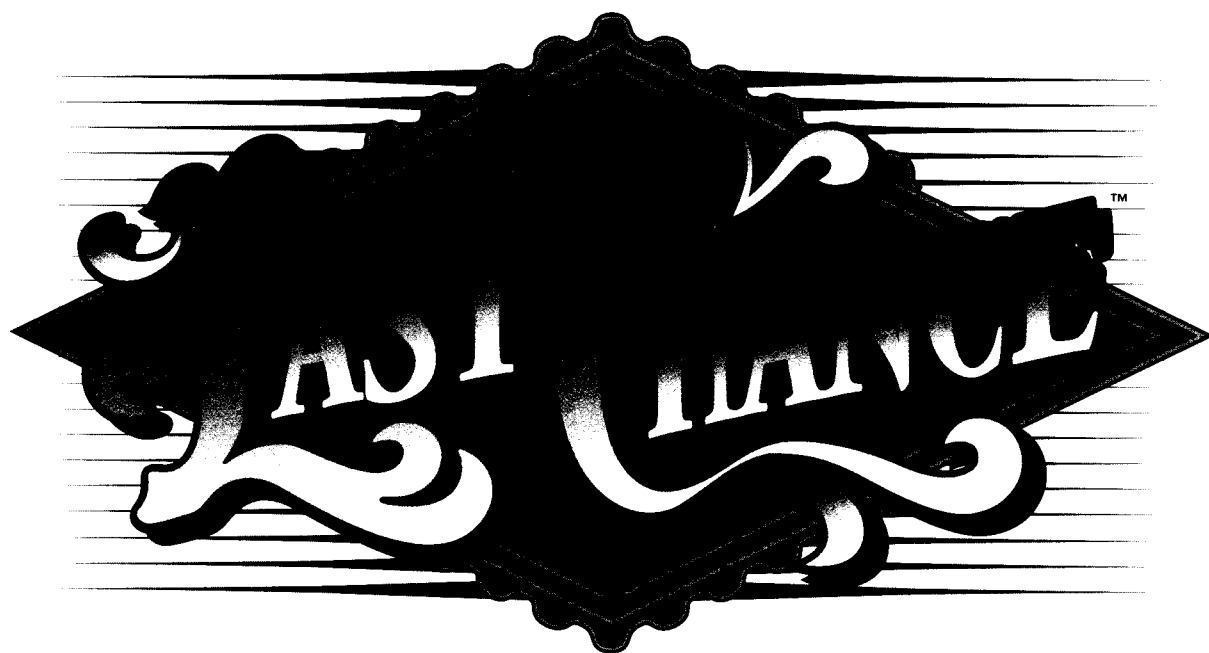




INSTRUCTIONS

2 TO 6 PLAYERS



CONTENTS

Dice rolling tray with rolling surface, 5 dice, 36 cards,
6 tokens, 47 \$100 chips, 23 \$500 chips, 47 \$1,000 chips,
11 \$10,000 chips, label sheet

Object: Roll dice combinations to win cards and chips.
Win the game by having at least one card *and* the most money
after seven rounds of play.





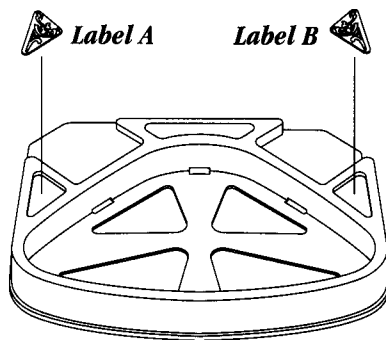
THE FIRST TIME YOU PLAY

Carefully separate the cards and tokens from the sheet. Remove the chips from their bags. Discard the bags and the cardboard waste.

Assemble the Tray

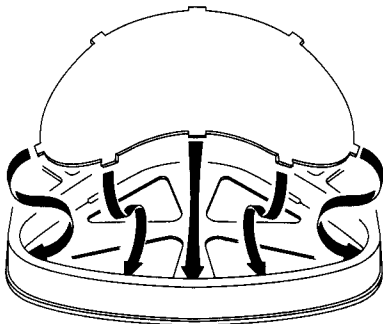
1. Carefully apply the two tray labels as shown in Figure 1.

