



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 Original

The Number Game - Categories to collect:

E = Even Numbers, O = Odd Numbers, P = Pairs, R = Runs,
S = Sets of 3+Dice or Joker = Any combination of the above.

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.

Absolute Dice Sport, Christmas Holiday and Love are all 'themed' games. These games also consist of a Category Die, Number Die and White Scoring Dice, however, one of the white scoring dice has a Silver icon and one a Gold icon. All scoring dice have a value of one point. When a silver icon is rolled a player doubles the points of their overall score, and when a gold icon is rolled a player receives triple points on their overall score. ALL games (with the exception of Absolute Dice Kids) play up to 101 points.

Absolute Dice Kids

As with the other games Absolute Dice Kids consists of a Category Die, Number Die and Scoring Dice.

Depending on the age of the child Absolute Dice Kids can either be played one round at a time: Each player taking a turn to see who collects the most icons to determine the winner. In the event of a tie the players choose an icon, and using one scoring dice each, both players take turns to roll their die. The first player to roll their nominated icon is the winner. Or the oldest player can nominate a target number of points to achieve to win the game (7,11,15 points), which can be increased along with the child's ability to count. The Zero on the Number Die can mean either, nothing or no icons to collect this time around, or when a child is older and it feels appropriate, the Zero can be introduced as 'miss a go'. As an added bit of fun, we've found that young children enjoy displaying the number of fingers for the number of icons collected eg: 3x Keys = 3x Fingers, with a circle using thumb and forefinger for the Zero.