



RULES

BOX SET

PATENT PENDING

ADD ON RULES (OPTIONAL)

Minus Points - Set a number of minus points if an opposing player does not catch a die that is rolled and goes off the table (5, 10, 20, depending on skill level) (purposely throwing dice off table doesn't count)

Double Dice - Double the die number (1=2, 2=4, 3=6, 4=8, 5=10, 6=12). Agree before the game which die/dice or game section will be double die/ dice number scores

DIFFERENT GAMES

These are just our recommended games to play with end zone. Now that you have your end zone set, feel free to come up with whatever version you can. We'd love to hear from you to share your game mode with other players.

CREATING A TABLE

Depending on your level of building knowledge, you can create your own table out of virtually anything, from a sheet of plywood to a marble slab, Laminated chip board works well. We would love to hear from you and share your creations!

Follow us @endzonedicegame on all social platforms.



CONTENTS

6 dice, 2 end zones, 1 score pad, 1 rule book, 1 roll of electrical or painter's tape

SET UP SURFACES

Choosing a surface with good dice bounce is crucial to a fun game. A hard wood, concrete, metal, glass, granite or other surface is recommended. A table or countertop is best to play on but a hard floor can work as well. You can also make your own permanent moveable table topper from various construction materials - Laminated chip board works well.

SETTING UP

There are two static cling End Zones in your set. Peel off the back of each End Zone (save the backs to restick when not in use) and use a damp sponge to wet down the back side of each End Zone. Place one End Zone at each end of your table so the 20 box is on the outside edge and flush/even with the edge of the table or rolling surface. Alternatively, you can set up on a hard floor, but in both cases make sure both end zones line up with each other. The distance between End Zones can be changed depending on player skill level and/or table length. 5 feet is the recommended distance with 8 feet being the tournament/pro level distance.

OBJECT OF THE GAME

Roll dice into the opposite end zone to create the highest score (multiply the die number by the end zone number you land in to create your score).

In this case $5 \times 5 = 25$

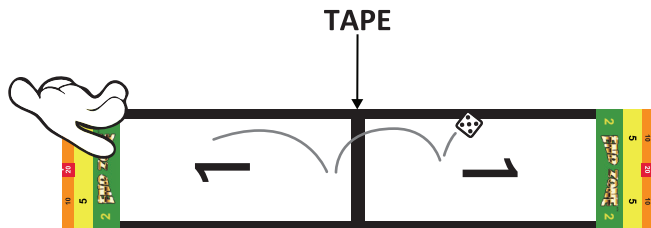


CASUAL PLAY

For casual play, it is enough to just eyeball the side lines and half way point.

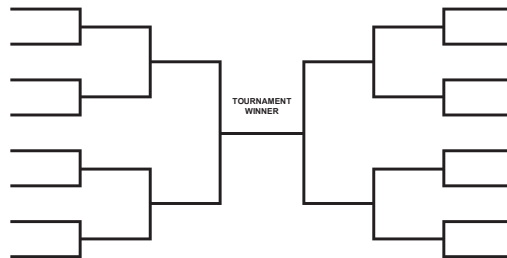
TOURNAMENT PLAY / PRO

For a more serious game, use provided tape for side lines. Stick down tape between both end zones on either side line (both outside edges of tape and end zones are to line up). Measure half way between end zones on both sides of side line tape and tape down half way line.



Tournament

Play with as many people that want to play. The winner from each game moves on to play other winners, until there is one last winner: The tournament winner. Play tournaments with full games, fast 3-dice games, or whichever game mode you like and/or have time to play.



Shuffle Play

Each player rolls from the same end with their own colored dice. Points are not added until final dice are rolled. Players may bump other players dice into or out of points zones. This mode can be played in any of the game modes.

Teams

Team up with a partner to compete against another team(s). Each team partner is at opposing ends. Play in any game mode, rotating rolls through all players. The teams will add their scores to reach a team score at the end of each game. Highest score wins.

Teams in traditional mode can either take turns on the same point margin, or take one margin each and add both point totals together at the end to see which team has the highest score.

On the 14th roll, if the player is at or exceeding 250 points, a 100 point bonus is added. The 50 point bonus is also added if it was reached, to see if the 250 points were reached or exceeded.