Figure 1



2. Fit the rolling surface into the tray by carefully bending it and sliding the tabs into the tray slots. See Figure 2.

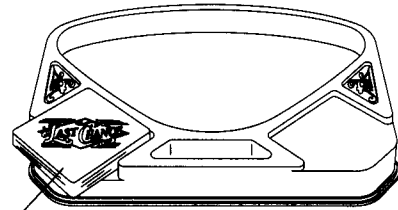
Figure 2



GAME SETUP

1. Shuffle the 36 cards. Choose seven cards at random and stack them facedown in the tray (shown in Figure 3). Place the leftover cards out of play.

Figure 3



Stack cards here

2. Each player takes one token. Place any extra tokens out of the game.
3. Choose a player to be the banker, who will give out (and take away) chips during the game. The banker now gives each player \$5,000 worth of chips: 5 \$100 chips, 3 \$500 chips and 3 \$1,000 chips.

PLAYING THE GAME

The game consists of seven rounds. Play one card per round.

The cards: Each card shows a 5-dice combination. Your goal is to roll dice that match the dice pictured on the card, in a certain amount of rolls or less.

If you're successful, you win the card and its payout (dollar value) in chips. If not, the round continues until all of the dice on the card are matched.

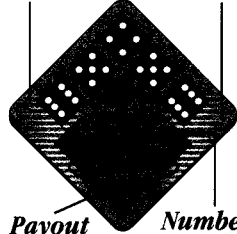
The examples at right illustrate the card features you'll need to know about.

Important: Jokers are wild; special rules for matching jokers are explained on page 4.



CARD EXAMPLES

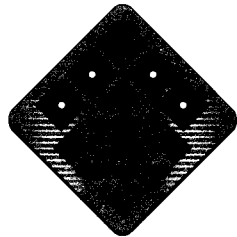
Dice combination



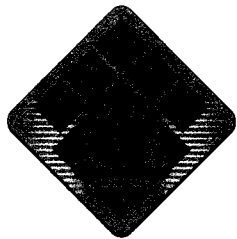
Roll 2 sixes, 2 fives and 1 four in 5 dice rolls or less, to win this card and \$1800 worth of chips.

Payout

Number of dice rolls



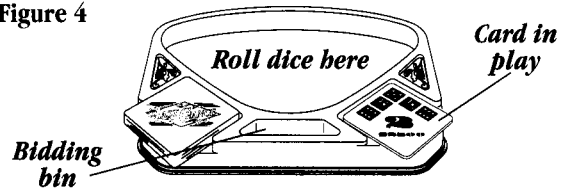
Roll 4 ones and 1 die of any *other* number (to match the joker) in 4 rolls or less, to win this card and \$3000 worth of chips.



Roll 5 matching dice of any number in 3 rolls or less, to win this card and \$4000 worth of chips.

- ❑ The opening bidder takes the top card from the stack and places it faceup on the “in play” section of the tray. See Figure 4.

Figure 4



- ❑ The opening bidder calls out a dollar amount of at least \$100 — or passes and lets any other player call out a bid. (If *everyone* passes, the opening bidder wins the bid for free).
- ❑ Players may now “up the ante” by calling out higher and higher bids. The opening bidder may also join in.

Bidding is often a frenzied free-for-all; players may bid any number of times, in any order, and may start, stop or jump in again at any time. Bid *any* amount divisible by \$100, as long as you have enough chips. However, you should avoid bidding more than the payout unless you’re desperate to win a card, or want to prevent an opponent from doing so.

Bidding continues until no one tops the highest bid, or until someone calls out “Last Chance!” (see **Last Chance!** on page 4). Whoever bid the highest amount (or called “Last Chance!”) becomes the *Rolling Player*. This player now places chips equaling the amount of his or her bid into the bidding bin. See Figure 4.

