

# Risky Dice



NOTHING VENTURED, NOTHING GAINED!

A risky game with dice from Harald Havas  
from 2 players, from 8 years old

Roll the dice! At first you still have all six, but then you have to make a decision: try to collect more points by risking another throw, or yet another one? Or does your gut tell you to play it safe, and to chalk up the points you've achieved until now?

Only one thing is certain: lose the gamble,  
lose the game!

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## **GAME MATERIAL**

6 dice

1 game manual

paper and a pencil will also be required

## **AIM OF THE GAME**

The aim is, with some dice-rolling luck and the right measure of readiness to take risks, to be the first player to collect 5,000 points.

## **GAME PREPARATION**

The six dice are laid out ready. One player takes on the role of 'note-taker', who will write down the points of their fellow players throughout the game.

## GAME RULES

- A player is chosen to start. Then take turns clockwise.
- The player whose turn it is to play rolls all the dice. After every roll, they must decide if they wish to collect more points and roll again, or if they wish to end their turn voluntarily.

**The player continues to roll:** should the player continue to roll, they must put at least one dice aside after every throw in order to score points (see 'Dice scores'). Afterwards, they may roll again with the remaining dice. Depending on how ready the player is to risk it all, they can repeat this as often as they like. The points are added up after every roll. But be careful: if no dice score any points after a roll, the player's turn is immediately over. The points which they collected in this turn are forfeited, and it is the next player's turn!


Should the player manage to score with all six dice during their turn, they are allowed to roll once more with all dice, and to continue the game as described above. But be careful, the same applies here: if no points are collected after a roll, all points from the turn are lost!

**The player decides to end their turn voluntarily:** this is only possible when, after one roll, at least one dice carrying a value can be placed aside. The points which they have collected in this turn are noted down by the note-taker, and it is the next player's turn.

*Tip for the note-taker:* In order to always have an overview of how high the scores of individual players are, it makes sense to write down each number of points from a round as an ongoing sum under each player's name.

## DICE SCORES

Dice with the values of 1 and 5 can be scored individually.

 individual value: 100 points

 individual value: 50 points

Any other numbers rolled have no value on their own, but must be used in combination with others to gain points. The dice can be combined into trios or a straight. **Such combinations must always be made from one single roll; they cannot be collected spread out over multiple rolls.**

Trios:  200 points

 300 points

 400 points

 500 points



 600 points

 1,000 points

*Note:* Three dice with the value of 5, which have been individually rolled and set aside, are only worth 150 points, three individually rolled 1s are only worth 300!



Straight:  2,000 points

### Examples


Christian rolls . He puts the 1 and the three 4s to the side as a trio: a total of 500 points. He takes note of the points won, and rolls again with the 6 and the 4: .



As Christian has gained no new points with his new roll, the points he has already collected are forfeited. With this, his turn is over and he gains no points.

Ronja rolls . She puts the three 3s to the side as a trio, as well as the 5, which is scored individually: that makes 350 points. She then rolls again with the 4 and the 2. She rolls .



She has now rolled a total of 500 points. All six dice were able to be scored. Ronja decides to continue playing. She rolls all 6 dice again, and gets .

She takes the value of the 1 and decides to end her turn. The note-taker writes down a total of 600 points for Ronja, and it is the next player's turn.



## THE END OF THE GAME

The game ends as soon as a player has reached the sum of 5,000 points and thus, claims victory. Risk-loving players who are looking for a greater challenge can also, before starting, agree upon a higher or lower number of points needed to win.



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Warning! Not suited for children under 36 months. Contains small parts.  
Danger of suffocation. Please keep address for further reference.

If you have any questions or suggestions about "*Risky Dice*",  
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