

Red #1 — Player elects to
 save lives. (Five placed in dice compartment.)
 Red #2 — No help, rolls all 3 again.
 Red #3 —

Player ended turn with ♠♠ ♠♠ ♠♠ ♠♠ ♠♠ Since it is better to score in UPPER HALF first, he chooses to score in the "Fives" window and moves that slide up 2 notches scoring 7 points. If he had ended with a ♠♠ ♠♠ ♠♠ ♠♠ ♠♠ he would have moved the slide up only one notch in the "Fives" window for 5 points.

一、二、三

Row	Col 1	Col 2	Col 3	Col 4	Col 5	Col 6	Col 7	Col 8	Col 9	Col 10	Col 11	Col 12	Col 13	Col 14	Col 15	Col 16	Col 17	Col 18	Col 19	Col 20	Col 21	Col 22	Col 23	Col 24	Col 25	Col 26	Col 27	Col 28	Col 29	Col 30	Col 31	Col 32	Col 33	Col 34	Col 35	Col 36	Col 37	Col 38	Col 39	Col 40	Col 41	Col 42	Col 43	Col 44	Col 45	Col 46	Col 47	Col 48	Col 49	Col 50	Col 51	Col 52	Col 53	Col 54	Col 55	Col 56	Col 57	Col 58	Col 59	Col 60	Col 61	Col 62	Col 63	Col 64	Col 65	Col 66	Col 67	Col 68	Col 69	Col 70	Col 71	Col 72	Col 73	Col 74	Col 75	Col 76	Col 77	Col 78	Col 79	Col 80	Col 81	Col 82	Col 83	Col 84	Col 85	Col 86	Col 87	Col 88	Col 89	Col 90	Col 91	Col 92	Col 93	Col 94	Col 95	Col 96	Col 97	Col 98	Col 99	Col 100	Col 101	Col 102	Col 103	Col 104	Col 105	Col 106	Col 107	Col 108	Col 109	Col 110	Col 111	Col 112	Col 113	Col 114	Col 115	Col 116	Col 117	Col 118	Col 119	Col 120	Col 121	Col 122	Col 123	Col 124	Col 125	Col 126	Col 127	Col 128	Col 129	Col 130	Col 131	Col 132	Col 133	Col 134	Col 135	Col 136	Col 137	Col 138	Col 139	Col 140	Col 141	Col 142	Col 143	Col 144	Col 145	Col 146	Col 147	Col 148	Col 149	Col 150	Col 151	Col 152	Col 153	Col 154	Col 155	Col 156	Col 157	Col 158	Col 159	Col 160	Col 161	Col 162	Col 163	Col 164	Col 165	Col 166	Col 167	Col 168	Col 169	Col 170	Col 171	Col 172	Col 173	Col 174	Col 175	Col 176	Col 177	Col 178	Col 179	Col 180	Col 181	Col 182	Col 183	Col 184	Col 185	Col 186	Col 187	Col 188	Col 189	Col 190	Col 191	Col 192	Col 193	Col 194	Col 195	Col 196	Col 197	Col 198	Col 199	Col 200	Col 201	Col 202	Col 203	Col 204	Col 205	Col 206	Col 207	Col 208	Col 209	Col 210	Col 211	Col 212	Col 213	Col 214	Col 215	Col 216	Col 217	Col 218	Col 219	Col 220	Col 221	Col 222	Col 223	Col 224	Col 225	Col 226	Col 227	Col 228	Col 229	Col 230	Col 231	Col 232	Col 233	Col 234	Col 235	Col 236	Col 237	Col 238	Col 239	Col 240	Col 241	Col 242	Col 243	Col 244	Col 245	Col 246	Col 247	Col 248	Col 249	Col 250	Col 251	Col 252	Col 253	Col 254	Col 255	Col 256	Col 257	Col 258	Col 259	Col 260	Col 261	Col 262	Col 263	Col 264	Col 265	Col 266	Col 267	Col 268	Col 269	Col 270	Col 271	Col 272	Col 273	Col 274	Col 275	Col 276	Col 277	Col 278	Col 279	Col 280	Col 281	Col 282	Col 283	Col 284	Col 285	Col 286	Col 287	Col 288	Col 289	Col 290	Col 291	Col 292	Col 293	Col 294	Col 295	Col 296	Col 297	Col 298	Col 299	Col 300	Col 301	Col 302	Col 303	Col 304	Col 305	Col 306	Col 307	Col 308	Col 309	Col 310	Col 311	Col 312	Col 313	Col 314	Col 315	Col 316	Col 317	Col 318	Col 319	Col 320	Col 321	Col 322	Col 323	Col 324	Col 325	Col 326	Col 327	Col 328	Col 329	Col 330	Col 331	Col 332	Col 333	Col 334	Col 335	Col 336	Col 337	Col 338	Col 339	Col 340	Col 341	Col 342	Col 343	Col 344	Col 345	Col 346	Col 347	Col 348	Col 349	Col 350	Col 351	Col 352	Col 353	Col 354	Col 355	Col 356	Col 357	Col 358	Col 359	Col 360	Col 361	Col 362	Col 363	Col 364	Col 365	Col 366	Col 367	Col 368	Col 369	Col 370	Col 371	Col 372	Col 373	Col 374	Col 375	Col 376	Col 377	Col 378	Col 379	Col 380	Col 3
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Player elects to end his turn now with a "Full House" of [2] [3] [4] [5] [6] [7] rather than roll again. He moves slide up in "Full House" window scoring 8 points.

