



Instructions

Includes: 40 Dice and 1 Storage Bag

AGES 8+



2-20



~10
MIN

Games for the Kiddos

Quick games of chance and speed.

1. Roll Off 4

Type: Chance  2-8

Best For: All play, all ages

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Type: Building  2-4

Best For: Fast rollers & steady hands

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Best For: Frantic, fast-grabbing fun

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Best For: Matching & high fiving

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Best For: If you're feeling lucky

Game Night with Family & Friends

Get those competitive juices flowing!

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Type: Press-Your-Luck  2-20

Best For: Doing some quick math

Roll Off

Avoid rolling 1's and 6's to score big.

Chance

 2-8

Goal

Avoid rolling 1's and 6's to score big.

Each player grabs **five** dice of the same color.

All players roll all **five** of their dice at the same time and look at the numbers they rolled.

- **6's** are passed to the player on your left.
- **1's** are placed in the middle of the table, out of play for the rest of the game.
- The rest of the dice remain with you for the next roll.

Roll Off

After settling the **6's** and **1's**, all players roll their dice again (including new dice they may have gained from the player on their right).

Players again pass **6's** to the left, and place **1's** in the middle of the table so they are out of the game.

Once a player runs out of dice, all the other players give their dice **one** final roll and add up the sum of the dice. That is the player's score for the round.

Play for **three** rounds and tally up the scores for each round. The player with the most points is the winner!

For longer games try **five** or **seven** rounds.

Dice Towers

Roll, match, and stack!

Building

 2-4

Goal

Race and roll to be the first to build two dice towers in two different colors!

Each player grabs **ten** dice in **two** different colors (**5** of each color). On the count of **three**, all players will begin rolling their dice at the same time.

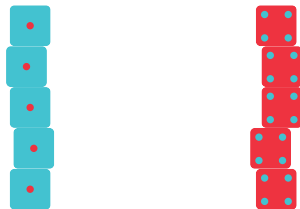
In order to build, each tower must be made of **five** dice of the same number. So, keep rolling until you have **two** sets of **5-of-a-kind**. You do not need to roll **5-of-a-kind** on a single roll. You can keep rolling whichever dice you choose on each roll.

Dice Towers

Once you have both sets of **5-of-a-kind**, you may start building your towers by stacking your dice. The first player to complete both of their colored towers wins the game!



First roll 5-of-a-kind with both sets



Then, carefully, build the tower!

Dice Snake

A fast grabbing number game.

Speed

 2-6

Goal

Race to build the longest dice snake to win!

Roll all **forty** dice into the center of the table. Then, on the count of **three**, all players race to build their snake.

Players simultaneously race to grab dice **one** at a time and start forming their snake in front of them.

Snakes are built by connecting dice in number order (**2, 3, 4, 5**, etc.). You may go up in order, or down in order as many times as you wish. However, you can not wrap around from **6** to **1**, nor from **1** to **6**.

Dice Snake

For example: 2, 3, 4, 5, 4, 3, 4, 5, 6, 5 would be a successful straight.

After players agree there are no longer any more moves left with the remaining dice on the table, each player counts the number of dice in their snake.

The player with the most dice wins!

Dice Twins

Match a fellow player. High Five's encouraged.

Chance



Goal

Roll to match other dice one at a time.
The first player to match all five of their dice wins!

Each player grabs a set of **five** dice.

The youngest player starts the game and rolls **one** of their dice and leaves it face-up in front of them.

The next player to the left takes their turn and rolls **one** of their dice and places it in front of them. Play continues around the table.

When a player's roll matches any of the face-up dice on the table then both

Dice Twins

matching players score. Both players take their matched die and set it aside in their own score pile. Play continues with the player to the left rolling their die.

On their turn, players must continue to roll the same die until it matches another player's die. Once they've eventually matched and scored, they will then roll the next die in their set of **five** on their next turn.

The first player to collect all **five** of their dice in their score pile wins! High-fives all around!

In the case of a tie, roll **one** die at the center of the table. At the same time, tied players keep rolling a die until someone pairs with the center die. The **first** to pair wins!

Don't Match

Just don't roll the same number twice!

Chance



Goal

Make it through 6 rounds without rolling the same number twice!

Each player grabs a set of **six** dice. When ready, everyone rolls **one** of their dice at the same time and sets it in front of them.

Then everyone rolls their second die at the same time. Keep placing the rolled dice in a line to show what you've rolled so far.

- If you roll a number that **you** haven't rolled yet, continue rolling with those still in the game.
- If you roll a number that you've already rolled then you are out of the game.

Don't Match

Remaining players continue and roll their next die. The last player left in the game wins!

If the last remaining players are all eliminated in the same round, those players re-roll and continue play until only one player remains.

If more than one player makes it though all **six** dice rolls without a match, then keep re-rolling the last dice until someone is eliminated and the winner remains!



Player 1 is out right away on the 2nd roll.



Player 2 went out on the 4th roll.



Player 3 wins because they outlasted players 1 & 2.

High > Low

Will you risk rolling for big points?

Press Your Luck

 2-12

Goal Be the first player to reach **25** points over a series of turns, but decide how much you want to push your luck to get there!

Grab **one** set of **ten** dice for all players.

Players will take turns rolling.

On your turn, roll all **ten** dice. Set aside any **5's** and **6's**. They are worth **one** point each.

