

DICEcapades!



OBJECT OF THE GAME

Travel around the game board by successfully completing challenges.
Be the first to reach the end and complete the 'Final Challenge' to win!

SET-UP

1 Insert all the dice into the trays as shown.



2 Each player selects a pawn and places it on 'Start'.

3 Place the 'Actionland', 'Thinkingtown', and 'Triviaville' challenge cards face down near their corresponding regions on the game board.

4 Place the pencil, pad of paper, and sand-timer near the game board.

WHAT TO DO ON YOUR TURN

When starting the game the youngest player goes first.

- 1** **Always start your turn by drawing a card** that corresponds to the region on the game board your pawn is in (example: if your pawn is in 'Actionland' then draw an 'Actionland' card).
- 2** Follow the instructions on the card*. If successful, advance the number of spaces shown on the card. If not, do not advance. Your turn is now over and it is the next player's turn (going clockwise).

**NOTE: When in 'Triviaville' have the person to your left read the trivia question to you. Don't look at the card after you draw it!*

WINNING THE GAME

- 1** When reaching the 'End' space on the game board the player to your left will immediately choose your 'Final Challenge' (even if it is not your turn) by choosing one of the top cards from one of the three challenge card types ('Actionland', 'Thinkingtown', or 'Triviaville') for you to complete.
- 2** If you successfully complete the selected challenge card then you win the game. If you do not successfully complete the challenge card then you must stay on the 'End' space and attempt a new 'Final Challenge' challenge on your next turn (repeat the above step).
- 3** The first person to complete a 'Final Challenge' wins the game.

NOTE: If the selected card is one with an activity where all players participate then you must be one of the advancing players to win 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 on the back 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 spaces to advance if you complete the challenge (unless otherwise noted on the card).



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



If you land on the 'Pick' space you can select a challenge card of your choice ('Actionland', 'Thinkingtown', or 'Triviaville').



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.



DICE REFERENCE CHART



Picture Die



Black Number Die



Red Number Die



Blue Number Die



Green Number Die



Yellow Number Die



Mini Ivory Spot Die



Brown Spot Die



Letter Die



Six-Color Die



Funky Die



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