

INSTRUCTIONS



2 TO 6 PLAYERS



Contents: 32 dice, 46 ten-point chips, 24 fifty-point chips, 24 one hundred-point chips, 12 two-sided cards, die-rolling tray, 2-sided tape, rolling surface, card holder, label sheet

OBJECT

Have the most points after 6 rounds of play. Collect chips for points by completing rows on cards.

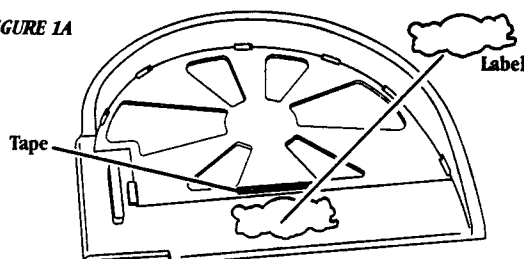
THE FIRST TIME YOU PLAY

Carefully separate the 12 cards from their sheets. Discard the waste cardboard.

Assemble the Tray

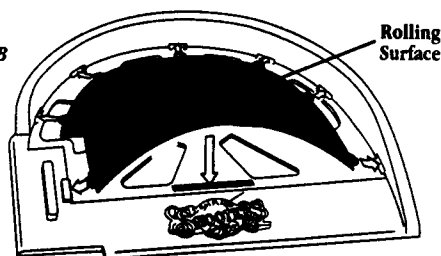
1. Carefully apply the Sharp Shooters label and the 2-sided tape to the tray, as shown in Figure 1A.

FIGURE 1A



2. Carefully insert the rolling surface by fitting its 7 tabs into the 7 tray slots. See Figure 1B. Then press the surface firmly onto the tape, so it lies flat in the tray.

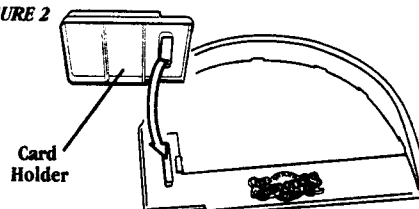
FIGURE 1B



GAME SETUP

1. Fit the card holder onto the tray as shown in Figure 2.

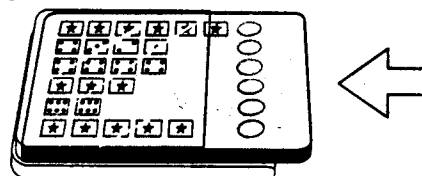
FIGURE 2



2. Shuffle the 12 cards, making sure they all face the same way. Then slide the card stack into the card holder as shown in Figure 3.

Each round is played with a different card. For the first round, use the top card in the holder.

FIGURE 3



3. Designate a banker to give out (and take away) chips throughout the game. The banker now gives each player one 50-point chip and five 10-point chips.

4. Each player takes the following number of dice, depending on the number of players in the game:

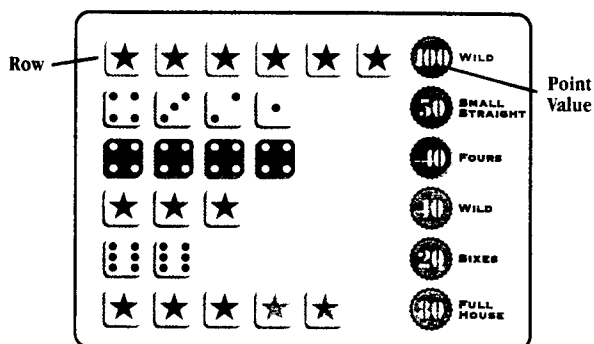
- ☐ **2-player game:** 16 dice each
- ☐ **3-player game:** 10 dice each
- ☐ **4-player game:** 8 dice each
- ☐ **5-player game:** 6 dice each
- ☐ **6-player game:** 5 dice each

Place any unused dice out of the game.

PLAYING THE GAME

Each card has 6 rows of scoring combinations worth points. See Figure 4 for an example.

FIGURE 4



During a round, players in turn roll their dice and place them on matching squares to fill the rows. *Your goal is to earn points by placing the last die in a row.* By placing the last die, you complete the row and earn its point value in chips.

To start the game: Each player rolls one die. High roller goes first. Play continues to the left.

On Your Turn

On your turn, you must roll dice, place at least one die on the card (if possible), then roll again or pass (end your turn). These 3 steps are explained in detail below.

Step 1: Roll five dice.

