

Circle 36 Instructions

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Circle 36 is a game for one or more players. The **Main Circle** contains three **Rings: Red, Blue, and Green**. Each ring is divided into **eight** spaces. Combined with the **Yellow** inner circle, there are **twenty-five** total spots where a player will insert numbers as the game progresses. The eight lines that divide the circle form four rows that are marked by the letters **A,B,C, and D**. Each row has **seven** spaces in them.

1) All players will roll one of the dice to determine who starts the game. The highest number will go first followed by the player to their left in a clockwise direction.

2) To start the game two dice will be rolled. A player who rolls **doubles** has the option of taking the result of the roll or **rolling the dice again**. After they have finished rolling the dice, that player will announce their choice of the final two numbers to the other players. All players will enter those numbers in the appropriate squares for that round in the **Scoring Box**.

3) Each player has **three** options every turn:

1) They may choose one of the two numbers and enter it somewhere in the **Main Circle** on one of the **25** spaces. After entering the number, they will then draw a circle around that number in the **Scoring Box** to identify the one used.

2) Option two is to **add** the two numbers rolled together and enter the sum in the **Main Circle**.

3) The third option is to **subtract** the smaller number from the larger one and enter the difference in the **Main Circle**. A larger number may not be subtracted from a smaller one to obtain a negative number. If a player rolls doubles they may subtract one from the other to obtain a zero.

If they used either **Option 2 or 3** to obtain a number from the dice roll, they will first draw **one** circle around **both** numbers in the **Scoring Box**. This circle around both numbers shows that the numbers were added or subtracted. It is referred to as a **ComboCircle** in the **Scoring Box**. They will then circle the number where they placed it in the **Main Circle**. If the number is placed in the **Yellow** center circle it is **not** necessary to circle it.

4) After all players have entered a number in the **Main Circle** the next player will start round two by rolling the dice.

After entering a number in the Main Circle, the player's decision is final and the number may not be changed.

5) All players are allowed to use **Option 2 or 3** one time only **without** penalty. Each subsequent use of these options will result in a **1** point penalty. When the game is over, each player will count **all** of the **ComboCircles** in the **Scoring Box**, subtract **1**, and enter the result in the **Penalty Points** box.

6) If the four numbers located in the **upper half** of the **Red Ring** add up to **18** a player will receive **3** bonus points.

7) After **25** rounds, the game is over and players will use the **Scoring Box** to determine their points. The player with the highest point total wins the game.