You may continue your turn and re-roll the remaining dice to score more points. After each roll, set aside any **5's** and **6's** for **one** point each.

Keep rolling as many times as you wish. Be careful, if you ever roll and you **do not** get a **5** or a **6** then you went **BUST** - your turn is

High > Low

over, and you do not get any points for that entire turn. Pass the dice to the next player on the left to begin their turn.

You may choose to stop rolling at any point during your turn. When you do, write down the total points you scored for the turn.

*For example, if Mark rolls all **ten** dice and rolls two **5's**, he would set aside those **two** dice and decide if he wants to roll the remaining **eight** dice or if he wants to stop and gain **two** points for that turn. He has a chance to score more points, or he might not get any this turn.*

The first player to reach a total of **25** points is the winner! Now try a game to **50** or **100** points!

Dice Means War

This classic game just got more interesting.

Strategy/Chance

 2-4

Goal

Battle other players and win their dice.
Collect all the dice to win!

Each player grabs a set of **ten** dice.

The game is played in rounds. In each round, all players will battle by rolling their dice on the count of 3. **BUT**, how much are you willing to roll?

Each player may use as many of their dice as they wish from their dice set when rolling to better their odds. However, they will only use the highest number they rolled to determine the winner.

*For example, Luis rolled **four** of his dice and Sue rolled **two** dice. Luis rolled a **2, 3, 3,** and **4**. He will use the **4** as his highest number.*

Dice Means War

*Sue rolled a **3** and **6**. She will use her **6**. Sue wins because **6** is higher than Luis' **4**. Sue takes all **six** dice used in the battle and adds them to her dice set.*

In a tie, players re-roll the tied dice. If you have more than one die that tied, you get to roll all of them as an advantage. The highest number wins and takes the dice rolled in the battle.

*For example, Luis rolled **four** of his dice and Sue rolled **two** dice. Luis rolled **2, 3, 4,** and **4**. Sue rolled a **3** and **4**. Due to a tie at **4**, Luis and Sue must re-roll. Luis gets to re-roll his two **4** dice and Sue rolls her one **4** die. Highest number wins. If another tie, same tiebreaker rules apply. Re-roll the tied dice.*

Play continues until one player wins all the dice!

Knock Knock

Roll for the most until you hear the knock!

Strategy/Logic

 2-8

Goal

Roll your dice over a series of turns. The player with the highest point total when they add their dice together wins!

Each player grabs a set of **five** dice.

Players take turns, and the youngest player goes first.

On your turn, you get **one** roll. You may roll as many of your **five** dice as you wish. Try to keep your dice covered, so other players cannot see what you have.

Players continue to take turns around the table. If a player collects a perfect score of **30** (five **6s**), that player immediately shows their dice to the group, and wins!

Knock Knock

However, if a player thinks they have the highest score on the table, they may **KNOCK** and challenge other players to a showdown. When a player chooses to **KNOCK**, that is their turn, and they do not roll.

Now, in this showdown, all other players take **one** more turn to try to collect the most points they can. Once the last turn is completed, all players reveal their dice and add up their points.

The player with the highest score wins!

*For example, Paige adds up her dice ($5 + 5 + 6 + 4 + 6 = 26$) and thinks she has the highest score at the table. She then decides to **KNOCK** for her next turn forcing other players into a showdown. They get **one** more roll to try and beat her score of **26**. All players then reveal their dice and score to see who wins.*

If you're looking for a longer game, play for several rounds!

Hidden Die

Keep your cool to win. No rolling required.

Chance

 4-20

Goal

Discover who is hiding the die to win!

Split players up into **two** teams as evenly as possible.

The **Hiding Team** grabs **one** die and huddles together. They secretly work together to hide the die in one player's hand without letting the other team know who has it. The **Guessing Team** is watching from behind.

When the **Hiding Team** is ready, they turn around and face the **Guessing Team** with each player holding out both of their hands as fists in front of them.

Hidden Die

Now, every player on the **Guessing Team** gets **one** guess to try and identify which hand is holding the hidden die. When guessing, tap the hand to indicate the guess. That player opens up their hand to reveal if the die is there or not.

- If the **Guessing Team** is successful and finds the die they get **1** point.
- If the **Guessing Team** cannot find the die, the **Hiding Team** gets **1** point.

After each round, the roles are reversed - the **Guessing Team** becomes the **Hiding Team** and vice versa.

The first team to **3** points wins!

When on the **Hiding Team**, use your best poker face and don't give anything away, **OR** be sneaky and try bluffing to throw off the other team.

Sixty-Six

How close can you get to 100?

Strategy/Logic

 2-20

Goal

Roll and combine your dice for the highest score...without going over 100!

Each player grabs **two** dice.

The game is played in **three** rounds. In each round all players roll their dice at the same time.

After a roll, each player now forms a two-digit number from the two numbers they just rolled for their score.

For example, if you roll a 6 and a 2, your two-digit number could be 62 or 26. Tally this as your score for the round.

62?



26?

22

Sixty-Six

Players will roll again for **two** more rounds and tally their scores for each round. Then after **three** rounds, each player adds up their score.

Here's the catch! If your total goes over **100** points, you go **BUST** and end the game with **0** points. So choose your numbers in each round carefully. Players may also choose not to roll dice in the **2nd** or **3rd** rounds to be safe.

The player with the most points - and without going over **100** - after **three** rounds is the winner!

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Questions or Comments?
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#63005 - 041219