



*The thrilling game
of dice combinations
by Sid Sackson
for 1-6 players
ages 8 and up.*

Game Materials

- 5 Dice
- 6 Pencils
- 1 Set of Rules
- 1 EXTRA Score Pad
- 1 Dice Tower

Objective

On every roll of the dice, each player matches two pairs of dice for himself, adding the points from each pair and recording these two sums on his sheet. The remaining 5th die will be noted separately as an EXTRA. This means you have to carefully make your decisions, because the game ends for each player as soon as he has to check the last box in one of the three columns in the EXTRA Chart. When all players have checked one last box in their EXTRA charts, the player with the most points wins the game.

Setup

Each player receives a sheet of the score pad and a pencil.

Gameplay

Determine a first player. He takes the dice and drops them into the dice tower.

The result counts for all players. Each player evaluates this dice throw for himself and notes the results on his sheet. To do this, each player matches two pairs of dice out of the 5 dice thrown and records the sum of each pair. Both sums must be checked in the appropriate row in the first empty box from the left.

The remaining 5th die then has to be recorded in one of the 3 columns in the EXTRA chart (see next page). When all players have noted their results, they state their combinations so the other players can verify them.

Note: Each die may only be used once, either in one of the two pairs, or as the 5th die for the EXTRA chart.



Example:

The following numbers were thrown:
1, 2, 2, 3, 5. Mary decides to make
the sums: $2 + 2 = 4$ and
 $1 + 5 = 6$ and therefore checks
one box in row 4 and one
in row 6. Likewise, the
remaining 5th die, the die
with the 3, will be recorded
in the EXTRA chart.
She states her combination
aloud, "4, 6, and 3".



The EXTRA Number

After the first dice throw, each player determines his first EXTRA number using the 5th die (the number that was not paired). This number will be written in one of the three columns (player's choice) in the EXTRA chart, beneath "EXTRA!", and the first box in this column will be checked.

At most, each player may determine 3 different EXTRA numbers during the game. As long as a player hasn't determined 3 EXTRA numbers, he is free to choose whether he checks an existing number once more or notes and checks a new number.

As soon as a player has determined 3 EXTRA numbers, the following 3 situations may occur:



- 1 The dice throw contains **only one of his EXTRA numbers**. In this case the player **must check this number** and may not use this die in a pair.
- 2 The dice throw contains **several of his EXTRA numbers**. The player is **free to choose** which of these dice he does not use in a pair and checks it as his EXTRA number.
- 3 The dice throw contains **none of his EXTRA numbers**. Lucky guy! The player takes any four dice to make two sums and **ignores the 5th die** without having to put a check on the EXTRA chart.

Note: The 3rd case may only happen when a player already has determined **all 3 EXTRA numbers**. If it is possible to check an EXTRA number, you must do so.

Example:



The following numbers were thrown: 2, 4, 5, 5, 5.
Because Mary has already noted 1, 3, and 6
as EXTRA numbers, she doesn't have to
check an EXTRA column for this roll.

After all players have evaluated the dice throw, the next player (clockwise) drops the dice into the dice tower.

Completed Row

It is allowed to form a pair for which the boxes of that sum are completely checked. In this case, no further box in this row is checked.



End of Game

The game **doesn't end simultaneously** for all players.

As soon as one player has to check the last (light blue) box in one column of his EXTRA numbers, his game is finished.

Players who didn't have to check a last box of an EXTRA column continue to play until they must do so.

Scoring

At the end of the game, each player calculates the results of his rows.

- There are 0 points scored for rows without any check.
- Rows which didn't leave the '-200' zone score 200 penalty points, regardless of how many boxes are checked.
- All other rows score the indicated victory points , multiplied by the highest factor which is checked in that row.

The final result is comprised of the totals of all victory and penalty points. The winner is the player with the most victory points.

If no player has a positive result, then the player with the least penalty points wins.

Example:

The number '11' has been checked 7 times, reaching the factor of '3'.

The assigned victory points for '11' is 70, so the score for this row at the end of the game is $70 \times 3 = 210$ victory points.

10	-200	0	1x	2x	3x	5x	7x	P	+	-
2	✗							100	+	-200
3								70	+	-
4	✗✗✗✗	✗	✗	✗	✗	✗	✗	60	+ 420	-
5	✗✗✗✗							50	+	-200
6	✗✗✗✗	✗	✗	✗				40	+ 80	-
7	✗✗✗✗							30	+	-
8								40	+	-
9								50	+	-
10	✗✗✗							60	+	-200
11	✗✗✗	✗	✗	✗	✗	✗	✗	70	+ 210	-
12	✗✗✗	✗	✗	✗				100	+ 100	-
									+ 810	-600
									+210	

EXTRA!

5.10

6 3 1

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

✗✗✗

NAME _____

Solitaire Play

In solitaire play, the same rules apply. The player tries to outscore his personal record. The game is lost if the player has a negative total score.

Playing with Children

To give children a slight advantage, the following modification of the rules is recommended: When determining the EXTRA numbers, the children only note the EXTRA number and don't check the first box until the next time the EXTRA number appears.