


ROLLZEE!


Rollzee can be played by **2-6** players.

The **youngest** player will start first.

Each player's turn begins by rolling all **5** dice. Your objective each turn is to score in one of the remaining scoring rows. After your first roll, you can choose which dice to keep (depending on which scoring objectives are remaining), or you can re-roll any number of dice. You get up to **3** rolls to complete one of the objectives.

For example, a player may roll  on their first roll. This is a Large Straight and they can choose to take those points and their turn is over.

Alternatively, if a player rolls  on their first roll, they would pick which dice to keep (after looking at what objectives are remaining). If they need to get "4s", then they would keep the two 4's and roll the remaining 3 dice trying to get more 4's.

At the conclusion of their turn, each player's points are marked on the board, corresponding to their chosen scoring row. If a players roll can be applied to multiple open scoreboxes in their column, it is the players choice which box to score in. For example, if the player has  they can choose if they want to score three 3's or a Full House. If a player's roll cannot be applied to an open scorebox in their column, it is a "scratch" and they must choose a scorebox to 'X' out as 0 points.



Once each player has scored or scratched all of their scoreboxes, add up each player's upper and lower totals. If a player gets more than **63** points for the upper section, they get a **35** point bonus. The player who has the highest total score (Grand Total), wins.








FARKLE

To Win: Player with highest score over 10,000 points

Farkle can be played by **2-6** players.

The youngest player will start first.

Each player's turn begins by rolling all **six** dice. Players score points by rolling  (100 points),  (50 points) or Combinations (scoring shown below). Players must set aside at least one scoring die to keep rolling and adding to their running total.

For example, if a player rolls      , you must keep the  and roll the remaining **five** dice.

If none of the dice in your roll qualify for points, it's a farkle, and your turn ends with **0** points banked. To first begin banking points on the scoreboard, a player must initially reach a score of **500** or more.

Once they reach **500+** points, the player may choose to end their turn and bank the points, or gamble and continue to roll to get more points. If a player can set aside and score all **six** dice, their turn continues and they start again by rolling all **six** dice to continue adding to their running total.

After a player has banked their initial **500+** points, they can bank any number of points on following turns. Players cannot lose points once they are placed on the scoreboard.

The final round of play begins when the first player reaches **10,000+** points. Afterwards, each remaining player gets one last turn to try and beat the highest score. The highest score at the end wins.

Singles:

A single 1 or a single 5 are worth points.

$$\blacksquare = 100 \quad \blacksquare \blacksquare \blacksquare \blacksquare \blacksquare = 50$$

Combinations:

All combinations are only worth points in a single roll

	= 300
	= 200
	= 300
	= 400
	= 500
	= 600

Four of a kind	= 1,000
Five of a kind	= 2,000
Six of a kind	= 3,000
1-6 Straight	= 1,500
Three Pairs	= 1,500
Four of a kind + Pair	= 1,500
Two Triplets	= 2,500

MUST GET 500 TO FIRST SCORE ON BOARD. PLAYER WITH HIGHEST SCORE OVER 10,000 WINS.

EXAMPLE ROLL

First Roll (All 6 dice)



Player sets aside (100 points)

Second Roll (5 remaining dice)



Player can set aside the - **Four of a kind** for 1000 points, making the running total 1100.

Player can decide to stop rolling and bank their 1100 points.

Alternatively, the player can take the chance that with their remaining die they will roll a 1 or a 5, allowing them to roll all six dice again and continue to build their running total.

Customer Service:

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