2. Players Bet

Any or all *other* players may bet on whether or not the Rolling Player will succeed.

To bet, turn your token clover-side up if you think the Rolling Player *will* make it; turn it “no”-side up if you think the Rolling Player *won’t* make it. Then place your wager (up to \$1,000) beside your token. You’ll win this amount of money if you’re right, and lose it if you’re wrong.

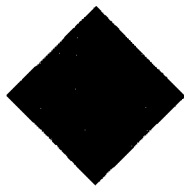
A ROUND OF PLAY

On each round of play, follow the 3 steps below. The Sample Round on pages 5 and 6 illustrates one round of play in a 4-player game.

1. Players Bid

In this step, players call out bids for the right to roll dice to match those on the card. The highest bidder rolls dice to win the card and its payout — thousands of dollars in chips!

Who bids first? The player who owns the game (it’s only fair) opens the bidding for the first card in play.



3. Rolling Player Rolls

If you're the Rolling Player, roll all 5 dice into the tray. (Reroll any leaning dice or dice that land outside of the tray.) Then place matching dice directly on top of the card's dice pictures. If necessary, reroll remaining dice to make more matches. *Keep track of your rolls!* You can't roll more times than the card allows.

Rules for matching jokers: Jokers are wild; you can match them with any dice rolled, with the following exceptions:

- ☐ The first die placed on a joker can't match any other die pictured or placed on the card.
- ☐ Once a die is placed on a joker, all *other* dice placed on jokers must be the same number.

When to match a joker: You can match the first (or only) joker on *any* roll, or not at all. If the card has more than one joker, you must decide whether or not to "lock in" the joker value — especially if you can't complete the card on your last die roll.

- ☐ **If you don't complete the card:** You lose your bid (from the bidding bin) to the bank. Any players who bet "no" win their wagered amounts from the bank. Players who bet "yes" lose their wagered chips to the bank.

The card stays in play with any matched dice on it, and the round continues until a player completes the card.

Continuing a round: Repeat Steps 1 through 3 with the same card. The unsuccessful player opens the bidding. The player who wins the bid becomes the Rolling Player, who rolls to match *only the unmatched dice*. The payout and the number of dice rolls remain the same.

Repeat Steps 1 through 3 as often as necessary until the card is complete.

- ☐ **If you complete the card:** You win the card! Reclaim your bid from the bidding bin. The bank gives you the card's payout; and all players who bet "no" pay *you* their wagers!

Players who bet "yes" win the amount of their wagers from the bank. This ends the round of play.

Beginning a new round: Players now begin a new round with a new card. The player who completed the last card draws the next card and opens the bidding.

Out of Money? You're Out of the Game!

Any player who runs out of chips is immediately eliminated from the game. Luckily, there's a Last Chance rule that just might save you from this undesirable fate...

Last Chance!

This rule gives you an opportunity to stay in the game. It comes in handy if you're too broke to bid competitively — especially if you haven't yet collected a card (remember, you can't win the game without at least one card). Use this option wisely; each player can only use it *once!*

To use the Last Chance option, do the following during any bidding step:

1. Call out "Last Chance!" at any time during the bidding — even if the bids have gone higher than you can afford. All bidding stops immediately. You win the bid.
2. Place *all* of your remaining chips into the bidding bin.
3. As the Rolling Player, roll the dice according to the rules, after players have placed their wagers. If you complete the card, you're back in the game with more cash. If you don't, you're out of money, so you're eliminated from the game. Note: If you were the last opening bidder, the player to your left opens the next bid.

HOW TO WIN

After all seven rounds have been played, all players who have at least one card count up their money. The player with the most money wins the game!



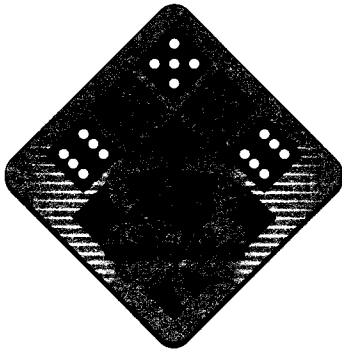
SAMPLE ROUND

Katie, Jim, Michelle and Nan are just beginning a 4-player game.

