

DICEcapades!

How to play



Kerfuffle!

Contents

25 Blue Dice, 25 Red Dice, 25 Green Dice, 25 White Dice, 1 Big Die, 60 Cards, and Game Grid

Object of the game

While following the directions on the card, place your dice on the game grid in rows and columns that create pairs, three-of-a-kind, four-of-a-kind, etc., and straights of three or more dice. Be the first player to get rid of all your dice to win!

Setting up the game

- 1 Place the game grid in the center of the playing area.
- 2 Shuffle the card deck and place them face down near the game grid. This is the draw pile.
- 3 Separate the dice by color (red, blue, green, and white).
- 4 If playing with 2 players, each player will choose two dice colors and take all of these dice (50 dice total per player).
- 5 If playing with 3 or 4 players, each player will choose one dice color and take all of these dice (25 dice total per player). If playing with 3 players, one dice color will not be used. These dice are put to the side and out of play.
- 6 Players place their dice in front of them; this is their dice pile.



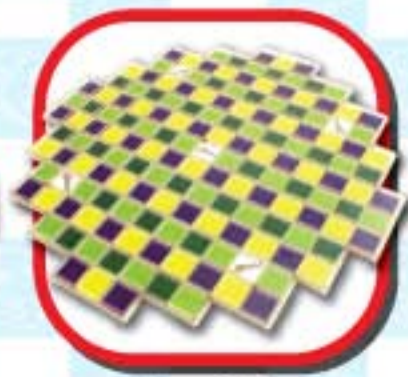
Red, Blue, Green,
and White Dice



Big Die



Card Deck



Game Grid

What to do on your turn

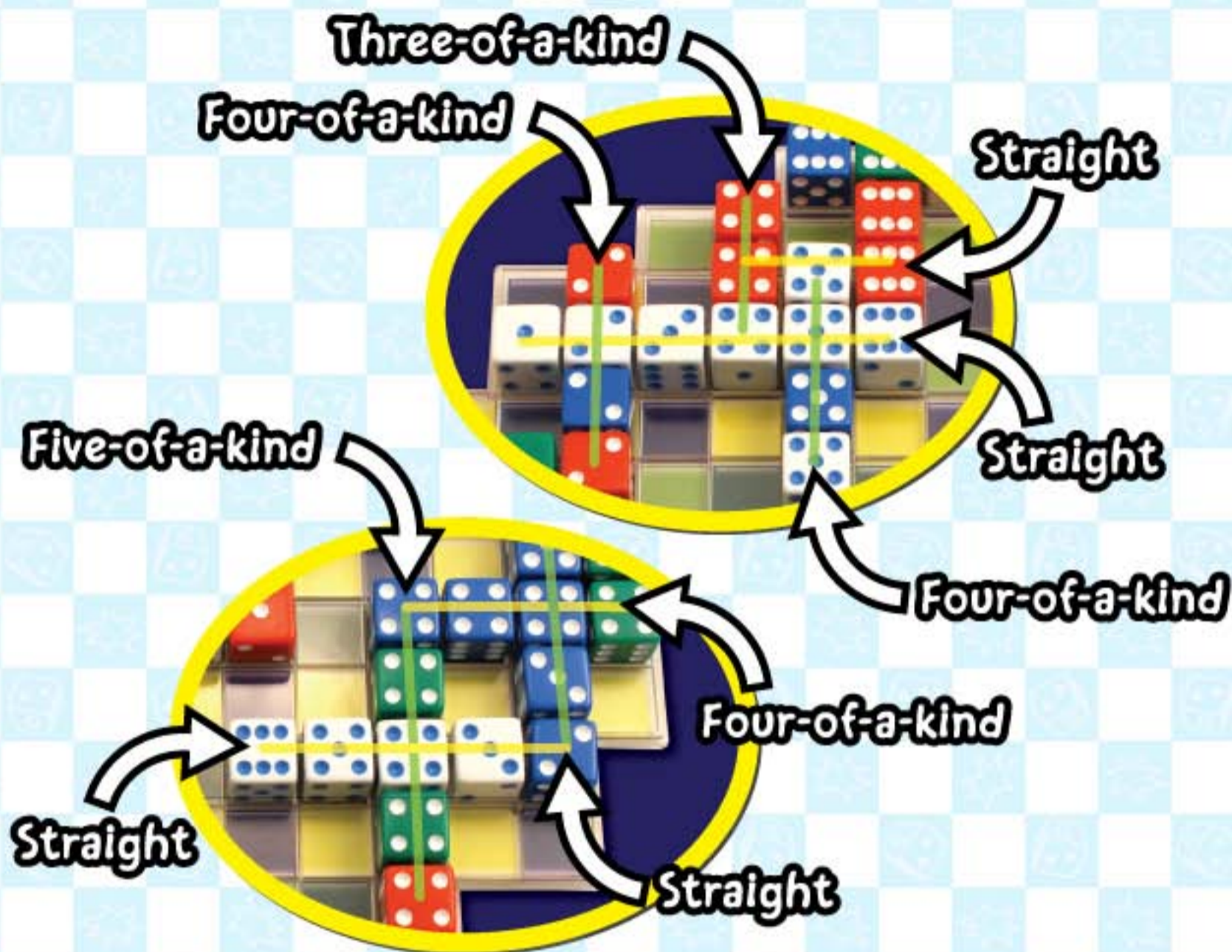
When starting the game, the youngest player goes first.

