



ALL Absolute Dice Games follow the same set of Rules, although some may have slight differences that are unique to a particular game.

ALL Absolute Dice Games are made up of:

One Category Die - which denotes the Category of dice that a player has to accumulate during their turn.

One Number Die - which denotes the number of turns that a player has to achieve their target.

Scoring Dice - the dice that the player uses to gain their score.

The dice can be thrown all 'together' - the initial roll being counted as a player's first turn. Or a player may separate the Number and Category die, roll those two dice first and then play their scoring dice accordingly.

Absolute Dice Word

Players may make as many words as they like from their scoring dice, but once the letters have been used and set aside, they cannot be re-used within a turn. However if a player decides that they no longer wish to keep a word from a previous turn, then they can use those dice again on the next roll..

Eg: If a player rolls **A G P E L O W D** and their category is Animals with three turns, they may make DOG with the first turn, then roll the other five letters again to see if they can make another word or words, until they have used up their three turns. If a player has three rolls of the dice, but manages to make words using all eight letters within two rolls, they can rest there and take their score.