Points:
The winner receives an amount of points equal to the sum of the numbers indicated on the dice of the other player, and these are recorded on his score sheet.

If neither player is able to make a move after three consecutive turns, the winner is the player who is left with the lowest number of points showing on his/her remaining dice. Subtract the lower values from the higher, and award this amount to the winner.

If a player has a Joker at the end of the round, its value is 10 points.

Score card:
At the end of each round points are recorded on the score sheet for each player in the lighter triangle. The points tally, combined with points from the previous round/s, are recorded in the darker part. For the first round only write points in the darker triangle.

The winner:
The player who has earned the most points by the end of 6 rounds.
Aim of the game:
To play all of your dice and have the most points by the end of 6 rounds.

How to set up:
Write the names of the players at the top of the score sheet.

At the start of every round:
Each player takes 9 dice.
Players should take turns starting each round.

How to play:
During their first turn, a player puts all of his/her dice in the “shaker”, shakes well, and rolls them onto the table.

- If the player has a set, he/she must place it on the table.

- A set is a ‘Group’ of dice: 3 or 4 identical numbers in different colours (for example: \[2\, 2\, 2\]), or a ‘Run’: 3 or more sequential numbers in an identical colour (for example: \[1\, 2\, 3\]).

- If the player does not have a Set, he/she must check if he/she can add one or more dice to an existing set on the table, or find another way to play their dice by manipulating the existing Sets (see examples overleaf).

- In a single turn, a player can both put down a Set/s, and add dice to existing Set/s, or manipulate the Set/s on the table.

- If after throwing the dice, the player still has no dice that he/she can put down, the other player can now take his/her turn.
If after 3 consecutive throws by both players, no player is able to make a move, the game is over and the points are recorded.

**The winner:**
The first player to play all of his/her dice, or, if no player can make a move after three consecutive throws, the player whose remaining dice add up to the lowest number of points.

**Examples for forming or manipulating Sets:**

1. **Adding one or more dice to the Sets on the table.**
   Player’s dice: 38   Dice on the table: 4 5 6   8 8 8
   The player can add a Blue 3 to the blue Run and a Blue 8 to the group, forming the following Sets: 3 4 5 6   8 8 8 8

2. **Using the dice on the table to manipulate Sets and combine them just like a crossword puzzle.**
   Player’s dice: 3 3   Dice on the table: 3 4 5
   The player adds his two dice underneath the existing 3 just like a crossword and forms the following Set: 3

3. **Manipulating existing sets to form more elaborate sets.**
   Player’s dice: 3   Dice on the table: 3 4 5   2 2 2
   The player rearranges the 2 group in a new order, places it over the 3, 4, 5 run and combines the two sets using his black 3, to form the following 3 Sets: 3 4 5
The Joker:
The Joker can be used in place of any number - it doesn’t matter what colour the Joker is. To remove a Joker from a Set, you must replace it with a die that shows the number the Joker stands for, or manoeuvre the dice so that the Joker can be removed - but only if all the sets on the table remain complete and correct.

A Joker that is removed from a Set must become part of another Set during the same turn.

A player who is left with a Joker at the end of the game receives a 10 point penalty. For example:

Player’s dice: \[6, 7, 5\] Dice on the table: \[3, \, 5\] \[3\] \[3\]

The player combines his dice, forms the following Sets, and removes the Joker. \[3, 3, 3, 5, 6, 7\] [5]

Please note:
Starting from the second turn in every round, players can decide whether to throw all their remaining dice which are not in Runs or Sets or only some of them.

IMPORTANT! Do not turn the dice over to a new number until your turn! Then you may put them into a saker and roll them again.