



DICEDOUT!



"THE ROLL-IT! MARK-IT! DICE GAME!"

SETUP:

EACH PLAYER GETS A **DICEDOUT!** SCORE SHEET!

GOAL:

AT THE END OF THE FOURTH & FINAL ROUND BE THE
PLAYER WITH THE LEAST AMOUNT OF TOTAL
GAME POINTS & YOU WIN!

RULES:

1. TO START THE GAME EACH PLAYER WILL ROLL BOTH DICE. THE PLAYER WITH THE HIGHEST DICE TOTAL GOES FIRST! PLAY ROTATES TO THE LEFT.
2. AFTER EACH ROUND THE PLAYER WITH THE LOWEST POINT TOTAL FROM THAT ROUND WILL NOT ONLY START THE NEXT ROUND BUT MUST ALSO CHOOSE ONE PLAYER TO MARK-OFF ONE OF THEIR THREE REROLL OPTIONS BEFORE THE NEXT ROUND BEGINS! THAT PLAYER WILL ONLY HAVE TWO REROLLS DURING THAT ROUND!
3. ON YOUR TURN YOU WILL ROLL BOTH DICE! THE DICE TOTAL YOU ROLL WILL THEN BE MARKED OFF ON YOUR SCORE SHEET! THAT NUMBER CANNOT BE ROLLED AGAIN IN THE SAME ROUND!
4. AFTER YOU ROLL & ARE ABLE TO MARK-OFF ONE NUMBER ON YOUR SCORE SHEET YOUR TURN IS OVER!
5. IF ON A TURN YOU ROLL A DICE TOTAL THAT YOU'VE PREVIOUSLY MARKED OFF IN THE SAME ROUND YOU MAY USE ONE OF YOUR THREE "REROLLS" OPTION LISTED ON YOUR SCORE SHEET IN THE SAME TURN! IF AFTER USING ONE OF YOUR "REROLLS" YOU AGAIN ROLL A NUMBER YOU HAVE ALREADY MARKED OFF YOUR SCORE SHEET, YOU MAY AGAIN USE YOUR SECOND & THIRD "REROLL" OPTIONS IN THE SAME TURN IF NECESSARY! AFTER USING A "REROLL" CHECK ONE OF THE REROLL" BOXES EACH TIME YOU USE IT IN THAT ROUND!

6. IF YOU USE ALL OF YOUR "REROLL" OPTIONS IN A SINGLE ROUND & STILL HAVEN'T ROLLED A NUMBER THAT HASN'T BEEN MARKED-OFF THEN YOU HAVE **DICEDOUT! THIS MEANS YOU MUST ADD UP ALL THE NUMBERS THAT YOU HAVEN'T ROLLED & MARKED-OFF ON YOUR SCORE SHEET FOR THAT ROUND & PUT THAT TOTAL IN THE BOX FOR THAT ROUND LOCATED AT THE BOTTOM OF YOUR SCORE SHEET! YOU MAY NOT TAKE ANOTHER TURN THAT ROUND & MUST WAIT FOR THE OTHER PLAYERS TO FINISH THE ROUND! IF YOU'RE LUCKY ENOUGH TO MARK OFF ALL THE NUMBERS IN A SINGLE ROUND THEN YOU SCORE ZERO POINTS FOR THAT ROUND!**

7. IF DURING A ROUND YOU ROLL A NUMBER THAT HAS TWO CIRCLES •• BELOW IT ON YOUR SCORE SHEET, YOU MAY NOT ONLY MARK-OFF THAT NUMBER BUT IMMEDIATELY MARK-OFF ONE NUMBER IN THAT ROUND FROM YOUR SCORE SHEET WITHOUT HAVING TO ROLL-IT!

8. AT THE END OF THE FOURTH AND FINAL ROUND EACH PLAYER WILL ADD UP THEIR TOTALS FROM EACH ROUND & THE PLAYER WITH THE LEAST AMOUNT OF TOTAL POINTS WINS THE GAME!

FAQ'S :

Q. WHAT HAPPENS IF PLAYERS TIE FOR THE LOWEST SCORE FOR ANY GIVEN ROUND?

A: IF PLAYERS TIE FOR THE LOWEST SCORE FOR A ROUND, THOSE PLAYERS WILL ROLL BOTH DICE. THE PLAYER WITH THE HIGHEST DICE TOTAL WILL START THE NEXT ROUND & CHOOSE ONE PLAYER TO MARK-OFF ONE OF THEIR REROLL OPTIONS BEFORE THE NEXT ROUND BEGINS!

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