

Six simple numbers.
Catch 'em if you can.

CATCH 6

Players. 2.

Object. “Catch” numbers 1 through 6 by collecting dice with that number before your opponent does.

To begin. Each player takes a set of Spicy Dice. Use any method to decide who goes first.

Your turn. Roll any or all of your dice once. In some cases, you must roll all 6 dice.

Catching numbers. You can catch a number in one of three ways:

- ◆ Collect red die and 3 white dice showing that number.
- ◆ *Raffles.* If you collect 6 dice showing the same number, you catch **any** remaining number of your choice.
- ◆ *Full House.* If you collect three dice of each of two numbers, or two dice of each of three numbers, or four dice of one number and two dice of another number, you can catch any **one** of the numbers shown on your dice.

Scoring. The first player to catch a number scores that many points, except that catching the number 1 scores 7 points. **Each number can only be caught once per game.** *Example: if you are the first player to collect one red 5 and three white 5s, you score 5 points and neither you nor your opponent can score any more points for 5s during that game.*

Winning the game. First player to score 14 or more points wins. (There are 27 points available to be scored.)

Match play. First player to win 5 games, or any agreed-upon number of games, wins the match. Players alternate rolls throughout the match. You don't roll dice to see who starts the next game and you never roll twice in a row during a match, even if a game ends after your throw.

Carryovers. When you score you have the option to do a “carryover.” This forfeits the current game and carries your caught number into the next game. *Example: Your opponent has caught 1 & 6 (13 points) and you have no points. You then catch the 5. You expect to lose the game anyway, since your opponent needs just one more point to win. You decide to forfeit the current game and “carry over” the 5 to score it as “caught” to start the next game.*

You must roll all 6 dice on your first turn of each game. (If you do a carryover, roll all 6 dice on your next turn.) You must also roll all 6 dice if you scored a raffle or full house on your last turn.

Using the scorepad. Take one of your color scoring markers and place it on the zero position of one of the two “games won” scoring strips. This will be “your side” of the scorepad. Place the remaining 6 markers on the 6 dice images in the center. *It doesn't matter which color is placed on which die image.*

When you catch a number, slide the corresponding marker toward your scoring strip. To start a new game, slide the 6 markers back to the center. (If you ended the game on a carryover, slide that one marker toward your strip and the other 5 to the center.)

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**Push your luck...
Just not too far!**

Players. 2 or more.

Object. Score as many points as possible by pairing up your dice, but don't push your luck too far on one turn.

Your turn. Roll all 6 dice. After each roll, you may end your turn or try for a higher score, unless you "bust."

Setting aside. After each roll, you **must** set aside at least two matching dice or at least one die which matches one you set aside earlier. You may also set aside any other dice you like, matching or not. Dice you set aside can't be rolled again on the same turn unless you "fill up."

Scoring. Only dice you set aside score points. Each paired die scores its point value. Unpaired dice don't score.

Busting. If your roll does not contain any pair, and does not match any of the dice already set aside (in other words, you haven't added to your score), you've "busted" and your turn ends with a score of zero. (You never lose points from earlier turns.)

Red numbers. Red numbers double the score for that number. For example, three white 5s score 15 points, but if one of those 5s is red, those three dice score 30 points instead. Remember that an unpaired red number does not score.

Filling up. If you've set aside all 6 dice and none are unpaired, you've "filled up" and now you have a choice: You may end your turn and collect *double* your score for the turn or you may pick up all 6 dice and continue rolling. If you keep on rolling, this is just like starting a new turn, except that you have already scored some points. Remember, if you bust, you lose all the points you accumulated on the turn. However, if you fill up again, you can double all the points you accumulated, or take a chance and *keep on rolling*.



Keeping score. At the end of your turn, add the points from your turn to your score for the game.

Winning the game. When one player reaches 250 points (or any agreed-upon value), everyone keeps playing. However, if you fail to overtake (not just tie) the current leader by the end of your turn, you're out of the game. Last player remaining in the game wins.

