



# ROLLING DICE

A dice-rolling fun for 2-6 players

## Game Materials

### 24 dice

4 in each of 6 player colours



### 6 seals as point markers

in 6 player colours



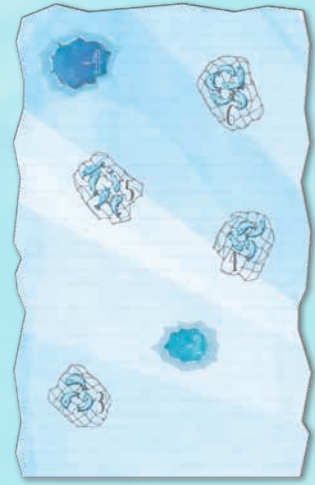
### 1 marking ring



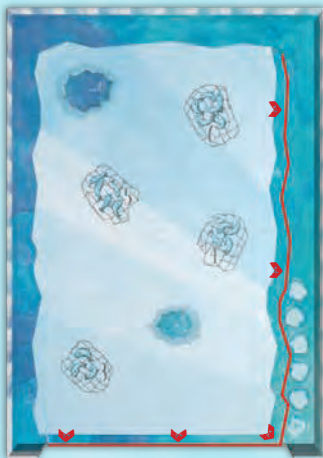
### 10 double-sided adhesive dots (incl. 1 dot in reserve)



### 1 ice floe



1 **dice arena**, to be put together before the first game, using the box bottom and the ice floe.

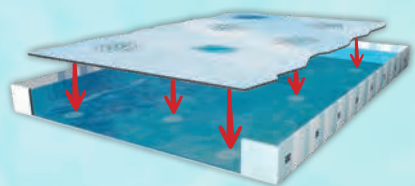


ENTRANCE

To this end, you first need to carefully detach the perforated narrow side of the box bottom. The best way to do this is to use one hand to hold on to the fixed parts to the left and the right of the perforation, and the other hand to cautiously detach the cardboard strip.

Next, you have to affix the ice floe to the box bottom. To do so, peel off 9 adhesive dots from the foil and stick them on the marked positions inside the box bottom. Then remove the second foil of the adhesive dots as well.

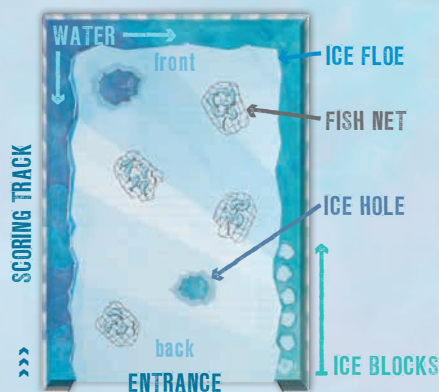
Position the ice floe in the box bottom as shown in the illustration on the left. When applying the ice floe, orientate yourself by the right line and by the open lower edge of the box bottom, the **ENTRANCE**. After that, press the ice floe firmly against the box bottom.



## Description of the Game

In Rolling Dice, the game box becomes a dice arena. Players try to roll their dice as dexterously as possible onto the ice floe. True to the motto "higher or further", a dice scores good points only if it shows a high number or lies far ahead. But watch out: A dice can easily slide off the ice surface and land in the water!

# Set-up of the Game



Place the dice arena and the box lid in the middle of the table.

Each player chooses one player colour. He takes the 4 dice in that colour and puts them in front of him.

Additionally, each player takes the seal in his colour and sticks it on the three-arrow starting space of the scoring track at the rim of the dice arena.

Players determine a starting player.



## GENERAL DICE-ROLLING RULES

The following rules apply to each roll:

1. Before your roll, you may carefully pull the dice arena towards you and orientate it as you wish. Any dice already lying on the ice floe must not slip out of place. If, in spite of being careful, one or more dice slip out of place, try to restore everything to the original state as much as possible.
2. You take your dice into your hand and roll them all at once through the **ENTRANCE** into the dice arena. In doing so, your hand needs to stay outside the dice arena.
3. The player may change the position of other dice on the ice floe with his roll.



## Course of the Game

The game is played over several rounds. The starting player begins the game with 4 dice, rolling them onto the ice floe according to the rules. After that, the other players have their turn in clockwise order. In the first round, players try to roll their dice as well as possible onto the ice floe. In the rounds that follow, players have to outdo the number showing on their dice on the ice floe. At the end of each round, players score points for the dice on the ice floe. After that, the starting player for the new round is determined and a new round can begin.

### 1) ROLLING DICE


#### A) With 4 dice

If you don't have any scoring dice lying on the ice floe – in the first round, this is the case with all players – you roll all 4 dice. Try to throw the dice onto the ice floe to your best advantage.

#### Determine a scoring dice

If one or more of your dice are lying on the ice floe, you choose one of them and leave it there. This is your scoring dice for which you will get points at the end of the round. Put your other 3 dice into the box lid.

#### Dice in the water

If all 4 dice are lying in the **WATER**, you have to place the dice with the highest rolled number on the first unoccupied ice block, beginning at the starting symbol . For this dice, you won't get any points at the end of the round. Put your other 3 dice into the box lid.

**ATTENTION:** A dice has fallen into the water as soon as it touches the water around the ice floe. Dice that end up outside the box bottom also are considered to have "fallen into the water".



