

Rules of Play

2 to 4 Players
(Also Great Solo Play)

GAME OBJECTIVE

Roll the dice to cover all the numbers (1-9) and be the player with the lowest score.

HOW TO PLAY

First, each player selects a pawn and places it at **Start** on the game board. To start the game, uncover the nine windows so the numbers are displayed. A round of play consists of each player taking one turn at slamming the door. The first player rolls the dice into the box and uses the character cards to cover any single combination of numbers that matches his or her roll. Any die that leaves the playing field or leans at an angle against the inside of the box, requires a re-roll.

Example: If you roll a 5 and 3, you may cover any single combination of numbers that add up to 8. You may lay down the number 8; the 5 and 3; the 6 and 2; the 7 and 1; the 5, 2, and 1 numbers; or the 4, 3, and 1 numbers.

Continue rolling and covering numbers. When the remaining numbers add up to 6 or less, roll a single die. When no more numbers can be covered based on the roll of the dice, then the turn is over. Time to add up the score. If all the numbers are covered, then the player has slammed the door and the score is zero! Remember, lower scores are better.

Scoring Example: You've rolled the dice and you have no numbers left to cover that equal the sum of the dice. Your turn is over and you add the numbers to determine your score. If the 1, 4, and 9 numbers remain uncovered, your score is 14.

After determining the score, the player moves his/her pawn on the board the number of spaces equal to his/her score. Then, the numbers are all uncovered and the dice are passed to the next player, who takes his/her turn. Once all players take a turn trying to slam the door and move to their scored space on the board, a new round begins. Once a player reaches the END space, that player stops rolling, but all other players keep taking turns and moving on the board. The last player to reach END wins the game.

SLAM THE DOOR: When a player successfully covers all nine of the spaces, that player ends his/her turn by slamming the door shut and moving back 5 spaces on the board.

CONTENTS

- 2 Dice
- 9 Character Cards
- 4 Pawns
- Slam the Door Platform
- Scoring Gameboard

