOW DIE	**Deal Number of Cards**	**6**	**12**	**9**	**3**	**Roll 2 dice. Deal the sum of the numbers rolled.**	**Roll Again**
ORANGE DIE	**Create On** Intent or Purpose	**Story OR Idea**	**Funny Story**	**Build on the Previous Story or Idea**	**Create a Silly Product**	**Enhance an Existing Product**	**Think outside the box to come up with a new idea**
RED DIE	**Match On**	**Match Suit/Color OR Match Rank**	**Match Suit/Color AND DO NOT Match Rank**	**Match Suit/Color AND Image must be Related**	**Same Suit/Color OR Match Rank AND Match the die images**	**Same Rank AND Icons must be Related** Suit/Color can be ignored	**Match Suit/Color OR Match Rank OR Match Image**
PURPLE DIE	**Wild Card**	**Wild Cards act as any color or rank**	Wild Cards must match on a color that is on a faded side	**Standard Play + Extra Play**	**Standard Play + Skip Next Player**	**Standard Play + Next Player Draws 2 Cards + Skip Next Player**	**Wild Cards act as a normal suit & rank card**
BLUE DIE	**Gameplay**	**1 Card Per Turn until no cards are left**	Draw 1 Card, Play 1 Card per turn for number of turns rolled on a die & lowest points wins	**Standard Play** Timed Turn for 120 seconds or Draw 1 Card	Play multiple cards until no play can be made. Draw the number of cards played. Amount of turns you are able to play is determined by the number of a dice roll.	Play multiple cards until no play can be made. Play continues until a person is out of cards.	**Standard Play** Timed Turn for 60 seconds or Draw 1 Card
GREEN DIE	**Winning the Game**	**25 Points x Number of Players**	**25 Points x Number rolled on 1 die**	**50 Points x Number of Players**	**Speed Match!** 1 Round & First person to run out of cards	**10 Points x Number of Players**	**10 Points x** Number rolled on 2 dice

Base6 ^{6}

		DIE SIDE 6 (Standard Play)	DIE SIDE 5	DIE SIDE 4	DIE SIDE 3	DIE SIDE 2	DIE SIDE 1
YELLOW DIE	**Deal Number of Cards**	**6**	**12**	**9**	**3**	**Roll 2 dice. Deal the sum of the numbers rolled.**	**Roll Again**
ORANGE DIE	**Create On** Intent or Purpose	**Story OR Idea**	**Funny Story**	**Build on the Previous Story or Idea**	**Create a Silly Product**	**Enhance an Existing Product**	**Think outside the box to come up with a new idea**
RED DIE	**Match On**	**Match Suit/Color OR Match Rank**	**Match Suit/Color AND DO NOT Match Rank**	**Match Suit/Color AND Image must be Related**	**Same Suit/Color OR Match Rank AND Match the die images**	**Same Rank AND Icons must be Related** Suit/Color can be ignored	**Match Suit/Color OR Match Rank OR Match Image**
PURPLE DIE	**Wild Card**	**Wild Cards act as any color or rank**	Wild Cards must match on a color that is on a faded side	**Standard Play + Extra Play**	**Standard Play + Skip Next Player**	**Standard Play + Next Player Draws 2 Cards + Skip Next Player**	**Wild Cards act as a normal suit & rank card**
BLUE DIE	**Gameplay**	**1 Card Per Turn until no cards are left**	Draw 1 Card, Play 1 Card per turn for number of turns rolled on a die & lowest points wins	**Standard Play** Timed Turn for 120 seconds or Draw 1 Card	Play multiple cards until no play can be made. Draw the number of cards played. Amount of turns you are able to play is determined by the number of a dice roll.	Play multiple cards until no play can be made. Play continues until a person is out of cards.	**Standard Play** Timed Turn for 60 seconds or Draw 1 Card
GREEN DIE	**Winning the Game**	**25 Points x Number of Players**	**25 Points x Number rolled on 1 die**	**50 Points x Number of Players**	**Speed Match!** 1 Round & First person to run out of cards	**10 Points x Number of Players**	**10 Points x** Number rolled on 2 dice

Base6 ^{10}

		DIE SIDE 6 (Standard Play)	DIE SIDE 5	DIE SIDE 4	DIE SIDE 3	DIE SIDE 2	DIE SIDE 1
BLACK DIE	**Dice Card**	**Sorry, Not Sorry!** Next Player Must Draw the Number of cards on 1 Die Roll AND Player is Skipped	**No Sweat!** Current Player discards the Number of cards on 1 Die Roll AND Play Continues	**Try Again!** Roll the Black die Again	**Bonus Points!** Roll 2 dice and add the number shown to current players game total AND Play Continues	**Challenge!** Standard Play, Next Player picks a number if it matches the roll they do not have to draw AND Player is Skipped	**SWEAT!** Next Player Must Draw the Number of cards on 2 Dice Roll AND Player is Skipped
BURGUNDY DIE	**Recycle Card**	**Refreshed!** Choose a player to discard & draw cards to the starting number of cards AND Play Continues	**Chaos!** Remove all cards in play of 1 suit/color of choice	**Start Over!** Next player must discard & draw cards to the starting number of cards AND Player is Skipped	**Plan Disrupted!** Next Player must replace 1 card from their hand AND Player is Skipped	**Reboot!** All Players discard & draw cards to the starting number of cards AND Play Continues	**Clean Slate!** Clear the cards in play and draw a new card to start AND Play Continues
PINK DIE	**Swap Card**	**Sabotage!** Swap cards with another player AND Play Continues OR Skip the next Player	**Friends Lost!** Must swap cards with the another player. AND Play Continues	**Out of Options!** Must swap cards with the next player. AND Player is Skipped	**Friends Made!** Require 2 other players to swap cards. AND Play Continues	**Pass the Trash!** Swap a single card with another player AND Play Continues	**Hot Potato!** Everyone Passes their cards to the next player AND Play Continues
CLEAR DIE	**"?" Card**	**Anything is Possible!** Choose from any available standard action	**Try Your Luck!!** Roll die on the turn & match die image next to the action in the Action/Scoring Table	**Bankrupt!** Next player loses all current game points!	**Play again!**	**Disarm!** Play immediately to block the action being played against you.	**A Sticky Situation** Roll die at the start of the game & match die image next to the action in the Action/Scoring Table

