

# DICE CARDS - OVERVIEW - CHALLENGE SHEETS

Welcome to Dice Cards. Your goal is to have the highest score after 50 total rolls of the dice. Each turn, any player will roll both dice and all players will write one number from that roll on any one card from the 6 they are playing that game.

## SELECTING YOUR CARDS

In a standard game of Dice Cards, you would be dealt out 9 cards, then select 6 of them to play. Since you're playing from a Challenge Sheet, your set of 6 cards has been pre-selected.




In the standard game, there are 2 copies of every card in the box, so it is possible for two players to play the same card, or two players to select all 6 of the same cards to play head-to-head as well.


Every card has specific rules for playing it at the top, and a full scoring example on the back of the card. Some cards require a specific color dice (**Black** or **Red**) to be rolled. Only the individual dice work for those cards (you can't add a **Black 1** and a **Red 2** to make a 3 for a card like Solitaire).



Other cards require the sum of both dice, or a specific combination of two dice. Each card lists its own specific rules & requirements.

## ALL-OR-NOTHING CARDS

Some cards have an  icon in the upper right corner. This means the card is an "All-or-Nothing" card. You only get points if the card is completed, no partial points. It's important to start these early.

**NOTE:** If a player receives 2 or more "All-or-Nothing"  cards in the standard game, you would exchange 1 or 2 to give them more scoring opportunities.

# HOW TO PLAY

Choose any player to roll the dice. It doesn't matter who rolls; all players will record 1 number on any one of their six cards every roll of the dice. The number recorded can be an individual number from one of the dice or the combined total from both dice.

## EXAMPLE RECORDING

Let's say a 6 is rolled on the **Black** die and a 3 is rolled on the **Red** die. Each player will record only 1 number. Tuck might mark a **Red 3** on his Solitaire card, where Katie might write a 6 on Sudoku. Jennie may choose to combine them and mark the 9 on her Bingo card. Remember, you only record 1 single number on any one card.



Unless a card specifically states "in order," you may mark numbers in any order, anywhere on the card.

## ALTERNATE SETUP - STANDARD GAME

Once players know the game, they may select any 6 cards to play from all 50. Some players might take a head-to-head approach, picking the same 6 cards to see who can score better.

## YOUNGER PLAYERS?

Consider starting out younger players with Challenge Sheet #4.



## ROLLING + RECORDING

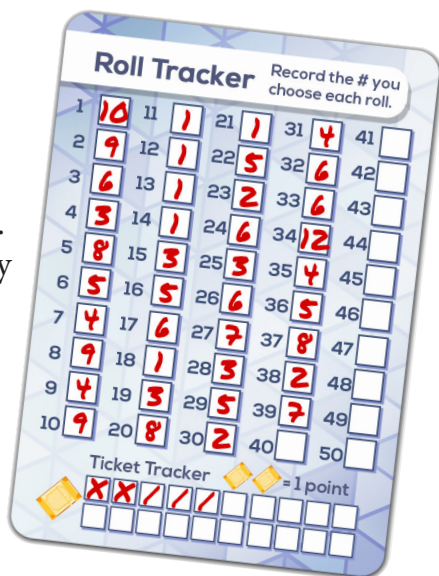
You can have one designated roller, or pass the dice from player to player, whatever fits your group. Every roll of the dice, regardless of who rolls, all players record 1 number to any of their 6 cards. If you are unable to record a number on a roll, or just don't want to, mark a line through that roll number on the tracker.

## ROLL TRACKING

Each player will record the number they choose every roll on the Roll Tracker card. This helps with keeping track of how many rolls remain in the game.

If someone misses or forgets recording a roll and other players are confident their Roll Tracker is correct, put a line through that tracking turn and continue on. You can also count how many numbers have been recorded across all of your cards to verify the turn.

Players sometimes record a number on a card, but forget to mark it on their tracker. That's ok, as long as no one gains extra rolls!



**NOTE:** For cards like Hopscotch or Doubles where it has you record two numbers, you can write both on one line.

## TICKET TRACKING

At the bottom of the Roll Tracker card, you will also keep track of any tickets you accumulate throughout the game. Put a diagonal line one direction through the box when you get a ticket. When you spend a ticket later on, mark the opposite diagonal line, making an X through the box.



## WHAT ARE TICKETS?

Tickets may be used in two different ways:

### 1) ROLL MODIFICATION

During the course of the game, you may use tickets to add or subtract from a number rolled at a cost of 1 ticket per 1 number adjusted. You may not modify a single die above 6 or below 1.

For example, if a 9 was rolled but you needed a 12, you may use 3 tickets to add 3 to the roll. Each player's ticket usage is their own and does not affect the dice for other players.

### 2) SCORING: 2 TICKETS = 1 POINT

At the end of the game, if you have any unused tickets, they may be exchanged at a rate of 2 tickets to 1 point added to your final score.

At the end of 50 rolls, all players will total up the points from their cards and add any points from unused tickets. The player with the most points wins! In the event of a tie, compare unused tickets. If still tied, you may share victory, or roll for your fates, highest number claiming ultimate victory.

Every card has its own rules on the top of the card itself, as well as a filled out scoring example on the back. If you're still unsure of how to play a card, you can check our website <http://www.cardlords.com> for a detailed explanation of all cards.

## STEPPED SCORING

Some cards, like Hopscotch, have stepped scoring. You only score for the last star you are able to reach. On the card to the right, that's 8 points.



## INDIVIDUAL SCORING

Since Dice Cards may be played with any number of players, we've also included a table to compare your score against The CardLord's:

90 or above: Lord

87-89: Scholar

84-86: Master

81-83: Expert

70-80: Novice

69 or below: Practice Run