Two Turn —

Roll #1—☐ ☐ ☐ ☐ ☐ ☒ Player scores three.
The least he has is two two, or four of a kind.
Trying for a "CHUTE-5," he rolls again.

THE

Player ends his turn with few holes, and expects to score on the "Twos" rather than "Four of a Kind" working toward the "Bonus" of 10 points. He moves slide up 2 notches scoring 2.

第一

	Player saves four.
No help,	rolls all 3 again.

Turn ends with                            that cannot score in any window. Player must place a "Big Zero" in a window

chaute-5

INSTRUCTIONS

Each player may roll the dice 3 times in each turn in for the best possible combination on the dice to score highest points. Scores are recorded on each player's Scoreboard. Player with the highest score at the end of the game wins.

THE OBJECT OF THE GAME.

With skillful decisions and lucky rolls of the dice, he scores more points than your opponents.

is it?

1. Each player rolls one die. High roll goes first and continues in clockwise direction.
2. Each player in his turn, positions the dice deflector base of cube, so dice will exit onto dice table in convenient to him.
3. A player in his turn may roll the dice one, two or in times.
4. On the first roll, he drops all five dice down the ch. At this point he may desire to improve his roll by pick up any or all of the dice for a second roll. Any die being saved (not being rolled again), should be placed in a dice compartment, score slide up, so they do not interfere with those being rolled. After the second roll he may choose again to pick up any or all the dice (including those previously saved) for a third roll. At

and chooses to place it in the "Aces" window (saving the higher point windows for later turns).

Sam Tuiq—

Roll 01	—		Player saves sizes.
Roll 02	—		
Roll 03	—		No help, rolls on 3 again.

Turn ends with       Since the total of the five dice is 22 and cannot be scored any place else, player scores in the "Break" window for 8 points.

Old Town

Roll #1 — Player trying for a "Straight" — serves rolling 2 dice again.

Roll #2 — Serves five giving him a small straight (rolls 1 die again trying for large straight).

Roll of —

Turn ends with large straight                                                                                                                              

The play continues for 13 turns. At this point the game ends and each window should have a Score or a "Big Zero" in it and the score is totaled.

CHUTT-3 PLAYED SOULAMBI!

CHUTE-5 may be played online to practice strategy. In this case the player tries to obtain the highest possible score. Remember the perfect score is 100.

