



Idle Six Rulebook

A solo game by Jorge Zhang

Idle Six is an idle game in the same vein as popular computer games such as Cookie Clicker. The twist is that this game is in base six (senary). Practice doing calculations in base 6 to keep track of your rapidly growing wealth. Work your way up to 3 Trillion dollars to win!

Set Up:

Components:

- 9 cards
- 9 paperclips
- 15 Dice (D6)

Take 1D6 and turn it so that 6 (equivalent to 0) is face-up. Take the 9 cards and put them "starting side" face-up in a vertical orientation. Then, slide 1 paperclip onto each card over the box marked with a red arrow. Take 2 other dice and place them next to each other so that 6 is face up. This tracks the number of turns you took this game (in base 6).

What is base 6?

Base 6 only contains the digits of 0-5, which means that 6 is effectively equal to 10 in this system. Base 6 numbers will always have a subscript of 6 to indicate that the number is written in base 6.

$$213_6 = 2 \cdot 6^2 + 1 \cdot 6^1 + 3 \cdot 6^0$$

An example of a number in base 6

$$213 = 2 \cdot 10^2 + 1 \cdot 10^1 + 3 \cdot 10^0$$

213 in Base 10 is an entirely different number

In Idle Six, the amount of dollars you have is tracked with 6-sided dice. Since dice only have 6 sides, this means that it is tracked in base 6. **Important: the "6" face represents a value of 0, not 6.**

Goal of the game

Obtain 3 trillion dollars (base 6) and then purchase the upgrade that wins you the game.

Round Structure

Idle Six is split into rounds that consist of an action turn and then an upgrade turn. **If you choose, you can skip your upgrade turn: this will not increase your turn count.**

1. Action turn

Select any one of the 7 action cards and turn it from its vertical orientation to its horizontal orientation (to keep track of the fact that you have used it this turn. You can only use each action once per action turn). Do the effect written on the box that the paperclip encloses. You may continue to take actions until you can no longer take any actions, or do not wish to take any further actions. Once you are done taking actions, return all cards to their vertical orientation and then proceed to an upgrade turn.

2. Upgrade turn

Select any one of the 8 upgradeable cards and pay the upgrade cost to slide the paperclip up once to that box. If the box says flip card, flip the card to the flipped side and place the paperclip onto the box with the red arrow on it. You can continue taking upgrades until you no longer wish to make any upgrades. You can also entirely skip your upgrade turn if you wish.

Keep track of turns taken

At the end of an Action turn or an Upgrade turn, increase your turn count by 1. Do this with the 2 dice you set aside during the set up phase.

Unlock new dice

Your first die represents the units digit of how much money you have. The next die you unlock will unlock the sixes digit (six times the die value), and so on. When you gain more money than you can currently track, unlock a die by placing a die not currently in play in front of you. Group your dice in a row in groups of 3 for easier tracking.

The cards

Of the 9 cards, there are 7 "actions," 1 achievement card, and 1 upgradeable card that wins the game.

1. Gain currency card

There are 3 of this action card. At the start of the game, the action "Get +\$1" will be unlocked by default. As you upgrade this action, you gain more currency every time you use this action.

2. Flip card

There is 1 of this action card. It lets you flip a die face to its opposite side. Thus, a 1 becomes a 6, a 2 becomes a 5, and a 3 becomes a 4. Upgrading this action upgrades its range, which lets you flip a die that is further from the units digit. For example, upgrading this action to a range of 2 would allow you to flip the sixes digit or the units digit instead of just the units digit.

3. Reroll card

There is 1 of this action card. It lets you reroll die/dice, and then rearrange them in any order. If you are allowed to reroll multiple dice, you can choose to reroll fewer dice than the action allows. There is always only one simultaneous roll: you cannot choose to roll dice one at a time. Upgrading this action increases its range and the number of dice you can reroll.

4. Swap card

There is 1 of this action card. It lets you swap the positions of 2 dice.

5. Double card

There is 1 of this action card. It lets you double the value of a single die (do not double all of your money). When taking this action, you may obtain a result that is 6 or greater: in this case, carry the value onto the next die. For example, if you double 5, you get 10, which in base 6 is 14. So you would add 1 to the next die and set the current die to 4.

Here is a multiplication table that can help you determine the value you get after taking the double action:

x	1	2	3	4	5
2	2	4	10_6	12_6	14_6

6. Win the game card

This card has no action. As soon as you upgrade it for \$3T (base 6), you win the game.

7. Achievement card

This card has no action. It cannot be upgraded. Instead, when you unlock a new die, you may slide the paperclip up once and claim the reward (more money). This does not take up a turn. You can also choose to not claim the reward immediately, in which case you can claim it at any other time instead.

Scoring

Your score is equal to the number of turns it took you to win the game. The lower your score, the better.

36+ turns: You ran out of dice to track your turn count

31-35 turns: There is room for optimization

27-30 turns: You were pretty efficient

23-26 turns: You were very efficient

20-22 turns: You were extremely efficient

19 turns or lower: An epic achievement