

RULES
OF THE
GAME

Rolling
CUBES

A B C



LUDO ERGÔ SUM

CONTENTS

13 DICE MADE OF WOOD

4 RED DICE

2 ORANGE DICE

3 GREEN DICE

1 LIGHT BLUE DIE

2 BLUE DICE

1 PURPLE DIE

1 INSTRUCTION BOOKLET

= any letter equal to any other letter of the word

R O L = I N G

≠ any letter different from any other letter of the word

C U B ≠ S

Before starting the game, the players agree what kinds of words will be valid. So, for instance, decide whether accept proper nouns such as Marc and London.

THE TOURNAMENT

Play three matches, one for each of the games, in the same order that they appear in this booklet.

At the end of each game the **winner scores 10 points**, the player who comes second scores 7 points, third scores 6 points and so on, down to 3 points for the person who comes last (assuming you play with 6 players).

In all three of the games there is only ever one winner, although players who don't win can draw with each other too.

The target scores are decreased when playing the tournament: **21 points** for Game N. 1, **17 points** for Game N. 2 and **2 points** for Game N. 3.

In the event of a draw at the end of the tournament, the winner will be the person who won the Game N. 2
ALL TOGETHER

GAME N. 1

ONE BY ONE



Preparation and start of the game

The youngest player starts.

Playing the game

Each player throws all the dice in turn, and turns move round in a clockwise direction. The first player throws all 13 dice and makes a **word** from the letters facing upwards, using as many letters as possible. The word must be valid. If there is any doubt, the opinion of the majority of players will prevail (the player who made the word is not allowed to vote).

Scoring is as follows:

- 1 point for each die used

P L A Y

4 points

- 0 points for the first wildcard, 1 point for the others

F U N = Y

funny = 4 points

S E A = O ≠

season = 5 points

- 1 bonus point for using twice the same letter

B A L L 5 points

- 2 bonus points for using three times the same letter

U N N I N G 8 points

- 1 additional point for a letter on the purple die

K E T C H U P 8 points

When each player has had a turn at making a sentence, **bonus** points are awarded as follows to the player with the highest score:

- 2 points to a single player with the highest score
- 1 point each to all players with the same high score

The game continues with another round.

End of the game

The winner is the first to score **31 points**. In the event of a tie, the players with the equal high score take another turn each, and so on until one is the winner.

GAME N. 2

ALL TOGETHER



Preparation and start of the game

Each player needs a sheet of paper and a pen.

Playing the game

The 13 dice are all thrown and then in groups according to colour and left on the table in clear view of all the players. **The dice must not be moved.**

Each player makes the longest possible valid word, **and writes it on his/her paper.**

When everyone has finished all the words are **read out and checked.** Points are awarded as for Game N. 1.

End of the game

The winner is the first to score **25 points.** In the event of a tie, the players with the equal high score take another turn, and so on until one is the winner.

REA#WNG
(READING)

6 points

STREA#WNG
(STREAMING)

8 points

+ 1 bonus point

=

S

G

E

A

N

R

K

I

C

≠

T

O

CO#KWG
(COOKING)

7 points

ESTRANG=#
(ESTRANGED)

8 points

+ 1 bonus point

GAME N. 3

THE LAST DIE



Preparation and start of the game

The youngest player starts.

Playing the game

The first player throws all 13 dice and chooses a letter (from any die) to start doing a word.

Then it is the turn of the player on his left, who throws only the dice not used yet and tries to **add a new letter to continue the word**. From the second die on it is also possible to add a wildcard, by declaring what letter it is (the used letters cannot be changed).

The round continues with fewer dice at each throw, **until the current player is unable to add any new letter without completing a word**.

The player who adds the last valid letter wins the round and is **awarded 1 point**. The game starts again with a new throw of all the dice.

End of the game

The winner is the first to score 3 points (5 points if there are only 2 players).

REMARKS

Words from 3 letters and more are considered as completed:



You may add a letter even if you know that there are no words starting with the new sequence with that letter. Next player will unmask your bluff by saying DOUBT, but if you find a word you win the round.



SOLITAIRE YAHTZEE



Yahtzee is a game for a single player, or multiple players taking turns. It is based on the original yahtzee game that is played with five regular dice.

There are **5 different combinations**, which each player must resolve by **throwing the 13 dice** and writing a valid word. Once you have the combination (eg. a trio: three dice of the same colour) the player scores the points for the word on that line, which can no longer be used. The game ends after the 5th throw, even if all 5 combinations have not been used.

The dice are only thrown once, but up to 5 dice can be re-thrown once more, removing one point from the final value of the word for each die that is thrown again.

Points must be scored in one of the remaining free lines on the **score sheet**. If the word does

not match any of the remaining combinations, it scores zero in one of the lines that are still empty.

The winner is the one who has the most points after 5 throws.

The 5 combinations:

- **No wildcards**: the word does not contain any wildcard
- **Trio**: the word contains 3 dice of the same colour
- **Full house**: 3 dice of one colour and 2 of another
- **Poker**: the word contains 4 dice of the same colour

A P O L = U T I O N *9 points*

- **Double**: the word contains two equal letters

B L O V E L ≠ *6 points*

The YAHTZEE score sheet

	Paul	Simon	David
NO WILDCARDS			
TRIO			
FULL HOUSE			
POKER	9 A		
DOUBLE		6 B	
TOTAL			

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