

FIX

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For 2-5 players from 6 years of age

Duration: about 20 minutes

The set includes

- 10 dice
- 36 point tokens
- 1 disc-shaped board
- Round marker
- Rules

Goal of the game

The goal of the game is to get the highest score.

Game setup

The disc-shaped board and the round marker are placed in the center of the table. The first round is marked on the round marker.

Before beginning of the game, each player gets 3 points as a starting capital.

The youngest player deals the 10 dice to **all** the players, including himself, as he sees fit. Each player can get a different number of dice but no less than one.

Note. Before the next round, the player with the lowest total score (or the one who lost the most points) deals the dice. If several players have an even number of points, the dice are dealt by the younger player.

Dice symbols and points



Empty: no points



The green Emoji means plus one point



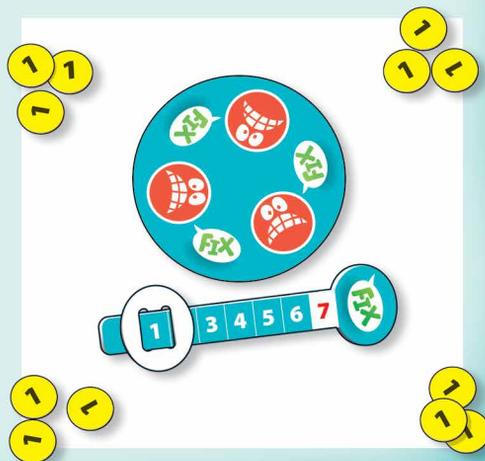
Plus 2 points



If the red Emoji is rolled out, the dice is immediately placed on the disc-shaped board. The player who rolls out this dice at the end of the round gets minus one point.



Minus one point



How to play

A round begins with all the players rolling their dice at the same time. Next, the players continue rolling their dice at their own pace.

If a player rolls out the green Emoji, the dice is IMMEDIATELY given to the next player clockwise. Having received the green Emoji dice from the player on the left, the player takes it and continues rolling it together with his own dice.

If the red Emoji is rolled out, the dice is IMMEDIATELY placed on the disc-shaped board.

A player may end up without any dice in the course of a round. In such a case, the player has to rest and hope that the round will end soon. If the resting player gets the green Emoji from the player on the left, he resumes the rolling as passes it to the next player.

End of a round and scoring

A round ends when the third dice with the red Emoji is placed on the disc-shaped board. The player placing the third dice says "Stop!" and all the players must stop rolling their dice.

If at the moment the game is stopped any players still have the dice in their hands, they can roll them out and score the points. If at the moment the game is stopped a player is in the process of passing the green Emoji dice to another player who has not yet taken it, the player who rolled out the green Emoji scores the point.

Attention: Try to be as fast as possible. The player who has no dice at the end of a round gets 5 points.

Scoring. The players count their points and get the respective number of tokens, or must give away the tokens from their capital.

Note. Don't forget to mark the next round on the marker before starting it.



Winning the game

The game ends after the **7th round** or when **any player collects 15 points.**

After the 7th round, the player with the highest score is announced the winner of the game. If several players have an even score, an additional final round is played.