

# MILESTONES

A cooperative dice game by Daniela & Christian Stöhr  
With art by Fiore GmbH



amigo-spiele.de/02052

Players: 2-5

Ages: 8 and up

Playing Time: 3 minutes per game

## COMPONENTS

### 55 Playing Cards



51 goal cards in three difficulty levels  
(23 easy (I), 19 medium (II) and 9 hard (III) goals)



4 special goals



Goal

Difficulty

Victory points



6 dice



1 Sand timer

## IDEA & GOAL OF THE GAME

Let's work together! Otherwise, you don't stand a chance of fulfilling these stone-age goals, which you must complete as a group using the dice. But, each player only knows their own goals, and you have to use the dice together. However, talking is not allowed and you're working against the clock! How monumental will your success be?

There are three decks of goals with different difficulties in front of you. You'll try to complete as many goals as possible using the six different dice. Take turns rerolling any number of dice, always hoping that all players will be able to make use of them. However, there's one rule that applies throughout the game: You can't discuss your goals! After three minutes, count your score. The more points you have reached by completing missions, the better your cooperation.

Try to increase your high score with every game—and once you've settled into a rhythm, there are different variants waiting for you to make the game a little more challenging.

## SETUP

Sort the **goal cards** by their backs (i.e., by difficulty level into easy (I), medium (II) and hard (III)). Shuffle each deck separately and put all three decks in the middle of the table.

*Note: You'll only need the four special goal for the variants. Put them back in the box for now.*

Each player takes **one** of the goal cards. Each player gets to pick the deck they want to draw from. You'll always have to keep your own goal card secret from the other players. Don't show it to them or discuss it with them.

The shaggiest player takes all **six dice** to start the game. Get the **sand timer** ready—and you're good to go.

Starting setup for 4 players:



## PLAYING THE GAME

Each game lasts exactly **three minutes**. During this time, you take turns rolling the dice going clockwise, trying to complete as many of the goals on your cards as possible. When the time is up, count all the victory points you've won and determine your score.

Start by turning over the sand timer. For the first roll of the game, you must **roll all six dice**. On subsequent rolls, you may choose **any number** of dice to reroll, but you must roll **at least one**. Roll your chosen dice **once**, but leave the other dice **unchanged**.

### COMMUNICATION - WHAT CAN AND CAN'T YOU DO?

During the whole game, you'll have to observe the following communication rules:

- You **can't** discuss the goals on your card or indicate to the other players by any other means which results of the roll would benefit you.
- You **can't** ever show your goal card to anyone else.
- You may **only** touch the dice when it's your turn.

### WHEN AND HOW DO YOU COMPLETE THE GOALS ON YOUR CARD?

You can complete the goal on your card **at any time**, even when it's not your turn. Does the current roll of the dice complete the **entire** goal on your card? Quickly show your card to the other players and put it on the shared victory pile. The victory points in the bottom right corner of the card counts towards your final score.

*Note: A goal counts as completed even if you have more dice than you need. For example: The goal "Three Blues" can still be completed if four or more dice show their blue sides.*

Here are the symbols you'll find on the goals (examples):



**Neutral die** – a die of any color or number



**Yellow die** – can show any number



**Number 2** – can be any color.



**Same number within a goal** – can be any color.



**Same color within a goal** – can be any number



**Consecutive numbers** – can be any color



**All dice must show** the numbers or colors shown. The distribution between them doesn't matter and you don't have to include all of the numbers or colors shown.



**None of the dice may** show the indicated numbers or colors.



This goal has **two or more sub-goals**. To complete the whole goal, **all sub-goals** need to be fulfilled **separately**. Each die can **only** be used for **one** of the sub-goals. Furthermore, all sub-goals need to be completed in different ways, i.e., by using different colors or numbers.

*Note: At the end of this rule sheet, there is a more detailed description of the different goals, including concrete examples.*

### HOW DO YOU GET NEW CARDS?

Once you've completed the goal in your hand and you've put the card on the victory pile, draw a new card immediately. Pick any deck to draw from. If you can complete your new goal immediately with the dice currently showing, put the card on the victory pile right away and draw another one. During the whole game, you'll only ever have one card at a time.