A sample turn

YOU ROLL...	YOU SCORE...
	10 points for the two 5s. You set aside the 5s and keep on rolling.
	14 points. You decide to set aside the 2s and roll the 1 and the 3.
	34 points! 3x5 doubled, plus 2x2. You decide to roll the 4.
	36 points! You've filled up! You could stop and take 72 points (double 36) but you choose to risk it all and keep on rolling. Roll all 6 dice.
	10 more points for the two 5s, for a total of 46. Note that the 5s are not doubled even though you had a red 5 earlier. You set aside the two 5s and also the red 4 (even though it isn't worth any points yet) and roll again.
	6 more points for the two 3s, for a total of 52. You set the 3s aside and decide to risk it all and roll one more time. You can only roll the 1 since you've already set the other 5 dice (including the red 4) aside. If you don't match any numbers, you'll lose all 52 points.
	You did it! 16 more points (two 4s doubled) for a total of 68. This time you decide to end your turn with double 68 (136 points). Nice going!

Note: If all 6 dice are set aside but some are unpaired, you have not filled up. Since you have nothing left to roll, take your score and end your turn.

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The toughest game you'll ever play with six little dice.

Players. 2.

Object. Make scoring combinations on lines in which you have more dice than your opponent does.

The board. The board is a 4x4 grid with 10 scoring lines: 4 across, 4 up-and-down, and 2 diagonal. There are 4 missing squares so that each of the lines has exactly 3 squares.

To begin. The board is empty. Each player has a full set of 6 dice in his or her hand.

Your turn. Roll up to three of the dice in your hand. (**Exception:** If all of your opponent's dice are on the board, you must roll all of the dice in your hand.) Place the rolled dice onto empty squares on the board.

Red numbers. If you roll a red number, you may play it onto an empty square, or it may replace one of your opponent's dice on the board. The replaced die is returned to your opponent's hand.

Scoring. When the board is full, add up the score as follows: for each of the 10 scoring lines, the player with the most dice **along that line** scores one point if *either*:

- ① 2 or more dice match in number,
or
- ② the 3 dice form a sequence (such as 3-4-5).
The order of a sequence does not matter (*for example 5-3-4 is also a sequence*).

A pair or sequence may contain dice from both players, but only the player with more dice scores. (*For example, if a line includes a 5 and 1 from you, and a 5 from your opponent, you score one point for the pair since you have more dice in the line.*) If a line doesn't contain a pair or a sequence, neither player scores for that line.



Winning the game. High score wins. If the game is a tie, start a new game to break the tie.

Match play. The winner of each game receives one "Match Point" and the loser chooses who starts the next game. In case of a tie, the match point is carried forward to the next game (so the next game would be worth 2 match points) and the player who did not have the choice to start last game has that choice in the next game. First player to 3 Match Points (or any agreed-upon total) wins the match.

Strategy. This is a quick but very strategic game. How many dice to roll is a critical choice: The player rolling first gets his or her choice of squares, while the player rolling last can take advantage of his or her opponent's earlier plays. Remember that certain squares are part of three scoring lines, while others are part of just two.

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Life isn't fair...
Unless you're the Grand Poobah!

GRAND POOBAH

Players. 2 or 3 (4 or 5 can play if you have more sets of dice).

To begin. Each player takes a set of 6 dice. An extra set of 6 dice is called the "scoring" dice. At your first turn, roll all 6 of your dice.

Your turn. At each turn after the first, decide which of your dice you want to roll. You may choose to roll any, all or none of your dice.

Scoring dice. After each player has had three turns, roll the scoring dice for the first time. Thereafter, roll the scoring dice after each player's turn. (Each roll of the scoring dice counts for **all** players, so it doesn't matter who actually rolls them.)

