

RULES  
OF THE  
GAME

Rolling  
CUBES  
WORDS



LUDO ERGÓ SUM

## CONTENTS

- 13 DICE MADE OF FSC® WOOD
  - 3 RED DICE WITH NOUNS
  - 3 GREEN DICE WITH VERBS
  - 2 BLUE DICE WITH PRONOUNS
  - 2 ORANGE DICE WITH PREPOSITIONS
  - 1 LIGHT BLUE DIE WITH ARTICLES
  - 1 PURPLE DIE WITH CONJUNCTIONS
  - 1 BROWN DIE WITH ADJECTIVES
- 1 INSTRUCTION BOOKLET



## 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: **27 points** for Game N. 1, **21 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 **meaningful sentence** from the words facing upwards, using as many words as possible and moving them around to achieve the highest possible score. The sentence must be grammatically correct. If there is any doubt, the opinion of the majority of players will prevail (the player who made the sentence is not allowed to vote). Scoring is as follows:

- **1 point for each word used**
- 1 additional point for each circled word
- 1 bonus point for using 12 words

- 2 bonus points for using all 13 words  
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 **37 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 meaningful sentence from the words, **and writes it on his/her paper.**

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

### 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, and so on until one is the winner.

she loves the  
cake while that  
fireman dances  
8 points  
+ 1 bonus

she wants to  
cook  
4 points



the hot  
fireman dances  
into that cake  
7+1=8 points  
+ 1 bonus

the cook dances  
while she wants  
that cake  
8 points  
+ 1 bonus

## GAME N. 3

### THE LAST WORD



#### Preparation and start of the game

The youngest player starts.

#### Playing the game

The first player throws all 13 dice and makes a meaningful sentence (A) with the words, moving them around to try and use as many words as possible.

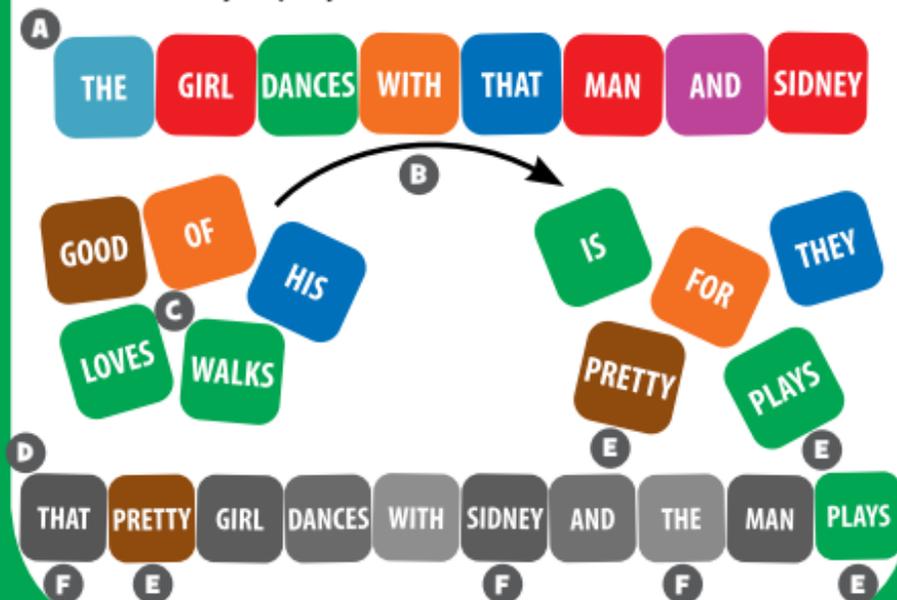
When he/she has finished, it is then the turn of the player on his/her left, who throws (B) only the dice not used (C) for the first player's sentence, and tries to make a new (D) meaningful sentence using **at least (E) one new word**. The words used in the initial sentence cannot be changed, but can be rearranged (F) to make the new sentence.

The round continues with fewer dice at each throw, **until the player throwing the dice is unable to add any new words**.

The last person to add a word to the sentence 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).



## 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 creating a meaningful sentence. Once you have the combination (eg. a trio: three dice of the same colour) the player scores the points for the sentence 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 sentence for each die that is thrown again.

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

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:

- **Two pairs**: the sentence contains 2 dice of the same colour and 2 dice of another colour



- **Trio**: when the sentence contains 3 dice of the same colour
- **Full house**: 3 dice of one colour and 2 of another
- **6 words**: any sentence containing at least 6 dice
- **7 colours**: at least 1 die from each of the seven colours



## The YAHTZEE score sheet

	Paul	Simon	David
TWO PAIRS	7 A		
TRIO			
FULL HOUSE			
6 WORDS			
7 COLOURS		9 B	
TOTAL			

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