90-100 Excellent

80 - 90 Very Good

70-10000

Below 70 - Try Again

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2. completion of the third roll, the dice are slid and his TURN ENDS.

A. At the end of a player's turn, whether it be after one, two, or three rolls, he must take a Score or a Big Zero in one of his scoring windows, in EITHER the upper or a lower half of his scoreboard.

1. If during a roll, one or more of the dice leaves the dice table, it is considered he rolled and the dice being rolled must be rolled again.

SCORING:

The score is recorded by moving the slide up in a window. If a player cannot score, he must place a Big Zero in the Red upper half of a window of his choice. A window can be used only once in each game whether it be to record a SCORE or a Big Zero. At the end of the game, the player's score is determined by totalling the points showing in each window of his scoreboard.

The Scoreboard is divided into an upper half and a lower half.

Scoring in the Upper Half:

A. A player may score with three of a kind, that is 3 aces (ones), twos, threes, fours, fives or sixes, providing the appropriate window has NOT been used for scoring before, and does not have a Big Zero in it. To record the score, he moves the slide up one notch in the appropriate window thus revealing his score. Example:  Move the slide up ONE NOTCH in the "Twos" window revealing a score of 2 points.

B. If a player rolls 4 aces (ones), twos, threes, fours, fives or sixes, and can score in the appropriate window, he moves the slide up TWO NOTCHES and receives the larger score immediately below the bottom of the slide. Example:  Move

the slide up two notches in the "Aces" window and the score would count as 2.

C. A "Bonus" of 10 points can be earned if the scores of the six windows in the upper half total 21 points or more. If a "Bonus" is earned, move the slide up in the window revealing 10 points. If a "Bonus" is not earned, place a Big Zero in this window.

H. Scoring in the Lower Half:

A. If a player rolls any three of a kind, he may choose to score 4 points in the "Three of a Kind" window and record this by moving the slide upward revealing the points scored. Example: 

B. The "Four of a Kind" window is worth 5 points. A player may score in this window if he rolls any four of a kind. Example:  or  etc.

C. A "Full House" scores 6 points and is any combination of three of a kind and two of a kind. Example:  or  etc.

D. A "Small Straight" scores 7 points and is any four numbers in sequence. Example:  or  or  or 

E. "Break" scores 8 points and is the one chance to score without having a scoring combination or having one that has previously been scored. In either case, the total of the five dice must total more than 20 points. Example:  Since the total of the dice is 22, this is one combination where a player can score in the "Break."

F. A "Large Straight" scores 9 points and is any five numbers in sequence. Example:  or 

G. A "CHUTE-5" is five of a kind and scores 20 points. Example:  or  etc.

H. If the five final dice show a move in a window previously scored in, a portion of the dice may be moved to another window. Example:  If 1's rolled, and CHUTE-5 has already scored, player may score in one of the 1000 windows, "Three of a Kind," "Four of a Kind" or "Five of a Kind."

WINNING THE GAME:

After each player has taken 13 turns, the game ends the player with the highest total score of his 13 rolls wins. The player with the lowest total score of his 13 rolls is the LOSER OF THE GAME. A perfect score is 100 points — Good Luck!

SUGGESTIONS FOR BETTER PLAY:

1. If at the end of a turn you cannot score and the total of the dice is less than 21 (Example: ), it would probably be more advantageous for you to place a Big Zero in the window that would have given you the lowest point score. This would leave the higher scores available for scoring in later turns. For instance, if you had rolled three times and your turn ended with a  and the "Aces" had not been used for scoring, place a "Big Zero" on "Aces," thus leaving only one or two points and saving the higher scores for later turns.

2. You probably will find it to your advantage to score the UPPER HALF first rather than scoring in the "Three of a Kind" or "Four of a Kind" windows.

3. The 10 point "Bonus" score is important to a high score as try for 21 points in the upper half to earn this bonus.