Each scoring die is worth the number of points indicated, but those points are scored only by the player or players having the most of that same die in their hands. *For example, if you have more 4s than any other player, you and only you score 4 points for each 4 rolled on a scoring die.* If two or more players are tied for the most 4s, each of those players score 4 points. However, if no one has a 4, no one scores.

Note that you score points for each scoring die, not for each die in your hand. *For example, if you have the most 6s, and the scoring roll includes two 6s, you score 12 points no matter how many 6s you have.* You can score for different numbers on the same roll. *For example, if no player has more 5s or more 3s than you do, you score for both 5s and 3s in the scoring roll.*

Remember - once you begin rolling the scoring dice, you roll them after **every** player's turn. Therefore, your hand will be scored with two scoring rolls (or more, if 3 more players) before you get a chance to re-roll it.

Red numbers. After your turn, but before the scoring roll, you may change any of your red numbers to a different number. (Simply pick up the dice you want to change and set them down showing any number you like.) You can do this right away or on a later turn, or not at all, but once you change a red number, it becomes white, so you can't change it again.

A red number on a scoring die counts double. *For example, a red 4 is worth 8 points to the player(s) with the most 4s.*

Winning the game. First player to reach 100 points (or any agreed-upon score) is the Grand Poobah! If two or more players reach 100 on the same scoring roll, high score wins. In case of a tie, play continues among only the tied players until one player takes the lead. During this "overtime" play, each player must roll at least one die during each turn.

Example of a Scoring Roll

Player 1 has more 3s and more 4s than player 2, and so scores 3 points for the white 3 and 12 points for the two 4s (since the red 4 scores double).

Player 2 has more 5s and so scores 10 points for the red 5.

Both players have two 6s so each scores 6 points for the white 6. (The red 6 in player 2's hand does not count double - it's just a 6 that player 2 chose not to change.)

Neither player has a 1, so no one scores for the 1.

Total for this scoring roll: player 1 scores 21 points and player 2 scores 16 points.

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**Bluffing is perfectly OK...
Unless, of course, you get caught!**

perfecto™

Players. 2 to 4, or two teams of 2.

Object. Bid on how many of a given number appear on all players' dice together, even though you only see your own dice.

To begin. Each player starts the game with all 6 dice. When you're out of dice, you're out of the game.

Starting a round. Each player rolls all of his or her remaining dice in secret. The first player makes any bid, and play proceeds clockwise until any player challenges or calls "Perfecto."

Your turn. At your turn, you may **Bid, Roll, Challenge,** or call **Perfecto.**

To "**bid,**" state a quantity and rank. For example, a bid of "seven 5s" means that you believe there are at least seven 5s among all dice in play (including yours). Each bid **must** be higher than the last bid - either the same quantity of a higher rank (*example: seven 6s is higher than seven 5s*) or a higher quantity of any rank (*example: eight 1s is higher than seven 6s*). You may never bid a lower quantity. *Note:* The first player in each round can make any bid - it doesn't have to be higher than bids from the last round.

To try and improve your hand before bidding, you can "**roll.**" First, **truthfully** announce how many dice you are re-rolling, roll them once in secret, then immediately make a **bid** that is higher than the last bid.

If you think that the last bid was too high, you can "**Challenge**" it instead of bidding higher. You'll win the round if the bid was too high, but lose if it wasn't.

If you think that the last bid was exactly right, and so you neither want to challenge nor to bid higher, you can call "**Perfecto.**" You'll win the round if the bid was exactly right, but lose otherwise.

Taking sides. With 3 or more players, every other player must "take sides" before the showdown by declaring whether he or she thinks the bidder or the caller will win in the round. When more than one player must take sides, each player makes his or her selection secretly.

The showdown. After bidding and taking sides are completed, the players reveal their dice. Count how many dice show the rank bid, then count the number of red dice. **Important: a red die of the rank bid is counted twice, once for its rank and once as a red die.**

If the bid was **challenged**, the bidder wins the round if the count is equal to or higher than the quantity bid. If the count is lower, the challenger wins the round. *For example, if the bid was "five 4s," the bidder wins if there are five or more 4s, counting any red die as a 4, and counting any red 4 twice. If there are fewer than five 4s, the challenger wins.*

If the call was **perfecto**, the caller wins the round if the total is exactly equal to the quantity bid. If the total is higher or lower, the bidder wins the round.

