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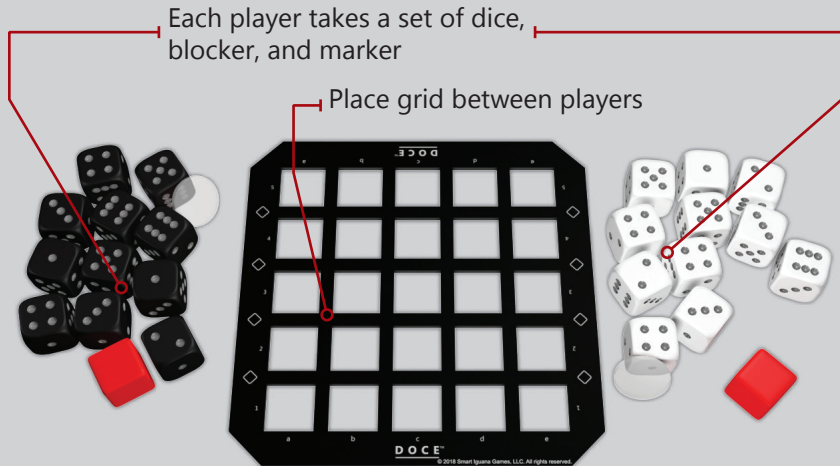
CONTENTS

- 11 black dice
- 2 markers
- 1 score tracker
- 11 white dice
- 1 playing grid
- 4 score tracker chips
- 2 blank dice
- this rule book

SETUP

Each player takes a set of dice, blocker, and marker

Place grid between players

HOW TO PLAY

Starting with the youngest player, take turns placing a die on any available square on the grid with your number of choice facing up. After playing a die, **place the marker on top of it**, so you know which one you played last. On your next turn, **you can't place the new die on any of the squares adjacent to your own marked die (no-play zone)**. Remember to move the marker onto your last played die. **Each player has their own no-play zone**, and are independent of each other.
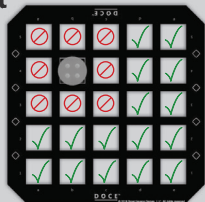
No-play zone

The first person to make a line of 4 of their own dice where the points on top add up to 12 wins the round. You may also win with 3 of your own in a row and 1 of your opponent's die at either end. Score the round and start the next one. The person with the most points **at the end of the 4th round** wins the game.
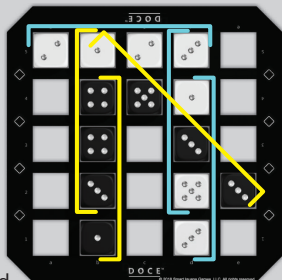
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The Blocker ■

The blocker eliminates the square it is played on,
interrupting any sequence of dice.

Blockers can be played anywhere on the grid, even in your
no-play zone. **Do not place the marker on the blocker**.

1. Use it **at the beginning of your turn**.
2. Play your numbered die as normal. You get 2 plays in
   one turn.
3. Move the marker onto the new numbered die.

Scoring

Winner:
1. + 12 points for winning the round.
2. + 2 points if all 4 dice are yours.
3. + 5 points if you did not use your blocker die.
4. + 1 point for each empty square on the board.
5. - 2 points for every 3 of your dice with the same
   number.

NOTE: The loser's score is unaffected.

Draw:
1. Both players get 2 points.
2. + 5 points for anyone who did not use the blocker die.

Quick rules

- Alternate first player between rounds.
- Once you let go of the die, it has been played and cannot be moved or changed.
- Playing your die ends your turn immediately.

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D O C E™

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[SCAN ME]

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