CONTENTS

13 DICE MADE OF FSC® WOOD

- 4 GREEN DICE WITH ODD NUMBERS
- 4 BLUE DICE WITH EVEN NUMBERS
- 4 RED DICE WITH OPERATIONS
- 1 ORANGE DIE WITH 'EQUALS' SIGNS

1 INSTRUCTION BOOKLET

THE TOURNAMENT

Play three matches, one for each of the games, in the same order that they appear in this booklet.

At the end of each game the **winner scores 10 points**, the player who comes second scores 7 points, third scores 6 points and so on, down to 3 points for the person who comes last (assuming you play with 6 players).

In all three of the games there is only ever one winner, although players who don't win can draw with each other too.

The target scores are decreased when playing the tournament: **37 points** for Game N. 1, **31 points** for Game N. 2 and **2 points** for Game N. 3.

In the event of a draw at the end of the tournament, the winner will be the person who won the Game N. 2 ALL TOGETHER.

GAME N. 1

ONE BY ONE

6-99 2-6

Preparation and start of the game

The youngest player starts.

Playing the game

Each player throws all the dice in turn, and turns move round clockwise. The first player throws all 13 dice and **makes an equation** from the numbers and operations. Equations such as 53 = 53 are not allowed.

A '0' may not be used at the start of a number (such as 09). Players may not divide or multiply by zero.

Scoring is as follows:

- **1 point for each die used**
- a multiplication sign scores **2 points**, a division sign scores **3 points**. However, this rule does not apply if you are multiplying or dividing by the number 1
- a **double digit number** scores 3 points (2+1), a **three digit number** scores 6 (3+2+1) and so on
- 1 bonus point for using 12 dice
- 2 bonus points for using all 13 dice

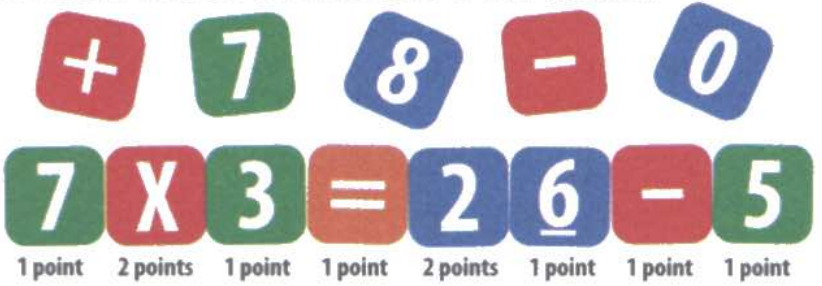
When each player has had a turn at making an equation, bonus points are awarded as follows to the player with the highest score:

- 2 points to a single player with the highest score
- 1 point each to all players with the same high score

The game continues with another round.

End of the game

The winner is the first to score **47 points**. In the event of a tie, the players with the equal high score take another turn each, and so on until one is the winner.



Example of score: 10 points

GAME N. 2

ALL TOGETHER

6-99 2-6

Preparation and start of the game

Each player needs a sheet of paper and a pen.

Playing the game

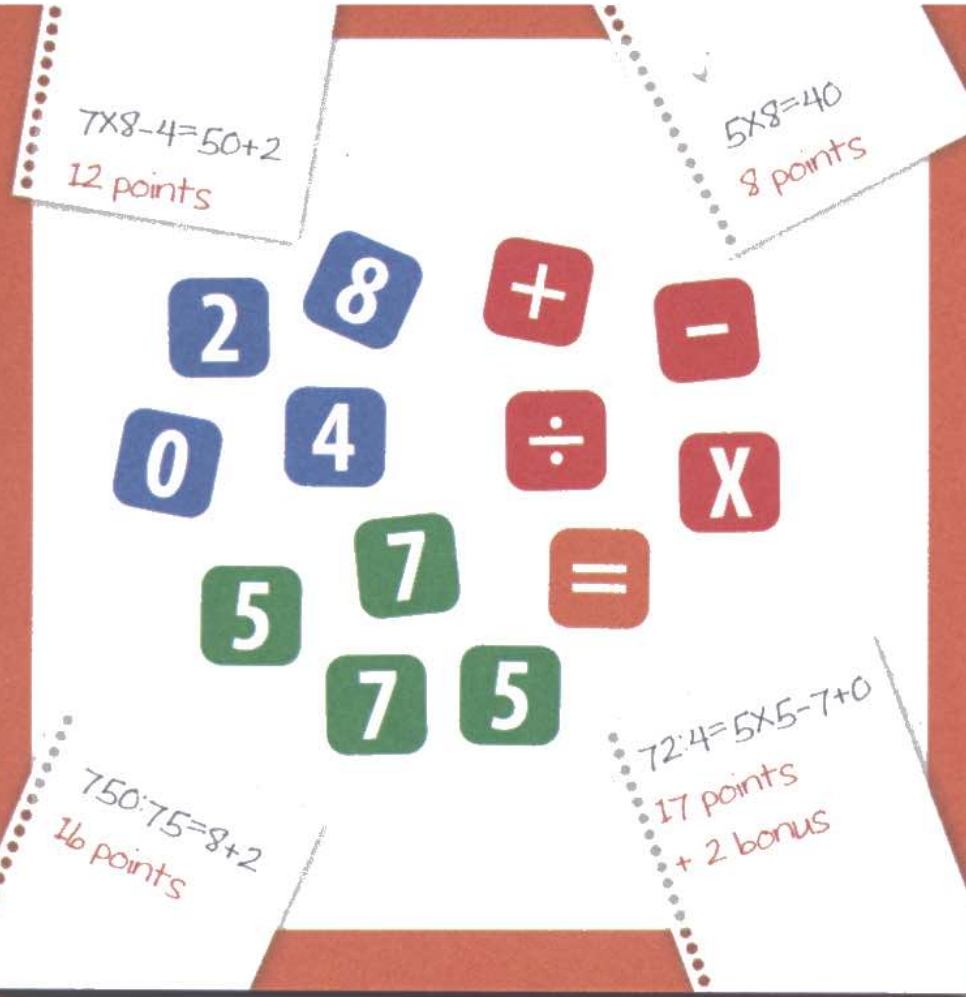
The 13 dice are all thrown and then in groups according to colour and left on the table in clear view of all the players. **The dice must not be moved**.

