

The BIG #1



The #1 on each of the 12-sided dice is called the **BIG #1**. Such a roll is special and applies the following:

- A **BIG #1** play is the highest score and automatically wins the points (except when 2 or more players play a **BIG #1**, in which case the NEXT highest number wins).
- A winning **BIG #1** play also allows that player to swap points from any prior round. For example, it is now round #3 which is being played for 2 points. Keith wins the round with a **BIG #1** and decides to swap his 2 points for winning round #3 for the 7 points that Maggie had previously won in round #2 (see score sheet on right for scoring).

The play of a **BIG #1** can change the entire outcome of the game in an instant and is a sly and sneaky move.

5 Players

The game can be played by 5 players which requires each player to start with 4 dice of any color. For example, during a 5-player game, the 5th player will take one die of each color from the other players so that everyone will play the game with 4 dice instead of 5).

	Craz			
Round	1	2	3	
Points	5	7	2	
Player				
Jeff				
Maggie			X	
Marianne	X			
Keith		X		

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Crazy Like a FOX™

A Dice Game
For the Cunning & Sly

Rules of Play



(most fun with 3-4 players)

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Contents

- (20) 12-sided dice (4 sets of 5 dice)
- (1) 8-sided black die
- Scorepad
- Instructions

Object of the Game

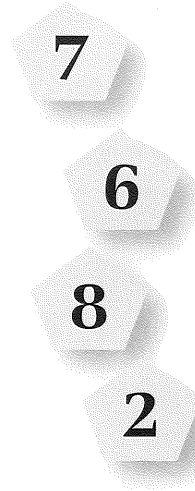
The winner is the player with the most points after 10 rounds of play.


Set Up

Each player takes a set of 5, 12-sided dice of the same color. (See the special set up rules at the end of this section which apply when played by 5 people.)

Playing the Game

- The game is played in 10 rounds.
- Prior to the start of every round the black, 8-sided die is rolled to determine the points for that round. (For example: Before round #1, Player A rolls a 5 with the black die. This means that round #1 is worth 5 points and the number 5 is then written onto the score sheet – see score sheet on right.)
- Players simultaneously roll their 5, 12-sided dice and cover their roll so that no other players can see their dice.
- Players then select which of their 5 dice to play for that round by “cupping” that 1 die under their other hand.
- Players simultaneously uncover the 1 die they have chosen to play. The highest number wins the round. The winner marks an “X” next to his/her name under round #1 designating that he/she won the 5 points.
- For example, the diagram on the next page shows the dice played for round #1. Marianne played the 8, the highest number, to win round #1 and earn 5 points. She then marks an “X” next to her name as indicated.



		Craz		
Round	1	2	3	
Points	5			
Player				
<i>Jeff</i>				
<i>Maggie</i>				
<i>Marianne</i>	X			
<i>Keith</i>				

- The dice just played are then removed from the game so that in round #2 players will have 4 dice remaining.
- If there is more than one player with the highest dice number in a round, they cancel each other and the next highest number wins.
- After 5 rounds of play, players reroll all 5 of their dice to play rounds 6-10.
- The strategy of the game is for players to decide when to play their highest and lowest number dice. Players may not want to play their highest die during a round when the available points are low, and vice versa. It's a matter of out-foxing your opponents.