

ROLL 4 ROCKS

Game contents

- 5 custom dice
- 75 diamonds
- Pot (tin top)
- Bank (tin bottom)
- Combination card

Dice overview

- 4 dice each have a pot, wild & diamond
- 1 die has the #3 & #4
- All dice also have blank sides

Set up for 2-6 players

- Select player to be the banker
- Place pot in center of table with 2 diamonds
- Give each player 4 diamonds
- Give 1st player five dice & combination card

Game Winner

- First player to have 15 diamonds
(game time is under 20 minutes)

Visit roll4rocks.com for intro video & more.

DICE COMBINATIONS



Win all diamonds in pot



Win a total of 4 diamonds

Take 1 or 2 diamonds from selected players



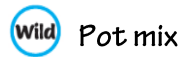
Win 4 diamonds from bank



Diamond mix

Win 3 or less diamonds

Every shown win 1 diamond from bank



Pot mix

Win 3 or less diamonds

Every shown win 1 diamond from pot

Game Summary: Players take turns rolling for combinations for a chance to win diamonds. Roller has unlimited rolls to achieve their combination of choice, unless dice show a Whiteout, #3 or #4 (see below). At end of turn, win diamonds if four dice show a combination. If no combination is shown, roller busts & pays 1 diamond to pot. Game ends immediately when any player has 15 diamonds.



Whiteout! Lose turn & pay pot 1 diamond.



on die represents # of rolls left in turn.

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LET'S PLAY! Player with closest birthday starts the game

You have unlimited rolls to achieve your combination of choice, unless a Whiteout or a number is rolled.

Whiteout: Roll five blanks, lose your turn & pay 1 diamond to pot.

Number: Roll #3 = 3 rolls left Roll #4 = 4 rolls left

- **Roll-** Start turn rolling five dice.
- **Set aside** any diamond, wild and/or pot die if it helps to build your desired combination. The only die you **MUST** set aside is the number die (#3 or #4).

If #3 is rolled, ask players if they want to bet 1 diamond. After bets are placed, you have up to 3 rolls. If you BUST, bettors win a diamond from bank. If you WIN, bettors lose a diamond to the pot.

- **Re-roll** all dice not set aside.
- **Repeat-** Setting aside & re-rolling dice. As you roll, you have the option to change your combination of choice by re-rolling a diamond, wild &/or pot die previously set aside.
- **Stop rolling** when your combination of choice is achieved, unless you are out of rolls sooner. At the end of your turn, win per combination card or lose 1 diamond to pot. Note: whenever the pot is empty, banker replenishes it with 2 diamonds.
- **Next player's turn-** Pass combination card & five dice to your left. If you are out of diamonds, you can still roll & if dice show a Whiteout or Bust you don't pay.

Game ends when any player has 15 diamonds