Each player makes the longest possible equation from the numbers and operations, **and writes it on his/her paper**.

When everyone has finished all the equations are **read out and checked**. Points are awarded as for Game N. 1.

End of the game

The winner is the first to score **41 points**. In the event of a tie, the players with the equal high score take another turn, and so on until one is the winner.



GAME N. 3

THE LAST DIE

6-99 2-6

Preparation and start of the game

The youngest player starts.

Playing the game

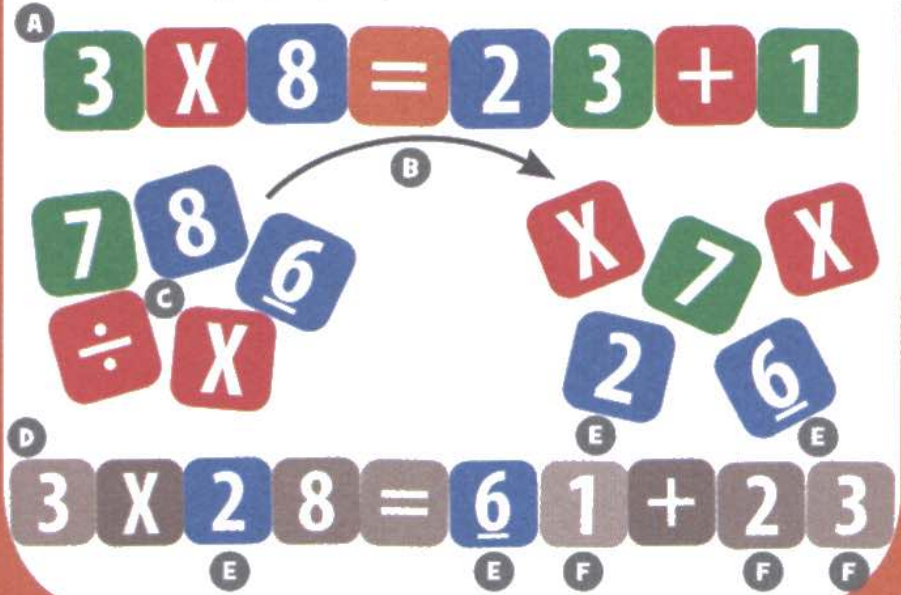
The first player throws all 13 dice and makes (A) an equation with the numbers and operations, moving them around to try and use as many dice as possible. When he/she has finished, it is then the turn of the player on his/her left, who throws (B) only the dice not used (C) for the first player's equation, and tries to make a new equation (D) using **at least (E) one new die**. The dice used in the initial equation cannot be changed, but can be rearranged (F) to make the new equation.

The round continues with fewer dice at each throw, **until the player throwing the dice is unable to add any new ones**.

The last person to add a die to the equation wins the round and is **awarded 1 point**. The game starts again with a new throw of all the dice.

End of the game

The winner is the first to score **3 points** (5 points if there are only 2 players).



SOLITAIRE

YAHTZEE

8-99 1-6

Yahtzee is a game for a single player, or multiple players taking turns. It is based on the original yahtzee game that is played with five regular dice.

There are **5 different combinations**, which each player must resolve **by throwing the 13 dice** and creating an equation. Once you have the combination (eg. a poker: four dice of the same colour) the player scores the points for the equation on that line, which can no longer be used. The game ends after the 5th throw, even if all 5 combinations have not been used.

The dice are only thrown once, but up to 5 dice can be re-thrown once more, removing one point from the final value of the equation for each die that is thrown again.

Points must be scored in one of the remaining free lines on the **score sheet**. If the equation does not match any of the remaining combinations, it scores zero in one of the lines that are still empty.

The winner is the one who has the most points after 5 throws.

The 5 combinations:

- **Blue**: the equation contains at least 3 blue dice.

If there are 4 blue dice, you have a bonus of 3 points

A 

- **Green**: the same as Blue, but with green dice
- **Red**: the same as Blue, but with red dice
- **Poker**: the equation contains 4 dice of the same colour
- **101**: there is a number greater than 100

B 

The YAHTZEE score sheet

	Paul	Simon	David
BLUE	10 A		
GREEN			
RED			
POKER			
101		13 B	
TOTAL			

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