Flickin' Chicken™

Dicecapades!™

Guinness World Records® The Board Game

Adult | AGES **12+** | ⏱ **30** | 👥 **3-6 PLAYERS**

HAYWIRE GROUP. *It's all FUN and GAMES!®*

DICEcapades!®

Outnumbered!™

WHY IS THIS BOX SO HEAVY?:

This game contains 60 dice (6 different colors of 10), 6 trays, and 375 cards (750 questions)

OBJECT OF THE GAME:

Earn points by being the first player to shout out the correct answers to questions and have the matching numbers on your dice. The player with the most points at the end wins!

SET UP:

Players take 10 dice of the same color and a corresponding colored tray. These are your dice for the entire game. Place the card box near the center of the playing area.

HOW TO ANSWER QUESTIONS:

The answer to every question is a number. Players have to know the answer and be the first to shout it out but ALSO have the numbered dice in their dice tray. You must have one die for each unique number in the answer. If the answer has multiples of the same number, you only need one of these rolled numbers on your dice.

EXAMPLES:

The question is "What year did the Berlin Wall come down?"
Answer: 1989
Rolled dice numbers needed: 1, 9, and 8

The question is "Stooges"
Answer: 3
Rolled die number needed: 3

The question is "Formula ____"
Answer: 409
Rolled dice numbers needed: 4, 0, and 9

HOW IT WORKS:

1 The game is played with as many rounds as players. Each round consists of 10 questions. Each player will take turns being the card reader for a round. Decide who will be the card reader first and have this person draw 10 cards from either side of the card box.

NOTE: The cards are color coded by side, only to help keep the card box organized, and to help you remember which side you drew from.

2 After the card reader has drawn 10 cards, have every player (except the card reader) roll their dice into their dice tray. **THESE ARE YOUR DICE FOR THE WHOLE ROUND!** You do not re-roll the dice until all 10 cards in the round have been read and there is a new card reader. **You may not organize your dice after they have been rolled; this is part of the fun! Don't touch them!**

3 The card reader now reads each one of the 10 cards, one at a time, and out loud. The first player to answer the question correctly, and have the matching dice, is given the card (for scoring later) and it is placed next to the players tray. If no one can get the right answer, or no one knows the answer, the card is considered 'dead' and is discarded. Play continues until all 10 cards have been read out loud, one at a time.

NOTE: Be careful that you don't call out the correct answer if you don't have the matching dice in your tray! Other players might steal your answer if they have the dice needed! You only get the card, and score points, if you shout the correct answer AND have the matching rolled dice in your tray.

4 After all 10 cards have been read, the round is now over and the card box is passed to the player to the left of the last card reader. Repeat until all players have been the card reader once. Remember to re-roll your dice at the start of each round and when a new card reader has drawn 10 cards.

SCORING AND WINNING:

After all players have been the card reader once, each player tallies up the points on their cards. The player with the highest point total wins the game!

I'M CONFUSED!:

Q: "Can I rearrange the dice after I roll them so I can read them better?"
A: No, that's part of the fun!

Q: "The dice I rolled stink! Can I re-roll them?"
A: No, get over it.

Q: "How many chances do I get to yell out the answer to a card?"
A: As many as you can until someone gets the right answer. The card reader has the authority to decide if the card is dead if no one answers it fast enough.

NOTE: IF you don't know the answer, you CANNOT count your numbers out loud in hopes that one of them is correct!

Q: "Why was one card worth 4 points but a different card just as hard was only worth 1 point?"
A: Questions are worth 1 point for every unique number in the answer! The more dice you need to answer, the more points you earn!