Dice Poker

MICHAUD TOYS
Est. 1984
FROM OUR FAMILY TO YOURS
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Object: The object of the game is for a player or team to line up five chips in a row on the board to form a "run", the first player or team to create two "runs" wins!

How to play: A player begins their turn by rolling all five dice. The combination of the dice facing up is to be read like cards in a poker hand etc. full house, straight, five of a kind, four of a kind, three of a kind, two pairs or one pair. A player may throw the dice once, twice or up to three times to roll the best combinations of dice. After their first roll, a player can re-roll again from one to five of the dice for their other roll but a maximum of 3 rolls (similar to discarding in poker)

For example: Your first roll might be  You might decide to keep the  in hopes of getting two pairs or a full house. On your second role, you might get  giving you the two pairs, but you if you choose to try for a full house by rolling the  again, sure enough you roll the  which now gives the ***Full House***  However a player MUST use the combination of the dice on your final roll. You cannot go back to a previous roll. After a player's final roll, that player places their colour of chip on the game board square that corresponds to the "Poker-hand" combination of the dice. Then the next player to their left rolls the five dice to start their turn.

If the squares of the board corresponding to the dice combination rolled is already covered by a chip, then that player's turn is over and they cannot place a chip on the game board. Note: there are usually two of each combinations on the board try the other spot. When a player or team places five of their chips in a row on the game board, this constitutes a "run". Chips in a "run" are protected during the remainder of the game from being removed off the game board by a bouncer (see special rules) A player's run may share common chips with their other "runs", however, a player cannot claim a new "run" by adding chips to the end of an established "run" unless theirs adds at least four new chips.

The first player or team to create two "runs" on the game board WINS!!!





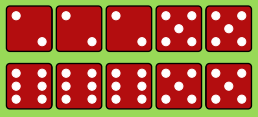
*** Note: Game rules are the exact same for either size *** cont...

Special Rules:

Free Space: The centre square on the game board is a neutral square that can used by all players as part of a ***"run"***, but cannot be claimed by any one player.



Full House: Any combination of three of a kind plus two of a kind



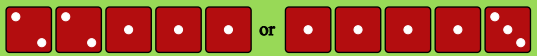


Straight: Rolling one of the two combination to get a sequential order on the dice





Luck 7: Anytime a player rolls a combination of the five dice so that the face value adds up to seven a player has the option to place a chip on either ***Luck 7*** or whatever other combination appears on the dice (full house or four ones).



LUCKY 7

Lucky 11: Anytime a player rolls a combination of the five dice so that the face value adds up to eleven. A player has the option to place a chip on either ***Luck 11*** or whatever other combination appears on the dice.



LUCKY 11

Five of a kind: Anytime a player rolls a five of a kind (it's WILD!!!) That player may place their chip on ANY open square on the game board.



Bouncer: After all the ***"straight"*** squares on the game board are filled, every time you roll another straight results in a ***"bouncer"*** Also, after all the full house squares on the game board are filled, rolling a full house results in a ***"bouncer"*** A bouncer allows the player to remove an opponent's chip from the game board (except a chip that is protected in a ***"run"***)

WARNING:
CHOKING HAZARD - Small Parts.
Not for Children under 3 years old.

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