After the showdown. A player who loses a round takes the die with the highest red number from his or her hand and removes it from play. That player will then play the next round with one die fewer, except as noted below. A player who "takes sides" with the losing player also loses a die as above.

Last Chance. When you are down to one die, you declare "**Last Chance**" and retrieve all of your lost dice. (So you never play a round with just one die.) Play continues but if you lose one more die you are out of the game.

Leading to a round. The player winning a round bids first in the next round.

Winning the game. The last player remaining in the game is the winner. The winner of a game bids first in the next game.

Match play

how to play a series of games as a match

When a player is knocked out of a game, each remaining player scores 1 point. (If 2 players are knocked out at the same time, remaining players score 2 points.) The match ends when one player reaches an agreed-upon number of points. Suggested values: 2 players/3 points, 3 players/5 points, 4 players/7 points. Note that a match can end in the middle of a game. If two or more players reach the winning score simultaneously, the current game continues until the tie is broken.

Advanced Rules

add these rules for a greater challenge

Ending the bidding. Under the basic rules, a round ends with a bid of Challenge or Perfecto. With the advanced rules, a round ends when one player “calls” (Challenge, Perfecto, Double, Redouble, or Surrender) and every other player Passes. *Therefore, if your bid is challenged, you will get another chance to bid.*

Note that when one player bids and another challenges, a third player may prefer to bid rather than risk having to Take Sides at the current bid. Any bid (or roll and bid) cancels all previous bids and calls.

Your turn. At your turn, you may make any play from the basic rules or you may, in some cases, call **Double**, **Redouble**, **Surrender**, or **Pass**.

Double. If the last player made a bid, you can “**Double**”, which is just like a Challenge except that the loser gives up two dice. You can also call Double if another player challenged your bid and no other player has bid since. In either case, you can only call Double if you have at least 3 dice. *(Note that “Last Chance” counts as having one die.)*

Redouble. If your bid or Challenge was doubled, and no player has bid since, you may “**Redouble**,” in which case the loser will give up three dice. You can call Redouble only if you have at least 4 dice.

Surrender. If your bid or Challenge was doubled or redoubled and no player has bid since, you may “**Surrender**,” in which case the other player will win the round and you will lose one die regardless of the outcome of the showdown.

Taking sides. A player taking sides incorrectly loses only one die, even if the bid was doubled. In case of Surrender, players take sides as if there had not been a Surrender.

Pass. If the last player did not bid (or roll and bid), you can “**Pass**.”

Sidestep. If your earlier bid was challenged or doubled and no player has bid since, you can Pass (which ends the bidding) or you can make a different (but higher) bid, which “sidesteps” the challenge. However, there is a penalty for doing so: You must first freeze one of your dice by showing it and leaving it visible and untouched for the rest of the current game. The die still counts as part of your hand. You must freeze a die for each sidestep, and if you don't have a die to freeze, you can't sidestep. Note that you may not sidestep a challenge by rolling - only by bidding.

Team play

Two teams of two sit opposite each other. Play proceeds according to the normal rules except as follows:

- ◆ When you are at Last Chance, your partner gives up any further dice you lose. If you are both at Last Chance and lose a die, your team loses the game.
- ◆ The “taking sides” rules do not apply.
- ◆ To “Double,” your team must have at least 4 dice.
- ◆ To “Redouble,” your team must have at least 5 dice.
- ◆ If your partner had the option to Double, Redouble, or Surrender, but Passed instead, and the next player also Passed, you may make any of the calls your partner could have made.
- ◆ If your partner's bid was Challenged or Doubled, or if your partner has Challenged, Doubled, or Redoubled, and you Bid and cancel these calls, the Sidestep rules apply (meaning that you can't Roll in these situations.)