If it is, mark an x in the left hand side of the 14th dice roll column to claim your extra 100 points at total.

2 Dice Rolls – 2 x 2 dice rolls. The player rolls two dice, one at a time, and then totals the two dice end zone scores.

3 Dice Rolls – 1 x 3 dice rolls. The player rolls three dice, one at a time, and then totals the three dice end zone scores.

Extra Rolls – There are 4 ways to get extra rolls. Each of the 4 can only be achieved once per game.

Extra roll 2 – roll a 2 in the 2 zone and get this extra roll.

Extra roll 5 – roll a 5 in the 5 zone and get this extra roll.

Extra roll 10 – roll a 1 in the 10 zone and get this extra roll.

Extra roll 20 – roll a 2 in the 20 zone and get this extra roll.

Whenever an extra roll is achieved, mark an x in the left hand side of its column to take this extra roll at the end of the game.

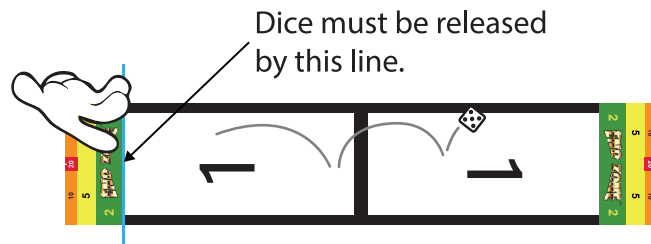
Ending the game – A game comes to an end when all possible rolls have been taken and all possible points have been marked down. Each player then adds their total points, with the player that has the highest total becoming your WINNER.

Tie – In the event of a tie, the tied players move into a one die roll off. With the rolling order staying the same, the winner of the roll off wins that game. Any more ties repeat this process.

Again, a completely covered dot in this game is an instant win.

ROLLING RULES

When rolling, each player must release the die at or before the end of the 2 zone (green zone) closest to them. This helps keep things fair on rolling distances. Any dice blatantly released after this zone counts as zero points. Dice must ROLL. Sliding dice is illegal and counts as zero points.



Rolling

There are a bunch of different ways to roll or bounce the dice. We recommend practicing for a while and trying different techniques until you find the best style for you. Bouncing dice on the flat surface is highly recommended for a straight and accurate roll.

Halfway point - A die is only over the halfway point and into the 1 x zone when it has completely cleared the half way line (not touching line at all)

Side lines - A die is still in play until it is outside of the sideline and not touching it at all (if the die is still touching the side line it is still in play)

Who Goes First

Each player rolls ONE die in their own zone to see who goes first. The player with the lowest roll goes first, as going first is a disadvantage. Any ties roll again until one player rolls lower. Rolling off the table counts as zero. Once the order is established, then the game starts.

The player whose turn it is stands at the opposite end of their opponent's end zone. The player then rolls or bounces the die, looking to land on the highest number in the opposing end zone, while also showing the highest die number.



Dice must land in a numbered zone to create points. Any dice that land beyond a end zone, outside of the side lines, or not past the halfway point is zero points. Once a die lands in a numbered zone, the die number is multiplied by the end zone number to create a score. For instance, a die showing a 2 and landing in the 20 zone would multiply to a 40 point score. Any dice rolled between the halfway point and the opposite end zone are counted as 1 x die number. When rolling two or more dice, the score is not complete until the final die is rolled – as previously rolled dice may shift when being hit by the next rolled die. After a player rolls all dice in a single turn, then all points are added to get his/her final score.

END ZONE

[illegible]

(Use Official Score Card)

Roll one die to see who goes first. Lowest roll goes first. Ties roll again until the lowest roll is confirmed.

Mark players names in order on the scorecard from lowest to highest die roll.

Each player starts at the top of the scorecard and moves down. There are 14 x 1 die rolls, 2 bonus points sections, 2 x 2 dice rolls, 1 x 3 dice rolls and 4 possible extra rolls. Once all rolls are completed the player with the highest score wins.

1 Die Rolls – The first 1-14 dice rolls are one die rolls. The player rolls one die and marks down their score next to each numbered roll. If no score is achieved mark a 0.

Bonuses – On the 7th roll, if the player is at or exceeding 100 points, a 50 point bonus is added. Simply put an x in the box on the left side of the 7th line to add 50 points when adding total.

