

## How to play a round

*When starting the game, the youngest player will be the dealer first.*

- 1 Always start each round by dealing each player three cards face down in front of them.
- 2 Line the cards up so they are next to each other in a row.
- 3 Once all players have three cards, everyone turns them over at the same time.
- 4 If a player has a 'swap' card (see special cards) then they will swap a card with another player before rolling. If more than one player has a swap card then swap in order from the dealer going clockwise.
- 5 All players now roll all 12 of their letter dice at the same time.
- 6 After rolling, players quickly try to complete as many of their crossword cards using the face-up letters on their rolled dice. The object is to be the first player to complete all of their crossword cards. (If a player has one or more special cards then they have less crosswords to complete!)
- 7 If a player is able to complete all of their crossword cards then they yell "Dice-T!" and **play stops immediately**.
- 8 Or, if no one is able to complete all of their crossword cards, and if all players agree, then play stops.
- 9 After play stops, **ALL** players will receive the point values shown on each of their **COMPLETED** crossword cards. Add bonus points to or subtract penalty points from a player's round score if they have one or more of these special cards. **No points are awarded for incomplete cards.**
- 10 Score each player's points on the score pad and place the cards used in this round to the side.
- 11 The round is now over and it is the next player's turn going clockwise to be the dealer.

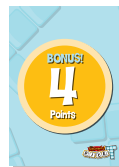
NOTE: Once all cards have been used, gather all the cards and reshuffle them as a new deck.

## Winning the game

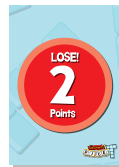
After ten rounds, add up the scores on the score pad. The player with the highest score wins!

## The special cards

Remember, if you are dealt one or more special cards then you have less crosswords to complete making it easier to get a Dice-T first! So, even 'Lose Points' cards can be good!



**Bonus Points** – If you are dealt one or more of these cards then add the bonus points shown to your round score.



**Lose Points** – If you are dealt one or more of these cards then subtract the penalty points shown from your round score. If you didn't score any points for the round then you will receive negative points for the round!



**Swap** – If you are dealt this card then keep the card and swap any OTHER card with any opponent. You **MUST** swap if you get this card. This is an opportunity to get a better crossword card or to steal an opponent's 'Bonus Points' card or give them your 'Lose Points' card!



**Reroll** – If you are dealt this card then you may re-roll any number of your undesired dice one time during the round. When you are ready to use this card, pick the dice you want to re-roll and roll them all at once. After you roll, you may not re-roll any other dice. You can only use this card once during the round.

## Other stuff



**The letters on the cards** – If a crossword card has one or more letters on a crossword, don't place dice on these spaces; use these letters in the words you create.



**Wild!** – If your crossword card has one or more Wild! spaces, don't place a die on this space; declare the space to be any one letter of your choosing. If the wild space is at an intersection then the declared letter must be used in both directions.



**Orientation** – Words on your crossword cards are read left to right and up and down only.



**Acceptable words** – If it's in the dictionary, it's an acceptable word!



**Short game** – For a shorter game, play five rounds!



**Points** – Each crossword card has a point value in the lower left corner. If you complete the card you receive this point value!



**Another way to play!** – Want to mix it up? Remove the re-roll cards from the deck and allow all players to re-roll any undesired dice one time during the round. Pick the dice you want to re-roll and roll them all at once. After you roll, you may not re-roll any other dice during the round.

Everyone

AGE  
8+

2-4  
PLAYERS

How to play



### Whats in the box?

48 Letter Dice, 50 Dice-T™ Cards, Score Pad, and Pencil

### Object of the game

Quickly complete as many of your crossword cards using your rolled dice. First player to complete all their crosswords yells "Dice-T!" and play stops. Highest score at the end of ten rounds wins!

### Setting up the game

- 1 Each player takes 12 letter dice (take all of the same color) and places them in front of them.
- 2 Write each player's name on the score pad using the included pencil.
- 3 Shuffle the card deck.