Example Game

(In this example, we're in the middle of a game. Player 1 has 5 dice left, player 2 has 4 dice left. Remember, players can see only their own dice.)

Player 1: 1, 3, 3, 4, 5
Three 3s
I'll roll 2 dice
Player 1 re-rolls the 1 and the 6
4, 5, 3, 4, 5
Four 5s
Five 3s
Six 5s

Player 2: 1, 2, 3, 4
Four 3s
Five 1s
Six 1s
Challenge!

Both players reveal their dice.
Count the number of 5s and the number of red dice.
1 2 3 4 5 6 7
Since there are at least six 5s, the bidder wins this round.
The Challenger loses and will start the next round with just 3 dice.

A complete sample game can be found at www.spicy-dice.com

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The Original Spicy Dice Game

Diangle!

Players. 2 to 4.

Object of the Game. Be the first to complete levels 1 to 6 and back down to 1 again, **in order**.

Using the Game Board. Your marker shows which level you're working on. Dice with that number are placed on the bottom row of the board. Dice for the next level are placed on the middle row, and dice for the level after that are placed on the top row. Since all players are sharing the same board, your dice in any row may be different from those of another player.

To Begin. The game board is empty. Place your marker on 1. Each player begins by trying to fill the bottom row of the board with three 1s, but you can place 2s and 3s on the board too, if you wish.

Your Turn. Select the dice you want to roll for that turn. On your first turn of the game, roll all 6 dice.

Dice that you want to keep must be placed on the board in their proper rows, so you may only keep dice for your current level and for the next two levels. If you have more of any number than will fit in its row, you must decide which ones to keep. Dice that you can't place on the board **must** be rolled. All other dice **may** be rolled, including those already on the board.

If you're not satisfied with the first roll of your turn, roll the **same dice** a second time. (You can't switch dice between rolls.)

Completing Levels. Anytime you've filled in the bottom row of the board, you may "advance" to the next level, or wait and try to fill in the middle row too before advancing. For example, if you accumulate three 1s, you may advance to level 2 or try to also fill in the middle row and then advance right to level 3. **You decide when to advance.**

If you fill in the bottom and middle rows, you may advance past both levels, or try to fill in the third row.

Diangles. If you fill in all three rows, that's a **Diangle!** Advance past all three levels, and immediately take an extra turn. This extra turn is not a "second roll;" it's a brand new turn, so you may roll any dice you like.

Red Numbers. A red number fills its row all by itself! *If you already have some white numbers in the row, you can remove them and keep just the red number.*

Advancing. When you choose to **advance**, follow these four steps:

- 1 Move your marker past the level(s) that you have completed.
- 2 Remove any dice from the completed levels from the board.
- 3 Move dice still on the board, if any, to their new rows.
- 4 You may place other dice, if any, on the board in their proper rows.

Advancing on a Diangle. If you complete a Diangle using fewer than 6 dice, you can hold some of the leftover dice for your extra turn if you want to.

U-Turn. After completing level 5 on the way up, proceed to level 6, and then to level 5 on the way down. Therefore, you might end up placing 5s on the bottom row, 6s on the middle row, and another 5 on the top row of the board.

On the Way Down. In the second half of your race up and down the board, remember that things look a bit reversed. For instance, if you're at level 4 on the way down, 4s are on the bottom row of the board, 3s are on the middle row, and 2s are on top.

Winning the Game. First player to complete level 1 on the way down wins the game.

Diangle is the original game with which these dice were first used. The complete original rules, including diagrams and optional rules, are available online at www.spicy-dice.com

Diangle!™ was invented by Andy & Elliot Daniel and originally published as a board game by Word Origin, Inc. under license. Diangle artwork and logo by Valerie Wong, San Francisco. Rules in original edition edited by Wordworking, Oakland, CA. © 1997, 2004 Engenuity LLC. All rights reserved.