# Lucky Dice

Michaud Toys
Handcrafted in Canada
Est. 1984
www.michaudtoys.org

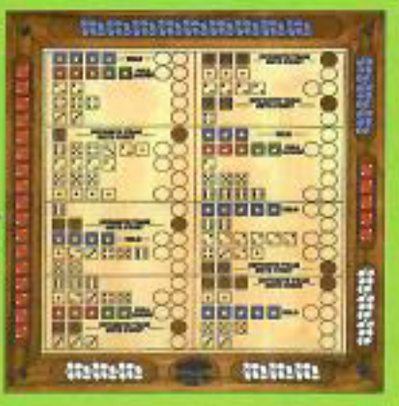
***Object:*** The object of the game is to have the most points after 8 rounds of play. Collect your points by completing rows in each square or card. You play one card at a time until you complete it. Mark the rows with dice and your points with the glass gems. After completing a card, reuse all the dice but leave the gems on each card to keep track of points. At the end of the game add all the gems on the 8 cards to see who wins.

***Playing the game:*** Each card has 5 rows of scoring combinations worth 1 or 2 points. During a round, players in turn roll their 5 dice and place them on matching squares to fill the rows. The player or team who puts the last dice in the row gets the point.

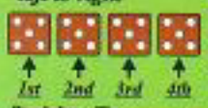
***On Your Turn:*** On your turn, you must roll all five dice, place at least one die on the card (if possible), then roll again or pass ( end your turn). If you roll a possibility you must at least play the one before passing, this could unfortunately force you to fill the negative square.

***Step 1:*** Roll all five dice, place at least one die on the card. Then as you use the dice, roll all you've got left. If you have no dice ( because you've already placed them all), then your turn is over

***Step 2:*** In any row, dice must be placed ***in order from left to right.*** You must place at least one die ( if possible) for each roll. You may place more than one die in the same row, or in different rows.

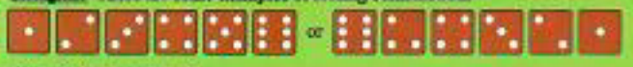


***left to right***




***Strategically place your dice:*** Your big challenge is to fill in the spaces so that you, not your opponents, can complete rows. It may take several turns to complete certain rows. Choose wisely on the position of the dice. ***Note:*** As long as a dice can be played on any row you must place the dice, even though it may not benefit you.

***Straights:*** These are some examples of scoring combinations

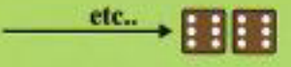



***Same Value or pairs etc:***




cont..

***Negative Row ( Opposite teams gets point):*** The rows that have brown backgrounds and negative point values. Fill them in the same way as other rows, buy try to avoid completing them. If you're forced to complete a negative row, you lose the point. Whom ever fills the last die will give the point to the opposite team or player etc... White finishes the row but blue will get the point.




***Wild Rows:*** These rows have black filled starred squares. In a wild row, any die can be placed first. Once the first dice is placed, all other dice in the row must be the same number.

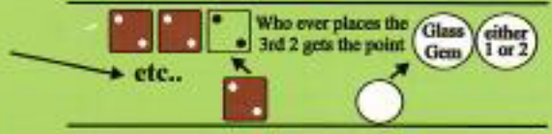



If a player starts this wild row with a five, all other squares must be filled with fives.

***Full House:*** A full house is 3 of kind and 2 of another kind. etc: 3 fours and 2 ones makes a full house. Full house rows have 3 black starred squares and two outline starred squares. The dice placed on the black starred must be the same number. Any other number die can then be placed on the first outline starred square; the die placed on the other outlined starred square must be the same number. You must complete the first three starred square before you can fill the outlined starred square.




***Completing a row:*** Whomever places the last die in a row, will get the point. Place your glass gem(s) on the oval circles to score points ( 1 or 2 points) If you complete a negative row, then your opposite team puts their glass gem and scores the point instead of you.




***Step 3:*** After placing one or more dice from your roll, you can either roll again, or pass (ends your turn). If you decide to roll again, roll only the dice you haven't yet played in a row. Keep rolling and placing as often as you wish until you have used up the 5 dice. Always roll 5 dice at the start of each one of your turns. Your turn is over when any of the following happen:
1) you can't place any die from your roll, 2) you decide to stop rolling and pass,
3) you run out of dice to roll, you placed all 5

***Ending a Round:*** When all the squares on the card have been filled, the round is over. Remove all dice from the card and move onto the next card. The glass gems or points remain on each card until the game is over ( all 8 cards are played each game). When the game is over, players count up their glass gems, the player or team with the most points over the 8 cards wins!

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

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