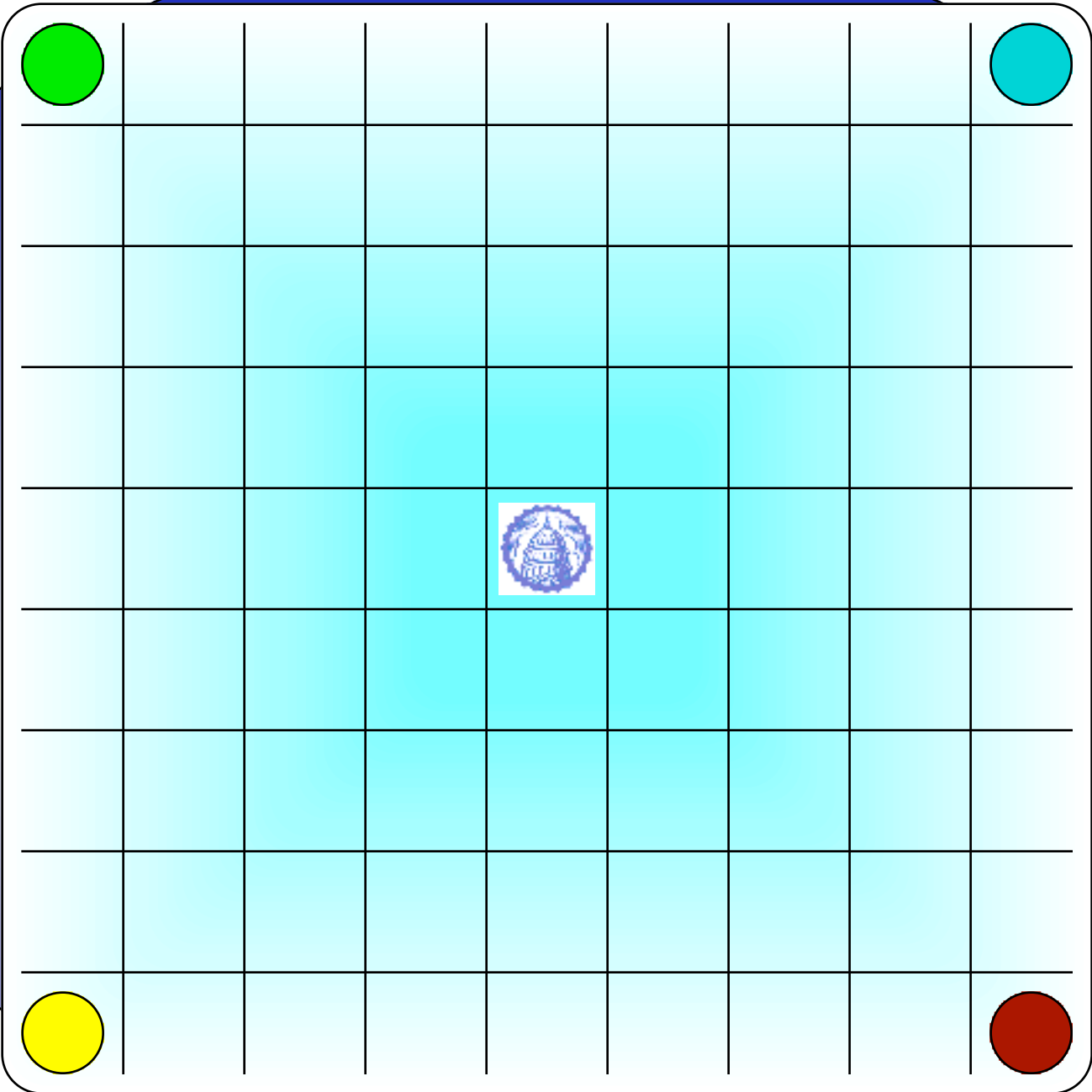


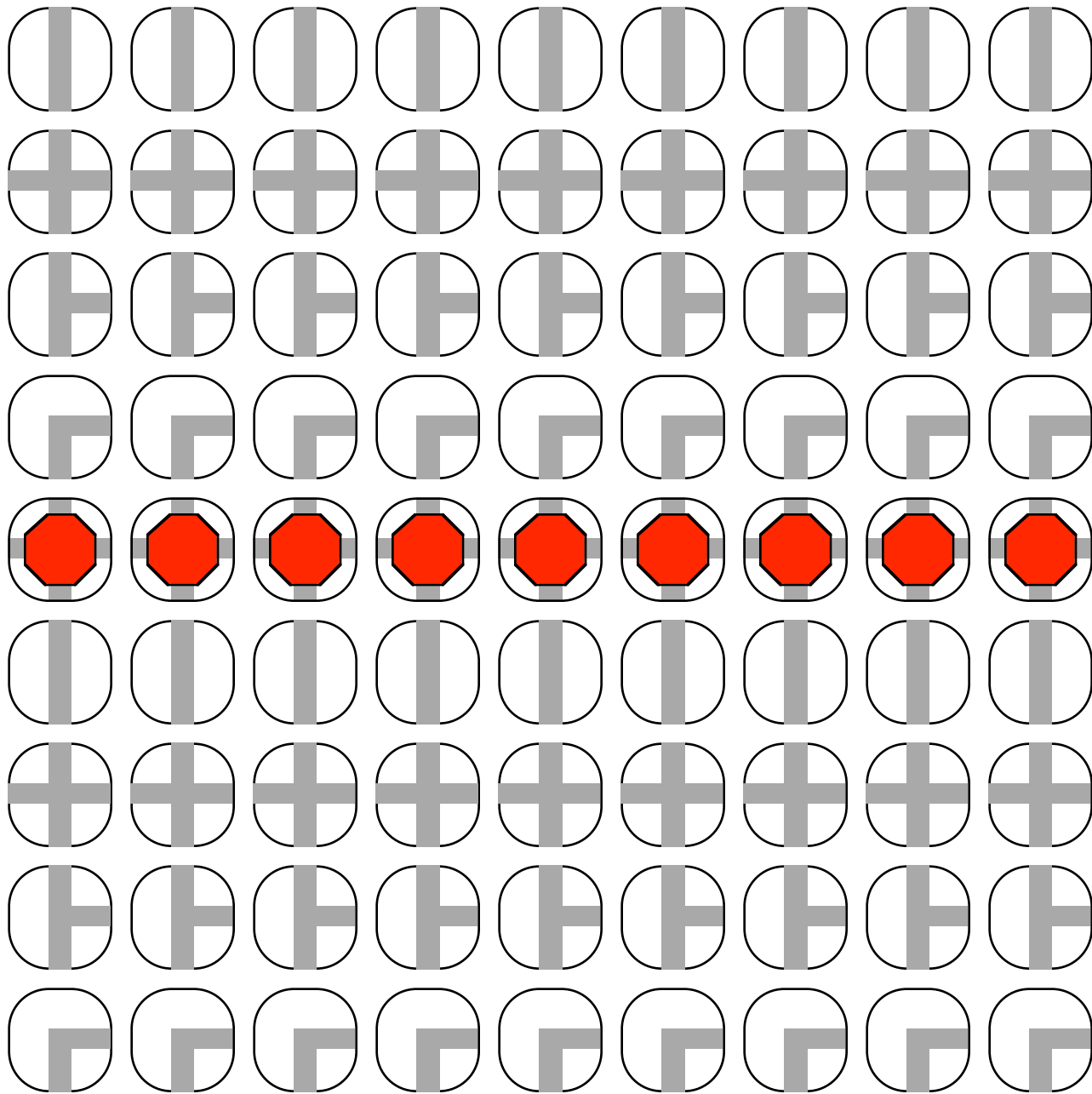
# *Dillos In Austin*

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Action Roll: 1) Twist • 2) Swap • 3) Push • 4) (1) or (3) • 5) (2) or (3) • 6) Your choice

Action Roll: 1) Twist • 2) Swap • 3) Push • 4) (1) or (3) • 5) (2) or (3) • 6) Your choice



'Dillos in Austin,  
reference rule set

**Object:**  
Get from your home to  
the Capitol.

**Setup:**  
Randomly place all tiles  
on the board. Randomly  
starting home spaces  
(corners) to each  
player.  
Put the 'Dillo Hunter  
in the center of the board.  
Roll for first.

**Play:**  
Roll two dice.  
If you rolled doubles,  
then the player to your  
left moves the 'Dillo  
Hunter spaces equal to  
1/2 of your roll.  
1) Choose one die for  
your Action. Take the  
Action indicated by your  
chosen roll.  
2) Move the amount  
shown on the other die.  
Unused movement is  
used by the player to  
your left to move the  
'Dillo Hunter.

If the 'Dillo Hunter  
lands on you, put your  
piece on your home  
space.

If you share a space  
with another 'Dillo,  
there's a 'Dillo Battle!  
2d6, high wins, low  
moves difference in  
totals.

# 'Dillos In Austin

## Variants:

- During Setup, let players pick tiles from a bag and place them deliberately.
- All tiles are placed face down. Flip tiles face up when adjacent to a pawn.
- The object is to get to Capitol and home again.
- The center tiles on each side wrap around to the other side of the board.