

DICE Flick

COMPONENTS

- 18 dice (3x white and 5x blue, yellow, green each)
- 2 dice with blast symbol (pink)
- 1 box bottom with play arena
- 4 flick bases
- 1 cloth bag
- 1 notepad and 1 pencil
- 1 sticker sheet



Before the first game:
Paste the stickers
into the holes of the
play arena as shown
on the picture left.



GAME SETUP

1. Place the box bottom in the middle of the table.
2. Attach 1 flick base on each side of the box on the green marked spots.
3. Put all dice into the cloth bag.
4. Write down your names on the notepad.

The aim of the game is to flick the dice skillfully
in the holes of the play arena and score the most points.

NOTE

It is a good idea to practice the
flicking of the dice before
the actual game!

HOW TO PLAY

One game lasts 10 rounds; this corresponds to 1 side of the notepad. The game starts with the oldest player and then goes around the table clockwise. When it's your turn, draw dice from the cloth bag **until there are 3 dice in front of you.**

FLICK THE DICE

Each turn **you must flick 2 dice.** Choose 1 of your dice and place it onto any of the 4 flick bases. You can turn the box to use the base you want. Then Flick the die into the box bottom.

- A** If the die lands in a hole, it stays there until it has been scored.
- B** If the die ends up in the trench or outside the box, put it immediately back into the bag.

Tip: If the die falls into the hole at an angle, gently shake the box until the die settles into its hole.

Then flick your 2nd die. The 3rd die stays put in front of you. Record your total scoring (or "0" if none). Play then moves to the next player.

SCORING

You can score all dice that are part of valid dice combinations. Sum up the pips on their top faces and write down the result on the notepad. Record a "0" if you don't have any.

A combination is valid if it consists of **at least 3 dice of 1 color.** These must adjoin each other **horizontally respectively vertically**, but not diagonally.

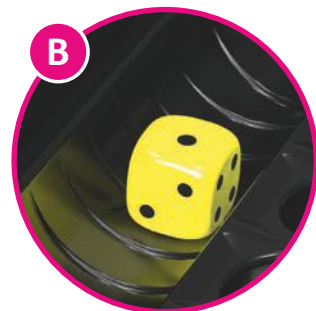
You can score several dice combinations in your turn, but each die counts **only once.** (Dice which are part of several combinations at the same time can only be counted for only 1 combination.) Immediately put all of the scored dice back into the bag.

Exception: Dice which are located on the center marker or in a blast row don't have to be part of a valid combination to get scored.

See:  **Center marker** and  **Blast die.**

White dice are jokers. They can count as any color, except pink.

Dice that are not scored remain in the play arena; they can be part of later scorings. Then it's the next player's turn.



Upgrade markers

You can use the 3 colored upgrade markers to achieve a valid dice combination. Each upgrade marker counts **2 points** when used for a scoring.

Do not score an upgrade marker if it's covered by another die or if it only becomes visible during scoring.

Center marker

If your die lands on the center marker, its points **double**.

You can score the points of this die even if it's not part of a valid dice combination! In this situation, you then only score the points of this 1 die.

If the die on the center marker is part of a valid dice combination, first score its points twice and then add the points of the other dice.



Example:
Dice combination of 4 blue dice, including the die with 3 pips that landed on the center marker.
Therefore the 3 pips count twice. This combination is worth 14 points.

Examples:



Dice combination of 2 green dice and 1 green upgrade marker, which are adjacent via corner. This combination is worth 9 points.



Dice combination of 3 green dice in a line. This combination is worth 10 points.



Dice combination of 3 green dice, 1 green upgrade marker and 1 white joker die in a block. This combination is worth 12 points.

Bonus marker

Whenever your die lands on the bonus marker, you may immediately **flick 1 bonus die**.

Draw 1 additional die from the bag. Choose 1 of your dice again and flick it into the play arena. This turn you **flick 3 dice**.



Blast die

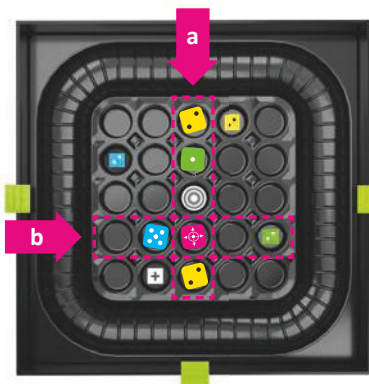
A pink “blast” landing in the play arena is a guarantee of points! Decide on 1 of the two rows (vertically or horizontally) in which the blast die is located.

The row does not have to show a valid dice combination.

Score all dice respectively upgrade marker of this row.

The blast die itself always counts **6 points**.

Before or after scoring a blast row, you can, as usual, also score valid dice combinations. (Don't forget to put the dice back in the bag immediately after scoring!)



Example:

Row a) is worth 11 points.

Row b) is worth 13 points.

Only 1 of the 2 rows may be scored.




DICE Flick				
Tim	Anna	Sarah	Rami	
8	7	9	0	
12	0	10	0	
9	13	1	13	
7	10	12		
10	6	7	8	
0	14	10	12	
0	0	10	0	
10	0	0	12	
0	12	5	13	
0	5	0	0	
56	72	63	68	

GAME END

After 10 rounds the game ends. Add up the points in the columns and note the results in the last line.

Whoever has the most points wins!

If there's a tie, all the tied players share the victory.

VARIANT

In order to make the game easier for children, they can shift the flick base as desired before flicking the die.

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