1. Players Bid

It's Katie's game, so she opens the bidding for the first round of play.

Katie draws the top card from the stack and puts it in play. To win this card, the Rolling Player must roll 2 sixes, 1 five and 2 matching dice of any other number. The payout is \$2500, but you only get 2 rolls to match those dice!



Katie opens the bid with \$100. Nan bids \$200. Michelle calls out "\$500!" Nan ups the bid to \$600. For Jim it's too risky — he chooses not to bid at all. Katie and Michelle drop out of the bidding. Nan wins the bid.

Nan is the Rolling Player. She places her bid amount — \$600 — in the bidding bin, and waits for her opponents to wager before she rolls the dice.

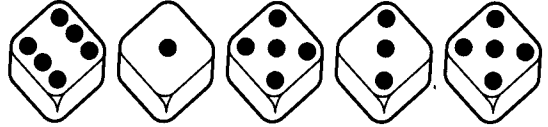
2. Players Bet

Now Katie, Michelle and Jim must decide whether to bet, and how to bet — with Nan or against her.

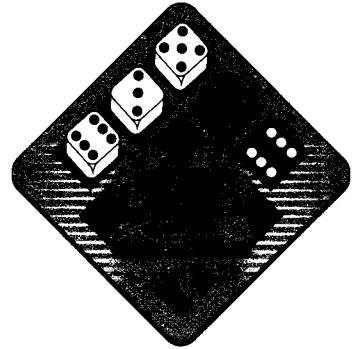
Katie doesn't think Nan will match all of the dice. She turns her token "no"-side up and places a \$1000 wager beside it. Michelle also bets "no" and wagers \$1000. Jim bets "no" and wagers \$300.

3. Nan Rolls

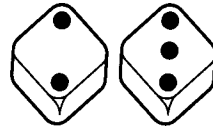
Nan's 1st roll: Nan rolls all 5 dice into the tray.



Nan places the matching six and five on the card. She can't match the other five with a joker. She doesn't *have* to match a joker, but decides to do so with the three.



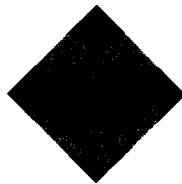
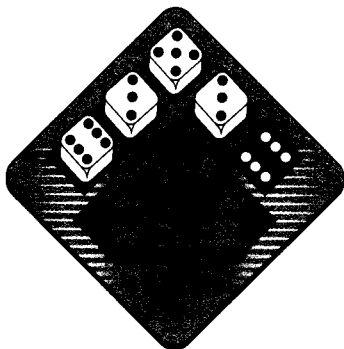
Nan's 2nd roll: Nan rerolls the remaining 2 dice.



Nan can't match the two, but she *must* match the three to the other joker. After using up her 2 rolls, Nan was unsuccessful in completing the card.

Nan loses her \$600 bid to the bank. From the bank, Katie and Michelle each get \$1000 and Jim gets \$300 (the amount of their "no" wagers).

The 4 matched dice stay on the card. The next Rolling Player will roll 1 die twice to try to complete this card with a six.



The Round Continues

Nan (the previous Rolling Player) opens the bidding at \$200. Immediately Jim, Katie and Michelle call out higher and higher bids. Nan joins in. Finally, Katie wins with a \$1500 bid. So Katie becomes the Rolling Player, and places \$1500 in the bidding bin.

Nan and Michelle both bet "yes" with clover-side-up tokens, and wager \$1000. Jim bets "no" and wagers \$500.

Katie's 1st roll: Katie rolls 1 die.



She can't place it. She rolls again.

Katie's 2nd roll: Aha! Katie rolls the six she needs!



Katie completes the card. She takes the card, reclaims her \$1500 bid, and takes \$2500 (the card's payout) from the bank. Nan and Michelle each get \$1000 for their "yes" wagers from the bank. Katie then gleefully takes Jim's \$500 "no" wager for herself! The round is over.