

[®] MUST BUST! OR FILL

2 or more players Ages 9 to Adult

The game consists of:

6 DICE & 54 DRAW CARDS

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|-----|-----------------------|----|------------------------|
| 12- | 300 pt. "BONUS" cards | 6- | "FILL 1000" cards |
| 10- | 400 pt. "BONUS" cards | 4- | "MUST BUST" cards |
| 8- | 500 pt. "BONUS" cards | 4- | "VENGEANCE 2500" cards |
| 8- | "NO DICE" cards | 2- | "DOUBLE TROUBLE" cards |

The object of the game is to be the highest scorer. You can play to any number, for example, 5,000 or 10,000 points. The winner would be the first player to reach goal. Or, you can play within any time limit. The winner would then be the highest scorer at the end of the time period.

You need to supply paper and pencil for scoring.

BEGINNING PLAY

Shuffle the DRAW CARDS before each game and place them face down in the middle of the table.

You start by selecting a player to begin. Each player tosses one die. The player with the highest toss begins the game. Play continues clockwise.

RULE 1 You **MUST** turn over a **DRAW CARD** before each turn and after each "FILL".

The card you turn over will determine your course of play. How you play each card is explained later under "PLAYING THE DRAW CARDS".

RULE 2 You **MUST** score EVERY TIME you toss the dice.

After turning over a card, you begin your turn by tossing all six dice.

You score by tossing 1s, 5s, any triples or a straight (1,2,3,4,5 and 6 thrown in a single toss of all six dice). The chart under "SCORING WITH THE DICE" shows the points you will receive for the combinations thrown.

RULE 3 After each toss you **MUST** remove some or all of the scoring dice.

Set aside all the scoring dice you have chosen and add up their points.

You can decide to take these points and add them to the scoresheet ending your turn. Or, you can take a chance and try to score more points with the remaining dice.

HOW TO SCORE A FILL

If you can continue to score on every toss of the dice, and you eventually set aside all six dice, **YOU HAVE SCORED A "FILL"**.

After scoring a "FILL" you can decide to take the points scored during that turn and add them to the scoresheet, ending your turn. Or, you can take a chance and try to score more points by turning over another "DRAW CARD" and start by tossing all six dice again.

There is no limit to the number of "FILLS" that may be scored in a turn.

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WHAT IS A "BUST"?

If on any toss you DO NOT score, that toss is a "BUST".

When you "BUST" during a turn, you lose ALL the points you scored in that turn. You do not lose any points that were already added to the scoresheet.






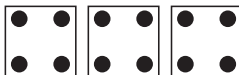







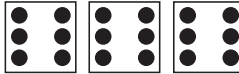






After a "BUST", your turn ends and you pass the dice to the next player.

SCORING WITH THE DICE

The object of scoring with the dice is to roll as many points in a turn as possible without tossing a "BUST".

It is up to you to decide when to stop, take your points and add them to the scoresheet where they are safe. Or whether to risk your points and continue tossing the dice in order to try and score more points.

The chart below shows the points you receive according to the combination you toss.

		= 50		= 100		
			= 1000		= 400	
			= 200		= 500	
			= 300		= 600	
						= 1500

HOW TO SCORE A TRIPLE

A triple can only be scored in a single toss of the dice. You CANNOT add dice from different tosses together to form a triple. For example, you cannot add a single die from one toss to a pair of the same number from another toss to create a triple.

HOW TO SCORE A STRAIGHT

In a single toss of all six dice you must throw a 1, 2, 3, 4, 5, and 6. A straight can only be scored on the first toss of your turn or the first toss after scoring a "FILL" when you are tossing all six dice.

PLAYING THE DRAW CARDS

The DRAW CARDS are used to add variety and excitement to the game.

Depending on which card is drawn, DRAW CARDS make scoring easier or more difficult. Some cards give you bonus points for scoring a "FILL", and some cards take away your turn. One card can be used to subtract points from the leaders' score.

The DRAW CARDS are shuffled and placed face down at the center of the table. As the cards are drawn, they are turned face up and placed in a discard pile.

WHEN TO USE THE DRAW CARDS

You draw a card before each turn begins. A card is also drawn after each "FILL" is scored if you decide to continue your turn. The card drawn will determine how you will proceed with your turn.



BUST! OR FILL

HOW EACH CARD IS PLAYED



BONUS 300, 400 and 500

When you draw a “BONUS” card you will receive bonus points ONLY IF you score a “FILL”.

The amount of the bonus is determined by the number on each card. This number is added to the points scored in that turn.

You have the option to stop tossing before you score a “Fill” with this card. However, if you stop before a “FILL”, you DO NOT collect the bonus points.



NO DICE

When you draw a “NO DICE” card you lose your turn.

