

# SPICY DICE®




## CLASSIC RULES

- Object: score as many points as you can in the 10 boxes. You may score each box only once, in any order.
- To start your turn, **roll** all 6 dice.
- Anytime you roll a red number, you **may flip** it to any other number, but you must do so before you roll again.
- You may **re-roll** any dice you wish to. There is **no limit** of rolls per turn, but you have a limit of 30 rolls per game.
- When you choose to end your turn, **score** your dice in any\* empty box **and mark** how many rolls you used.
- Once all 10 boxes are filled, score your **bonus**, if any.
- If you used up all 30 rolls, score 0 for bonus and in any unfilled boxes. Your game ends, but other players continue.

## SCORING

- **NUMBERED BOXES** Add the dice matching the box number. If you have the red number for that box, double the score.



scores **24** points in box   
 or **5** points in box   
 or **8** points in box 

- **RUN** Numbers 1 thru 6 score 21 points in the RUN box. Red numbers don't increase the score but you may score a RUN in that numbered box instead.



scores **21** points in box **RUN** or  or 

- **SET** 3 pairs, 2 triplets, or a quad and a pair score the sum of all 6 dice in the SET box. Like RUNs, red numbers let you score your SET in a numbered box instead.



scores **18** points in box **SET** or  or 

- **SUM** Score the sum of any 6 dice in the SUM box. Red numbers count like white ones.



scores **23** points in box **SUM**

- **RED** Score 10 points for each red number in the RED box.




scores **30** points in box **RED**

- **BONUS** Score 5 points for each unused roll.

## PEPPERS


- **BIG PEPPER** Six 6s, 5s, or 4s score 75 points in the matching box or 50 points anywhere\* else.



scores **75** points in box   
 or **50** points elsewhere

- **LITTLE PEPPER** Six 3s, 2s, or 1s score 50 points in the matching box or 25 points anywhere\* else.



scores **50** points in box   
 or **25** points elsewhere

- **HOT PEPPER** Six red numbers score 100 points in the RUN or RED box or 50 points anywhere\* else.



scores **100** points in box **RUN** or **RED**  
 or **50** points elsewhere

(\*except in the Bonus box)

Visit [www.spicydice.com](http://www.spicydice.com) for cool dice, bonus games, to download extra scoresheets, and MORE!




## EXTRA SPICY RULES

**Each player must have their own set of dice**

*All rules above apply except as follows:*



- Start your first turn by rolling all 6 dice.
- To start all other turns, you **may hold** any dice that weren't used in scoring on your last turn.



if you score **30** points in box   
 you could hold   for your next turn

- You may choose to not score some of your dice to hold them for the next turn. (Note: you can't do this for RUN, SET or PEPPER, which require all 6 dice to be scored).



you could score **26** points in box **SUM**  
 or you could score just **24** points in box **SUM**  
 and hold   for your next turn

- Flipping a red number does not affect whether or not that die may be held. If the die was not used to score, it may be held.

## JUNIOR RULES

**This optional rule prevents younger players from running out of rolls**

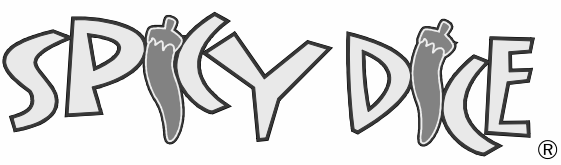
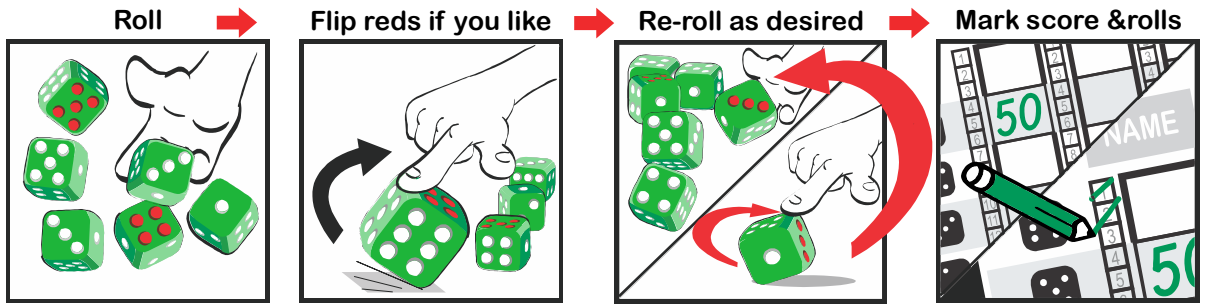
*All rules apply except as follows:*

- There is a limit of 3 rolls on your first turn.
- On all other turns, you may take up to 3 rolls plus any unused rolls from earlier turns.
- The Bonus rule still applies.
- Hint: if you mark your rolls beside your scoring box, it's easy to see how many unused rolls you have available.

Spicy Dice was invented by Andy Daniel.

**Enginuity**

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**BIG PEPPER** or or   
 = 75  
 or 50 anywhere else

**NUMBERED BOXES**  
 Add up dice matching the box, double it if red  
 = 20  
 = ~~12~~ x 2 = 24

**LITTLE PEPPER** or or   
 = 50  
 or 25 anywhere else

**RUN & SET may score where red instead**  
 = 21  
 = 24

Dice 1 through 6 - add 'em up	+  +  +  +  +  = 21
No unmatched dice - add 'em up	+  +  +  +  +  = 24
Any six dice - add 'em up	+  +  +  +  +  = 23
10 points for each red die	+  +  +  +  +  = 40
5 points for each unused roll	<del>24</del> <del>25</del> <del>26</del> <del>27</del> 28 29 30 x 5 = 15

**HOT PEPPER** = 100  
 or 50 anywhere else

These are just examples.  
 Complete rules on other side.

	SUSAN	ANDY	NAME	NAME
	20	75		
		24		
	50	21		
	24			
<b>RUN</b>	100	21		
<b>SET</b>		24		
<b>SUM</b>	23			
<b>RED</b>	40	100		
<b>BONUS</b>				

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Use the score pad

TOTAL	TOTAL	TOTAL	TOTAL
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