

RISK 'N' ROLL 2000™

The Dice Game of the New Millennium

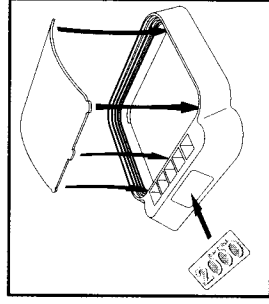
For 2 to 6 players / Ages 10 and up

CONTENTS

- 6 Large Dice
- 1 Dice Rolling Tray
- 1 Felt Insert
- 1 Label
- 24 Action Cards
- 6 Point-value Reference Cards
- 1 Score Pad

ASSEMBLY

Carefully apply the RISK 'N' ROLL 2000™ label to the front of the dice rolling tray. Then fit the felt insert into the tray by gently bending it and sliding the tabs into the tray slots, as shown.



SETUP

- 1 The dice rolling tray will be the playing area.
- 2 Shuffle the deck of Action Cards and place them facedown.
- 3 Select one player to keep score. That player writes the name of each player at the top of the score sheet.
- 4 Give each player a Point-value Card to refer to

OBJECT

To be the first player to score 2000 or more points. Here are the scoring combinations that can lead to winning:

All 6 Dice

If you roll:

6 of a kind

3 pair

2 trios

1-2-3-4-5-6

Your score is:

2000 points — roll again

500 points — roll again

500 points — roll again

500 points — roll again

3 or More Dice on One Roll

If you roll:

3 of a kind

4 of a kind

5 of a kind

Your score is:

300 points

400 points

500 points

1's and 5's

If you roll:

1's

5's

Your score is:

10 points for each

50 points for each

GAMEPLAY

Select a player to start. Play will continue in a clockwise direction.

On Your Turn:

1. Draw the top card.

(Note: You may choose not to comply with the actions on the cards since there is risk involved, but the benefits sometimes outweigh the risks. You decide!)

2. Roll all 6 dice into the tray.

What Did You Roll?

If you didn't roll any points, play passes to the left.

If you rolled points of any kind, you can either:

Hold 'Em ...

☛ Take the score and pass the dice to the next player

... or Roll 'Em

☛ Select any dice on which points have been made, place them in the tray's dice holders, and roll the remaining dice to try to get a higher score. **If at any time during your turn you don't roll any points, the turn ends and you lose all the points you set aside for that turn.**

Once you set scoring dice aside, you may not use them for the rest of your turn, unless you "roll out."

3. At the end of your turn, discard the Action Card.

Rolling Out

If you score with all 6 dice as a result of one or more rolls (known as "rolling out"), then you **must** roll the 6 dice once more. After this, you can either stop and take the score or continue to roll, **but you forfeit the score for the entire turn if you roll the dice and don't make any points.**

DESCRIPTION OF CARDS

Here's how the Action Cards affect your score:

Plus/Minus (3 Cards): If you successfully roll out, add a 200-point bonus to your score for that turn, *and* deduct 200 points from any one opponent's score.

However, you *must* roll again, and if you don't score any points, you forfeit your points for that entire turn and the card becomes invalid.

No Harm/No Foul (4 Cards): Roll as many times as you wish. When a final roll produces no points, you still get the score you accumulated during the turn.

Bonus Time (6 cards — two 300-point, one 250-point, two 200-point, one 150-point): If you successfully roll out, add the bonus indicated on the card to your accumulated points for that turn. However, you *must* roll again, and if you don't score any points, you forfeit your score for the entire turn and the card becomes invalid.

Double Time (4 cards): If you roll and accumulate points during your turn, your score is doubled. But if at any time you roll and don't make any points, you forfeit your score for the entire turn and the card becomes invalid.

The Plague (3 cards): If you successfully roll out, deduct 200 points from all other players' scores. You *must* roll again, and if at any time during the turn you don't score any points, you forfeit your score for the entire turn and the card becomes invalid.

Deuces (4 cards): All two's on this turn are worth 20 points and are treated the same as any point combination.

WINNING THE GAME

Once a player reaches at least 2000 points, the rotation of play continues until the last player to begin the game has had a turn. At this point, the player with the highest cumulative score wins.

"Double Millennium" Variation

Play to 4000 points instead of 2000!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

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