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**SPICY DICE**  
BONUS GAME

**Players.** 2 or more.

**Object.** Score as many points as possible by matching up your dice, but don't push your luck too far on one turn.

**Your turn.** Roll all 6 dice. After each roll, you may end your turn and keep your score from the turn, or re-roll, unless you "bust."

**Setting aside.** After each roll, you must "set aside" at least two matching dice or one die which matches one you set aside earlier. You may also set aside other dice, matching or not. Dice you set aside can't be rolled again on this turn unless you "fill up."

**Scoring.** Only dice you set aside score points. Each matched die scores its point value. Unmatched dice don't score.

**Busting.** If your roll does not contain any pair, and does not match any of the dice already set aside (in other words, you haven't added to your score), you've "busted" and your turn ends with a score of zero. (You never lose points from earlier turns.)

**Red numbers.** Red numbers double the score for that number. For example, three white 5s score 15 points, but if one of those 5s is red, they score 30 points instead. Remember that an unmatched red number does not score.

**Filling up.** If you've set aside all 6 dice and none are unmatched, you've "filled up" and now you have a choice: you may stop and get *double* your score for the turn, or you may pick up all 6 dice and Keep on Rolling. If you do, remember that if you bust, you lose all your points from this turn. However, if you fill up again, you can double all the points you accumulated, or take a chance and *keep on rolling* again.

**Note:** If all 6 dice are set aside but some are unmatched, you have not filled up. Since you have nothing left to roll, take your score (not doubled) and end your turn.

Also, a red number only doubles dice currently on the table. It doesn't keep doubling after you Fill Up.

**Keeping score.** Using a marker to keep score. If you Fill Up and decide to Keep on Rolling, use a second marker to record your "this turn so far" score. This will make it easier to handle a Bust or double later in your turn.

**Winning the game.** When one player reaches 250 points, everyone keeps playing. However, if you fail to overtake (not just tie) the current leader by the end of your turn, you're out of the game. Last player remaining wins.

YOU ROLL...	YOU SCORE...
	10 points for the two 5s. You set aside the 5s and keep on rolling.
	14 points. You decide to set aside the 2s and roll the 1 and the 3.
	34 points! 3x5 doubled, plus 2x2. You decide to roll the 4.
	36 points! You've filled up! You could stop and take 72 points (double 36) but you choose to risk it all and keep on rolling. Roll all 6 dice.
	10 more points for the two 5s, for a total of 46. Note that these 5s are not doubled even though you had a red 5 earlier. You set aside the two 5s and also the red 4 (even though it isn't worth any points yet) and roll again.
	6 more points for the two 3s, for a total of 52. You set the 3s aside and decide to risk it all and roll one more time. You can only roll the 1 since you've already set the other 5 dice (including the red 4) aside. If you don't match any numbers, you'll lose all 52 points.
	You did it! 16 more points (two 4s doubled) for a total of 68. This time you decide to end your turn with double 68 (136 points). Nice going!



"Keep on Rolling"™ and "Spicy Dice"® were invented by Andy Daniel. © 2004, 2018 Enginuity LLC.