**Note:** If all the decks run out, you can't draw any more cards. However, you still get to roll the dice for the rest of the game when it's your turn.

## THE END OF THE GAME

The game ends **immediately** when the sand timer runs out. Set aside any cards you still have in your hands. Count the victory points of all cards on the victory pile and add them together. The more points you've earned, the more successful your collaboration.

To better classify your *Milestones* success, take a look at the following table:

0-9 points	That could have gone better. Try again – surely, you can't stand for that!
10-19 points	A good start with potential for improvement.
20-29 points	Nice – you're heading in the right direction.
30-39 points	Really good. You obviously play well together.
40-49 points	Excellent – what a great result!
50-59 points	Amazing – this will be hard to top!
60+ points	Awesome! The future will be yours!

## VARIANTS FOR A MORE CHALLENGING GAME

With the variants described below, you can turn up the difficulty of *Milestones* bit by bit. Play any of the variants by themselves or combine them in any way. The base game rules still apply, unless indicated otherwise.

### VARIANT 1: ONE LARGE DRAW DECK AND DISCARDING GOALS

**Setup:**

Shuffle all the goal cards into one large draw deck and draw one card each.

**Playing the game:**

Play *Milestones* as usual. In addition, though, you can **discard unused** cards at any time. The card leaves the game and you draw a new card from the draw deck.

Your new card's goal can only be completed after at least one die has been rerolled.

### VARIANT 2: SPECIAL GOALS - FACE-UP REQUIRED GOALS

**Setup:**

Set up the game as usual, but also place one to three of the special goals with the exclamation points (= **required goals**) in the middle of the table. You get to choose which cards and which side of the cards you want to use.

**Playing the game:**

Play *Milestones* as usual. At some point during the game, you'll have to complete all the face-up required goals. If the dice show the result required to complete a required goal, remove the corresponding card and put it aside.

**The end of the game:**

If there are any uncompleted required goals left on the table, all goals count as uncompleted – and your score is 0!



### VARIANT 3: SPECIAL GOALS - SAND TIMER CARD TO WIN MORE TIME

**Setup:**

Set up the game as usual, but also place the special goal with the sand timer (= **sand timer card**) in the middle of the table. You get to choose which side of the card to use.

**Playing the game:**

Play *Milestones* as usual. During the game, you **may** complete the goal on the sand timer card. If the dice show the required result to complete this goal, you **may** remove the card and turn over the sand timer immediately. However, you can also pass on the chance and try to complete the goal again later in the game so you can turn the sand timer over then.

**The end of the game:**

If the sand timer card is still on the table when the time is up, it has no effect on your score.



Find more variants and a small series of goals on the AMIGO website:  
[www.amigo-spiele.de/spiel/milestones](http://www.amigo-spiele.de/spiel/milestones)

## MILESTONE GOALS (EXAMPLES)



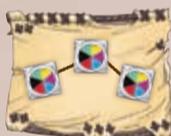
You'll need the indicated number of dice showing the indicated color or number.

**Example:** or



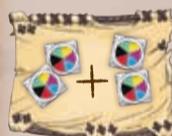
You'll need the indicated number of dice showing the same number or the same color

**Example:** or



You'll need the indicated number of dice showing consecutive numbers.

**Example:** or



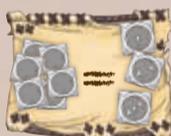
You'll need to complete all the sub-goals shown, but in different ways.

**Example:** + or + + + +



You'll need to complete all the sub-goals shown, but you can't use the same die more than once.

**Example:** +



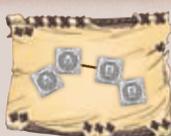
All dice must show one of the indicated numbers. The distribution does not matter and not all of the indicated numbers must be present.

**Example:**



None of the dice may show any of the indicated colors.

**Example:**



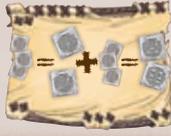
You'll need two pairs of consecutive numbers.

**Example:** +



You'll need two pairs of consecutive numbers of the same color. Each of the sub-goals must use a different color.

**Example:** +



There must be three dice showing a 1 or a 2 and three dice showing a 5 or a 6.

**Example:** +

You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us. Do you have any questions? We will be glad to be of help:

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