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AGE 7+  
PLAYERS 20

Kids

# Robbin' Eggs!

How to play

## Contents

Robbin' Nest, 18 Robbin' Eggs (12 positive-numbered blue eggs and 6 negative-numbered green eggs), 30 Cards, Die, Score Pad, and Pencil

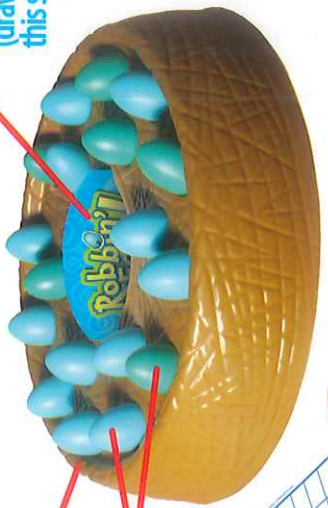
## Object of the game

Turn over eggs one at a time trying to get the sum of your eggs as close to the number rolled. If your sum is more or less than the number rolled you will receive penalty points equal to the difference. The player with the lowest score after five rounds wins!

## Setting up the game

- 1 Place the nest in the center of the playing area.
- 2 Randomly place all 18 eggs in the nest with the numbers face down.
- 3 Shuffle the card deck and place it in the nest.
- 4 Place the score pad, pencil, and die near the nest.

Card Deck (draw from this side)



Nest

Eggs

Score Pad

Pencil

Die



# What to do on your turn

*When starting the game, the youngest player will go first. Write each player's name on the score pad going clockwise from the youngest player.*

- 1 Always start your turn by drawing a card from the nest (draw from the side that says "Robbin' Eggs").
- 2 Follow the directions on the card (if you draw a Special Card, see below). The standard cards will have you rolling the die first and then turning over the required number of eggs in an attempt to get the sum of your eggs as close to the number rolled. As you turn the eggs, leave them in the nest with the numbers face up. Add up the eggs as you turn them.
- 3 After turning over the required number of eggs, record your score on the score pad. If your sum is more or less than the number rolled you will receive penalty points equal to the difference. For instance, you rolled a 12 and the sum of your turned eggs is 15, then score 3 points. If you are able to match the rolled number, your score is zero!
- 4 Return the card to the nest (on the opposite side you drew it from). Turn all turned eggs back over with the numbers face-down.
- 5 Your turn is now over and it is the next player's turn going clockwise.

## The special cards



### The Rob Card

If you draw a Rob Card, place it in front of you, score zero for the round, and end your turn. This card now allows you to "rob" eggs from an opponent during their turn. Play this card at any time during an opponent's turn and remove the number of eggs shown on the card from the nest, placing them out of play. Your opponent must follow the rules on their drawn card but they cannot use any of the eggs you removed (even ones they already turned)! After their turn, return the robbed eggs (number down) and the Rob Card (on the opposite side you drew it from) to the nest.

### Scrambled Eggs!



If you draw this card, without looking at the numbers, mix up the location of as many eggs in the nest as you'd like! This resets the nest and the location of any numbers you and your opponents may have memorized. Oh no!! After you mix up the eggs, score zero for the round and end your turn.

# Winning the game

After five rounds, tally up the scores on the score pad.  
**The player with the lowest score wins the game!**

## Other stuff



**Remember where those eggs are!** Pay attention during your turn and as the other players are turning over eggs. The more eggs you can remember the easier it is to get your sum close to the rolled number!



**The blue eggs have positive numbers** 1 through 12 on the bottom of them. When turning these eggs over, **ADD** them to your total.



**The green eggs have negative numbers** -1 through -6 on the bottom of them. When turning these eggs over, **SUBTRACT** them from your total. It is possible to end with a negative number as your sum. So, choose these eggs last and wisely!



**If your total sum is a negative number** after turning over the required number of eggs, then score accordingly. For instance, if you rolled a 5 and your total sum is -2, then score 7 penalty points.



**Two ways to play!** If the younger players don't quite get negative numbers yet, they can choose to turn over only the blue eggs so only addition is involved.



**Is that a '9' or a '6'?** On the die, the nine and the six have dots to the right of them. The dot is at the bottom of the number!