

# DICEcapades!



2-6  
Players

Ages  
12+

Avg. Game  
15 min.



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## WHAT'S IN THE BOX?

22 Dice, 100 Cards, Sand Timer, and Score Pad.

## OBJECT OF THE GAME

Successfully complete challenges to score points. Be the first to score 20 points and win!

## SETUP

- 1 Shuffle all 100 cards together (mix up the different card types) and stack in one pile (face down) in the center of the table.
- 2 Place all 22 dice on the table and near the card deck. Grab some scrap paper and a pencil. You'll need these for some of the challenges.
- 3 Choose a player to be the 'scorekeeper'. Have this person write everyone's initials on the top of the score pad. The 'scorekeeper' will record and tally the scores as the game is played.

## WHAT TO DO ON YOUR TURN

*When starting the game the youngest player goes first.*

- 1 Always start your turn by drawing the top card of the deck.  
**NOTE: If the top card is a "Triviaville" card, have the person on your left read this card to you. No peeking!**
- 2 Follow the instructions on the card. If successful, score the number of points shown on the card.
- 3 Your turn is now over. Place the card on the bottom of the deck or to the side. It is now the next player's turn going clockwise.

## WINNING THE GAME

The first person to score 20 points wins the game!





# MISCELLANEOUS STUFF



The top of each challenge card tells you which dice you will need to complete the challenge (use the dice reference chart below for clarification of each die's name). In the center of each card is the challenge. The bottom of each card tells you how many points to score if you complete the challenge.



The six-color die is used for all 'Triviaville' questions and 'Actionland' DRAWING cards. Roll this die to determine the trivia question or drawing clue by matching the color on the card's clue/question with the color that was rolled.



The white number die's value is determined by rolling and then reading the number closest to the table.



The 'funky die's' value is determined by rolling and adding the value of the inner and outer dice together.



**STAY FRIENDS!** Not all cards have the answers on them! On these cards it's up to you and the other players to determine the correct answer. If no one can agree then take a vote to decide.



Do you have more than six eager players ready to play? Play with teams, it's twice the fun! As they say, two brains are better than one!



Use the included thirty-second sand timer for the challenge cards with a time limit.



If using this QuickPlay game to supplement your original DICEcapades!™ board game, you now have all new picture dice, activity cards and the same old letter and number dice you've come to love! Purchase the original version of DICEcapades!™ at [www.haywiregroup.com](http://www.haywiregroup.com).



If using the QuickPlay cards with the original DICEcapades! board game, instead of scoring points, move your pawn on the game board.

## DICE REFERENCE CHART



White  
Number Die



Black  
Number Die



Red  
Number Die



Blue  
Number Die



Green  
Number Die



Yellow  
Number Die



Funky Die



Mini Ivory  
Spot Die



Picture  
Die



Six-Color  
Die



Letter  
Die