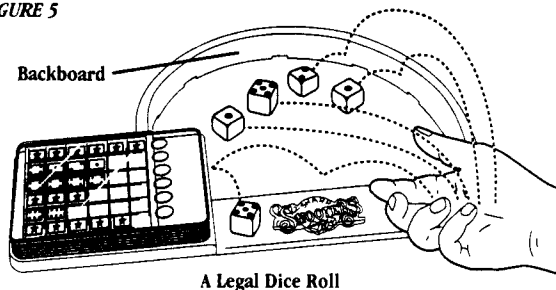
If you have *more* than five dice, set the extras aside. These *reserve dice* are not rolled on this turn.

If you have *less* than five dice, roll all you've got. If you have *no* dice (because you've already placed them all), you can't take a turn for the rest of the round.

How to Roll

Roll your dice into the tray, toward the backboard. At least *one* die must touch the backboard during the roll. *All* dice must land flat, and inside the tray. If your dice don't follow these rules, reroll them all. See Figure 5 for a legal dice roll.

FIGURE 5



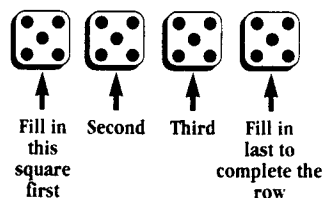
Step 2: Place at least one die.

Take one die (or more) from your roll, and place it on an open matching square on any row. If you can't place a die, your turn is over.

How to Place Your Dice

☐ In any row, dice must be placed *in order from left to right*. Figure 6 shows the order of dice placement in a row.

FIGURE 6



☐ You *must* place at least one die (if possible) for each roll. You may place *more* than one die — in the same row, or in different rows.



Place your dice strategically! Your big challenge is to fill in spaces so that *you* — not your opponents — can complete rows. It may take several turns to complete certain rows. Don't waste your dice by placing too many in rows you can't complete. If you can't complete a row on a turn, try not to "set up" an easy score for a point-snatching opponent!

Below are examples of the different scoring combinations. Note special rules for negative rows, wild rows and full house rows!

Straights: Place consecutively-numbered dice, from left to right, in these rows.

Small Straight



Large Straight



Super Straight



Note: Some straights are in descending order

Ones through sixes: Place dice of the same number in these rows.

Ones



Twos



Threes



Fours



Fives



Sixes

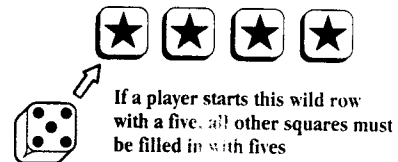


Negative rows: These rows have black backgrounds and negative point values! Fill them in the same way as other rows, but try to avoid completing them: if you're forced to complete a negative row, you *lose* the point value for that row!

Negative Threes



Wild rows: These rows have green starred squares. In a wild row, *any* die can be placed first. Once the first die is placed, all other dice in the row must be the *same number*.



Full house rows: A full house is 3 of one kind and 2 of *another* kind — for example, 3 fours and 2 ones makes a full house.

Full house rows have 3 black stars, then 2 red stars. *Any* die can be placed on the first black-starred square; the dice placed on the other black-starred squares must be the same number. Any *other number* die can then be placed on the first red-starred square; the die placed on the other red-starred square must be the same number.



Place 3 dice of the same number on black stars.

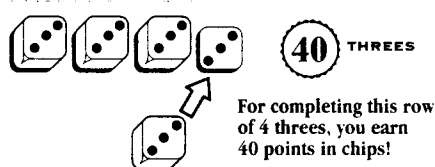
Place 2 dice of the same number on red stars.

Note: Dice placed on red stars must be a different number than dice placed on black stars.



Completing a Row

Whenever you place the last die in a row, collect the equivalent of its point value in chips from the banker.



If you complete a *negative* row, you must pay the banker its point value in chips (if you have it).

Step 3: Roll again or pass.

After placing one or more dice from your roll, you can either roll again, or pass (end your turn). *Important:* If you've placed all of the dice you rolled, you *must* pass — you can't roll reserve dice until your next turn.

If you decide to roll again, roll *only* the dice you haven't yet placed on your turn (do not add reserve dice). Follow the above rules for rolling and placing dice.

Keep rolling and placing as often as you wish. Your turn is over when any of the following happen:

- ☐ You can't place any die from your roll; *or*
- ☐ You decide to stop rolling; *or*
- ☐ You run out of dice to roll.

Reserve dice: When your turn ends, combine any dice you didn't place with your reserve dice. Start your next turn with 5 dice again (if you have that many left).