Who Starts? Each player rolls one die with the highest two rolls of the entire group playing first. If there's a tie on highest dice, those players roll again until there are two players left. Out of those two players the lowest dice rolled goes first. If they tied, they roll again with the lowest dice going first.

King may decide which game mode to play, as an add-on rule. Repeat this process for as long as you like.

King of Kings

Want to find out who is the real king? No problem. Players play in King mode but set a total number of wins (5, 10, or whatever is agreed upon).

Each time a player wins as king, a win is marked. The first player to a set amount of wins is your King of Kings.

First of 500

Two or more players battle to get to 500 points first. They roll one die to see who goes first. This time the highest roll goes first, any tied dice reroll until the order is established (as going first is an advantage in this mode) the rest of the players are marked down in descending order (a pen and paper is needed in this mode). Each player rolls 3 die one at a time the score is added and written down after the third die is rolled. Each time a player rolls again they add to their last score total until a player reaches 500 points first. Once a player reaches 500 points each other player gets one last chance to beat or tie that score. Any players that beat or tie that score continue to challenge the player with the original high score, all other players that don't are out. The process continues until one player has the highest unchallenged score. A tie goes directly to a one die roll off with the winner winning the game. If no players beat or tie the 500 point score the original 500 point score is the winner.

As always a completely covered dot wins in this or any other game mode.

Play first to 500 or any other number the players choose in this mode.

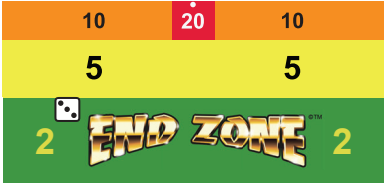
Determining Landing Zone

A player is always looking to land in the highest zone. Therefore, the highest zone the die is touching is the zone that is used to multiply by the number shown on the die. The player's die would only need to be 1% (just over the line) in a higher zone to use that zone.

For instance, this would score 80 points, as the 20 would be the highest zone the die is in: $4 \times 20 = 80$,



But a die that's even with the line but not protruding over it, would use the highest zone number that it's in. This would be a 3 die in a 2 zone $3 \times 2 = 6$,



When deciding the die's zone, the player must look straight down on the die (not from any side angles). If there's an argument on which zone the die is in, bring in a 3rd party, or simply use one die to decide. One party picks odd, one party picks even. Then the die is rolled, and the die decides the outcome.

Ending the Game

A game comes to an end when all rolls have been taken and all possible points have been marked down. Each player then adds all of their points together to arrive at their total.

How to Win

When all totals are added, the player with the highest total wins.

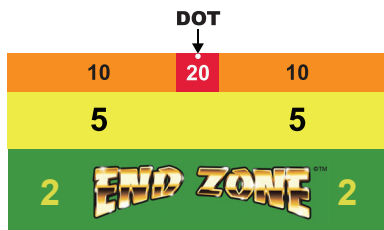
Tie

In the event of a tie, the tied players move into a one die roll off with the roll order staying the same. The winner of the roll off wins that game.

Instant Win

There is one dot in each end zone. If the player completely covers the dot with the die rolled (no part of the dot may be visible), that player instantly wins that game. This applies to any game mode with any amount of players except tournament, where the player instantly moves to the next bracket.

Any visible dot = no instant win. No visible dot = INSTANT WIN.



GAME MODES

Now that you're familiar with the basic rules, these are the different Game Modes you can play! We recommend starting out with 3's!

Solo Play

It's always good to get some practice in. Roll three dice, one at a time, and add your total score. Now roll from the other end and try to beat your previous total. If you beat it, Keep trying to beat your new total until you don't, then start again.

Fast Play

Each player rolls three dice, one at a time, and tries to get the highest score. Highest score wins. Then play again with the loser from the last game rolling first.

3's

Play in fast play mode. The first player to three wins is your winner.

3's Sets

Play in 3's mode. The first player to win five 3's games wins that set. Play one set or as many as you like per game.

King

Have a group of people that want to play? No problem. The winner of each game stays on as the King, and the next person in line steps up as the challenger.

King can be played in any mode. The more people you have, faster gameplay may be preferred (3's). For fewer people, slower gameplay can work (3's Sets). So lots of people can play King in fast play. Fewer people can play King in any other mode.