#### B) With 3 dice

If you have a scoring dice from the previous round lying on the ice floe – this is possible only from round 2 on – you roll your remaining 3 dice. In doing so, you have to outdo that scoring dice. In order to differentiate the scoring dice from the other dice, you mark it with the ring before you roll.



## Outdo your scoring dice

You outdo your own scoring dice from the previous round by rolling at least one of your 3 dice either **higher** or **further**, provided the dice is lying on the ice floe.

### higher

The rolled number is **higher** than the one on the marked scoring dice. In this case, it doesn't matter where the dice ends up on the ice floe.



### further

The dice ends up **further** ahead on the ice floe than the marked scoring dice. In this case, it doesn't matter what number the dice shows.



If you manage to outdo your scoring dice from the previous round, you leave **one** of your just-rolled dice in place as your new scoring dice – one that is either higher or further or even both. Put the old scoring dice and your other two dice into the box lid. After that, you take the ring and give it to your left neighbour.

## Misthrow

If you do **not** manage to outdo your scoring dice from the previous round, you have to place this dice – without changing the number currently showing – on the first unoccupied ice block. For this dice, you won't get any points at the end of the round. Put your other 3 dice into the box lid. After that, you take the ring and give it to your left neighbour.

## Mishap

If you push your own scoring dice off the ice floe, you take this scoring dice and place it on the first unoccupied ice block. The number that the dice shows after it has been pushed off may not be changed. For this dice, you won't get any points at the end of the round. Put your other 3 dice into the box lid. After that, you take the ring and give it to your left neighbour.

## Special case

If a player pushes another player's scoring dice off the ice floe, its owner immediately takes the dice that was pushed off and places it anywhere he likes on the ice floe. The number that the dice shows after it has been pushed off may not be changed. This special case applies to a roll with 4 and 3 dice.

## 2) SCORING A ROUND

Once everybody has had one turn, a scoring takes place.

Any player whose scoring dice is lying on an ice block doesn't earn **any** points for this round .

All the other players score points. Each of them tallies up the following numbers, adds any bonus points or subtracts any minus points:

- + the number on one's own scoring dice
- + the numbers on all scoring dice that are lying on the ice floe behind one's own scoring dice
- + the numbers on all scoring dice on the ice blocks
- + the bonus points of the respective fish net, provided one's own scoring dice at least touches it
- or
- the minus points of the respective ice hole if one's own scoring dice at least touches it



not in the fish net



in the fish net



not in the ice hole



in the ice hole

The player whose scoring dice is furthest ahead is the first to get his points and to advance his seal the according number of spaces on the scoring track. Each space of the scoring track stands for one point. If the space on the scoring track where the player's seal would land is already occupied, he moves his seal on to the next unoccupied space. The other players follow in the order of their scoring dice on the ice floe, from front to rear.

*Tie rule: If several dice are at the same level on the ice floe, the player who has been furthest behind on the scoring track is the first to score.*

## SCORING EXAMPLE



### Orange Player:

3 (this player's own dice) +1 (green dice) +4 (purple dice)  
+6 (red dice) +5 (blue dice) = 19 points

### Green Player:

1 (this player's own dice) +6 (fish net) +4 (purple dice)  
+6 (red dice) +5 (blue dice) = 22 points

### Purple Player:

4 (this player's own dice) +6 (red dice) +5 (blue dice)  
= 15 points

### Red Player:


6 (this player's own dice) -2 (ice hole) +5 (blue dice)  
= 9 points

### Blue Player:

0 points; but he becomes the starting player for the new round

After the scoring, the scoring dice on the ice floe stay in place for the next round.

## 3) DETERMINING THE STARTING PLAYER OF THE NEXT ROUND

The player whose dice is lying on the ice block with the starting symbol  becomes the new starting player.

If **nobody** has a dice on an ice block, the player whose scoring dice is furthest behind on the ice floe becomes the new starting player.

The starting player gets the ring and begins a new round. The other players follow in clockwise order. Everybody takes his 3 dice out of the box lid and puts them in front of him. The players who have had a dice on an ice block take this dice back as well; in the next round, they will roll 4 dice again.

## End of the Game

The game ends after the round in which at least one player reaches or exceeds the number of points required (see table). The player with the most points wins.

NUMBER OF PLAYERS	NUMBER OF POINTS
2, 3 & 4	75
5 & 6	100

## Special rules for the two-player game

The rules of the basic game remain unchanged, except for the following changes:

Each player uses 2 colours. Once one of the two players reaches 75 points for one of his colours, the game ends after that round. Players tally up the points for their 2 colours. The player with the most points wins.

**Authors:** PETER WICHMANN & Albrecht Werstein | Karl-Heinz Schmiel | Klaus Zoch [The PAKK Team]

**Graphic design:** Kreativbunker & ABACUSSPIELE

**English translation:** Sybille & Bruce Whitehill, "Word for Wort"

Distribution in Switzerland: Carletto AG, Moosacherstr. 14, CH-8820 Wädenswil

© 2021 ABACUSSPIELE Verlags GmbH & Co. KG, Frankfurter Str. 121, 63303 Dreieich, Germany

Made in Germany. All rights reserved.

Visit us at [www.abacusspiele.de](http://www.abacusspiele.de) or at