If “NO DICE” is drawn after a “FILL”, you lose ALL points scored in that turn. You do not lose any points that have already been added to the scoresheet.



FILL 1000

When you draw this card, you MUST score a “FILL”. You lose your option to stop tossing the dice before scoring a “FILL”.

If you score a “FILL”, ADD an extra 1000 points to those points scored in that turn.

If you “BUST” before scoring a “FILL”, you lose your turn and all points scored in that turn. You do not lose any points already on the scoresheet.



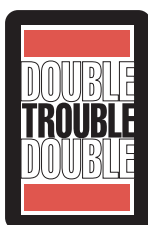
MUST BUST

The “MUST BUST” card makes scoring the easiest. When you draw this card you are certain to score points unless you “BUST” on your first toss.

You begin by tossing all six dice. After each toss you MUST set aside ALL scoring dice. You continue to toss the dice, setting aside all scoring dice and adding up your points until you toss a “BUST”. There is no limit to the number of tosses or “FILLS” that you may make.

You do not draw another card after each “FILL” when playing the MUST BUST card.

After you “BUST”, you ADD the total number of points that you scored in that turn to the scoresheet. You then pass the dice to the next player.



DOUBLE TROUBLE DOUBLE

When you draw “DOUBLE TROUBLE”, you MUST score two consecutive “FILLS”. You lose your option to stop tossing before you “FILL” two times consecutively. If you score two consecutive “FILLS”, double all the points you scored in that turn and add the total to the scoresheet.

After adding your total to the scoresheet, you can continue your turn without the risk of losing those points.

If you “BUST”, before scoring two “FILLS”, you lose your turn and all the points you scored in that turn. You do not lose any points already on the the scoresheet.

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VENGEANCE 2500

This card can only be used against the player with the highest score. If two or more players are tied for the lead, the “VENGEANCE” card is used against all of them.

When you draw a “VENGEANCE” card, you have the option of playing the card or not. If you choose not to play the card, discard and draw again.

If you choose to play the card, you **MUST** score a “FILL”, If you “FILL”, total all the points scored in that turn and add them to the scoresheet.

SUBTRACT 2500 points from the leader’s score. If two or more players are tied for lead, each player loses 2500 points. If the leader(s) has less than 2500 points, his score becomes zero.

After scoring a “VENGEANCE FILL”, you can continue your turn without risking the points that were added to the scoresheet during that turn.

If you “BUST”, before scoring a “VENGEANCE FILL”, you lose your turn and all points scored in that turn. You do not lose any points already on the scoresheet.

NOTE:

The leader can only play the “VENGEANCE” card if one or more players are tied with him for the lead. If the leader draws the “VENGEANCE” card and no one is tied with him, he must discard and draw again.

BEWARE: With every extra toss of the dice or draw of a card, you take the risk of losing any points you have scored which have NOT been added to the scoresheet.

TEAM PLAY

Select teams with an equal number of players. Players are seated so that each team alternates in turn. One player from each team tosses one die. The team with the highest toss begins. Play continues clockwise. Team play is suggested for groups of 8 or more players. All rules remain the same. However, you can choose to double the value of “VENGEANCE 2500” for more excitement.

TOURNAMENT PLAY

All tournament play is within a timed period. Split all players up into groups of 2 to 6 players. These groups play 20 to 30 minute rounds. When all groups do not have an equal number of players, allow 5 to 10 minutes per player in each group. Any turn in progress at the end of the time period is played out.

SINGLE ELIMINATION

After Round 1 all players are listed in order from the highest scorer to the lowest. The top half of the higher scorers proceed to Round 2. The bottom half are eliminated. Continue play by listing the players after Round 2. The top half of the higher scorers proceed to the next round while the bottom half are eliminated. Continue playing rounds until all but the top 2 players are eliminated. These 2 players then participate in a 15 minute “FACE-OFF” Round. The highest scorer wins.

DOUBLE ELIMINATION

In double elimination, a player who scores in the lower half of all scores twice is eliminated.



FILL OR BUST!

OPTIONAL RULES

All players must agree to an option before the game starts for the optional rules to be valid. One or more of these optional rules may be used in a game.

SHOW DOWN option

When a player has won the game, the remaining players each have one last chance to out score or “VENGEANCE” the leader. The highest scorer after this final SHOW DOWN round wins. If a successful “VENGEANCE” card has been played and the leader’s score has been brought under the goal, the game continues until some player reaches goal again.

MUST BUST! option

“MUST BUST” can be played as a penalty card. When you draw “MUST BUST” under this option, you begin by tossing all six dice. You continue tossing until you “BUST”. SUBTRACT the total number of points scored in that turn from your board score and pass the dice to the next player.

COMBO 5 option

Any combination of 5 (2+3 or 4+1) can be set aside to score 50 points. This option can only be used to score a “FILL”.

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