BASES CARD GAME PATTERNS

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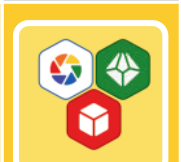
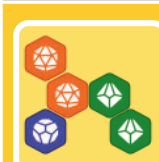
YELLOW DIE						
ORANGE DIE						
RED DIE						
PURPLE DIE						
BLUE DIE						
GREEN DIE						

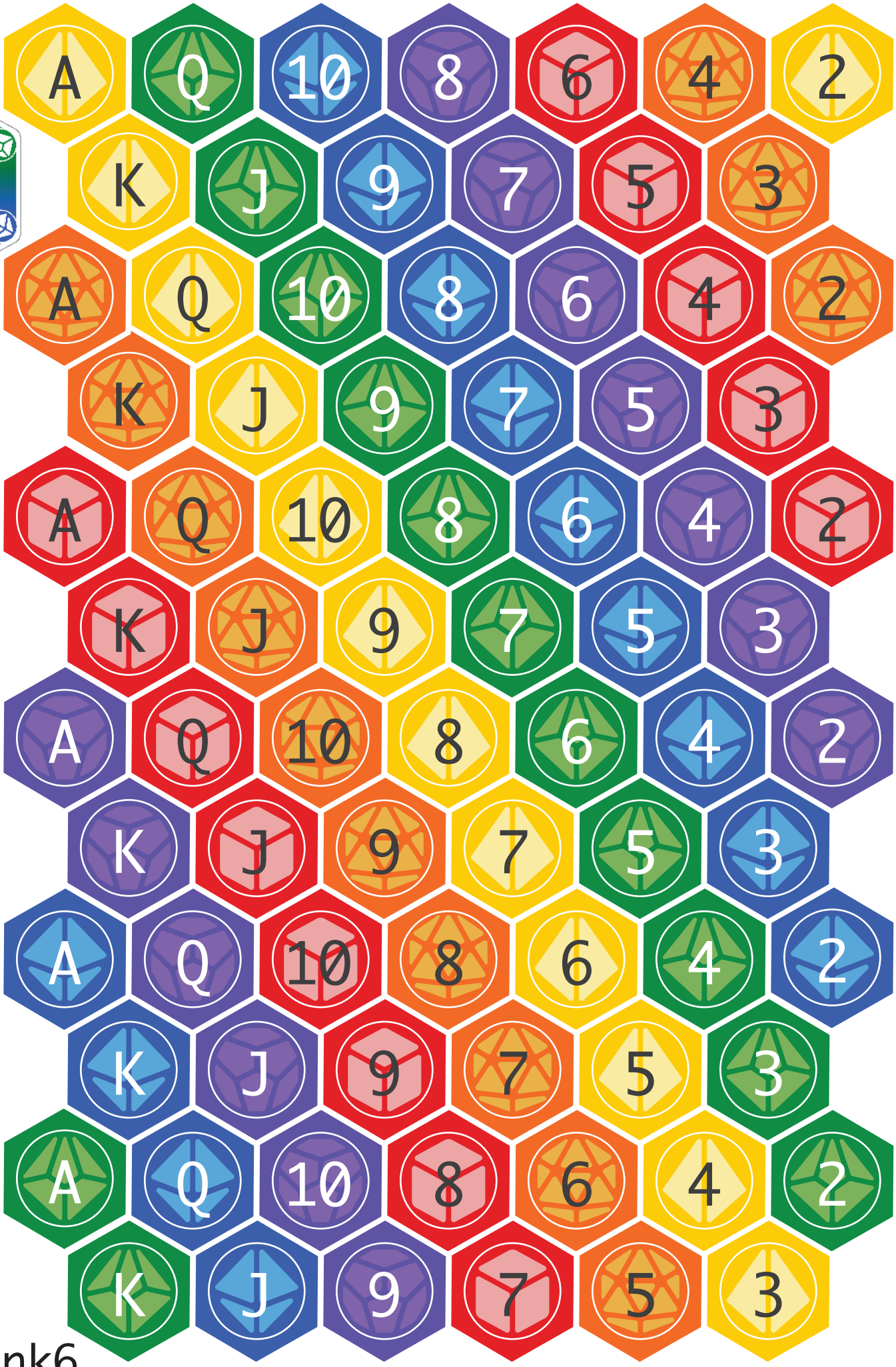
	DIE SIDE 6	DIE SIDE 5	DIE SIDE 4	DIE SIDE 3	DIE SIDE 2	DIE SIDE 1
BLACK DIE						
BURGUNDY DIE						
PINK DIE						
CLEAR DIE						

Wild

Block

Remove

Any



HiveLink6

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