Ending a Round

When all the squares on the card have been filled, the round is over. Remove all dice from the card. Divide the dice as you did in *Game Setup*. Players hang onto the chips they've won so far in the game.

Remove the card from the holder and slide it in under the stack. Play a new round with the card that's now on top of the stack.

Starting a new round: The player who completed the card in the previous round takes the first turn in the new round.

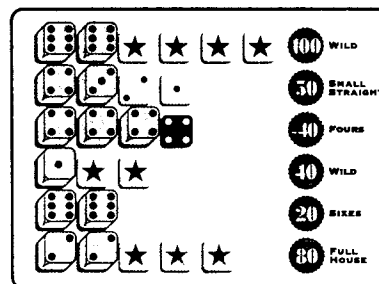
HOW TO WIN

A standard game ends after 6 rounds of play. Of course, more or less than 6 cards can be played if everyone agrees.

When the game's over, players count up the point value of their chips. The player with the most points is the winner!

In case of a tie, all players play another card to determine a clear winner.

A TURN EXAMPLE

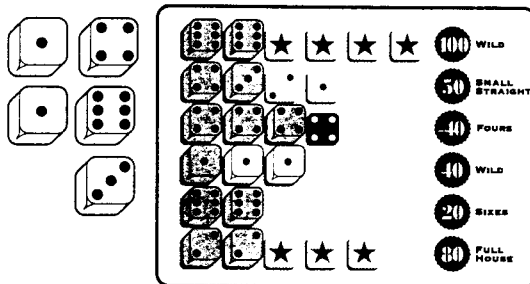


In this 4-player game, players are well into a round and the card is filling up with dice.

Players started the round with 8 dice each. Matt placed 2 dice on his first turn. He rolls 5 dice for his second turn. (He has one reserve die, which he can't roll on this turn.)



First roll:



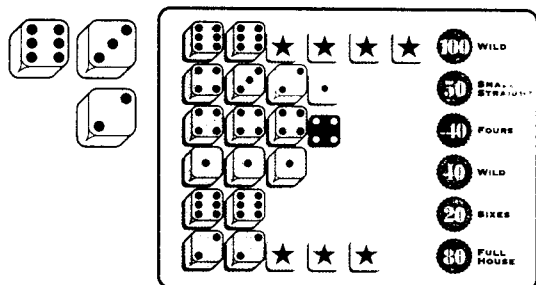
Matt decides to place the 2 ones in the wild row to complete it. The banker gives him 40 points worth of chips.

Matt doesn't place any more dice. He can't place the three; the four would complete a negative row; and placing the six in the wild row would waste the die, since he doesn't have enough to complete the row.

Matt rolls the remaining 3 dice, hoping to complete the small straight.

Second roll:

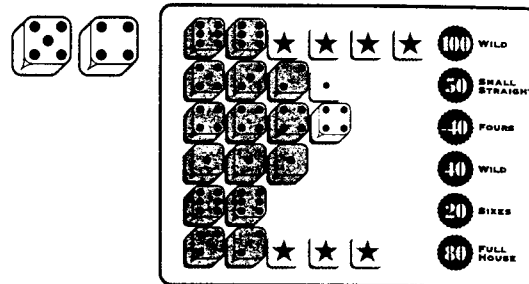
Matt places a two on the small straight. He can't place the



three; and again, placing the six would be a waste of a good die!

Matt rolls the remaining 2 dice to complete the small straight!

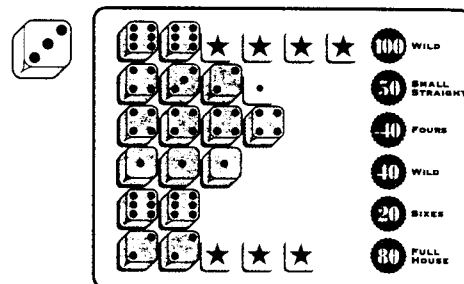
Third roll:



Bad luck! Matt must place a die, and he can't use the five. He's forced to place the four to complete the negative row. Matt gives the banker 40 points worth of chips.

He rolls his last die for the small straight!

Fourth roll:



Matt can't place the three, so he must pass.

Matt broke even on this turn: he won 40 points for completing a row, and lost 40 points for completing a negative row.

Unfortunately, Matt has probably "set up" that small straight row nicely for an opponent to complete!

Matt adds his leftover die to his reserve of one die. He'll roll those 2 dice on his next turn.