- 1** Always start your turn by drawing a card from the draw pile. You will follow the instructions on the card for this turn only.
- 2** Roll the big die and take that many dice from your dice pile (unless the card says otherwise).
- 3** Roll these dice.
- 4** Now, place these rolled dice on the game grid following the placement rules below and the card instructions.
- 5** Once you get rid of these rolled dice, your turn is over.
- 6** If you cannot place all of these rolled dice on the grid, return them to your dice pile and your turn is over.
- 7** Place the card you used on this turn face down and out of play; this is the discard pile. It is now the next player's turn going clockwise.

Dice placement rules

- 1** When starting the game, the first player will start the first row or column of dice from any "Kerfuffle™" space on the game grid. On all subsequent turns, dice can only be added to existing dice on the game grid, or a new row or column can be started from any open "Kerfuffle™" space on the game grid.
- 2** On your turn, you are trying to get rid of all your rolled dice while following the instructions on the card. You can make as many placements as needed to get rid of your rolled dice. You can use any quantity of your rolled dice during each placement. However, each dice placement must add to or create at least a pair of the same number (two-of-a-kind, three-of-a-kind, four-of-a-kind, five-of-a-kind, etc.) or a straight of three or more dice (1,2,3 or 2,3,4,5 or 1,2,3,4,5,6 etc.).
- 3** If placing your rolled dice near a cluster of dice, all of your placed dice must be adding to, or creating, a pair or greater or a straight of three or more dice in BOTH horizontal and vertical directions.
- 4** When placing your rolled dice on the game grid, if you cannot add to or create a pair or greater or create or add to a straight, your turn is over. The unused rolled dice go back in your dice pile.
- 5** You can place your dice next to any other colored dice as long as you create or add to a pair or greater or create or add to a straight. It is okay for a pair or greater or a straight to be made of one or more colors.

Examples



IMPORTANT!
Placed dice must follow the dice placement rules in ALL directions!

Winning the game

The first player to get rid of all their dice wins the game!

OPTIONAL: The other players can continue to play to see who comes in second, third, or fourth place!

Other stuff

- 1 Don't feel whacky tonight? Then play without the cards! It's still fun (kind of).
- 2 The longest "pair or more" you can possibly have on the game grid is 15 dice in a row of the same number.
- 3 The longest straight is 1,2,3,4,5,6.
- 4 Remember, you don't have to place all of your rolled dice down in one placement. You can make as many placements as you are able, as long as each placement satisfies the dice placement rules.
- 5 Remember, the placed dice must satisfy the dice placement rules in ALL directions. When you place dice down, don't just check one direction. You need to check both directions.
- 6 Once you place the dice on the game grid, and if it is a legal move, you cannot move the dice again. Make sure you place them where you want them!

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