

ABSOLUTE DICE

All Absolute Dice Games follow the same set of Rules, although some may have slight differences that are unique to a particular game. Each Absolute Dice game also has an Extra Game, so before they start, players need to decide which version of their chosen game they wish to play. The youngest player usually starts the game.

All Absolute Dice Games are made up of:

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

One Number Die - which denotes the number of turns that a player has to achieve their target ie: rolling dice in their given Category.

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 then play their Scoring dice accordingly.

Absolute Dice Original

Categories to Collect

E = Even Numbers of pips on the dice 2,4,6

O = Odd Numbers of pips on the dice 1,3,5

P = Pairs All 'pairs' of dice that are rolled within the number of turns

R = Runs Any and all runs of three dice or more 1,2,3 - 2,3,4 - 3,4,5 - 4,5,6

S = Sets Any 'set' of three of the same dice or more

Joker Any combination of pairs, sets or runs.

In Absolute Dice Original the number of pips on each die determines the score ie: Six Pips equals Six Points.

Extra Game: Instead of waiting until the end of their allotted number of turns, players in this version of the game can also score 'on the go' by taking their score on every roll of the dice, so if a player has three rolls of the dice, they take their score at the end of each of the three rolls with these points counting as the overall score for their turn. This makes for an edgier and much higher scoring game, so we recommend upping the winning total to 201 or even 301.

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 ie: Letters can't be used twice in the same word. 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.

For example if a player rolls **J 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.

As with a couple of other well known word games players can decide for themselves if the same word can be used twice in any given game.

Extra Game: As with Absolute Dice Original, Absolute Dice Word can also be played to score on each roll of the dice. Some players may find that this is a little trickier and more time consuming to do, however for a faster and more light hearted game play, players could choose to keep words to a three letter maximum.

Absolute Dice Sport, Christmas, Holiday, Love, Halloween etc are all 'themed' games. These games also consist of a Category Die, Number Die and Scoring Dice, however, one of the scoring dice has a Silver icon and one has 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. If the only scoring die that a player happens to roll is either a silver or gold icon die, they gain two or three points respectively.

All games (with the exception of Absolute Dice Kids) play up to 101 points.

Extra Games using Absolute Dice Halloween as an example of game play, these Extra Game plays can be used as a Rule model for a whole game, or any or all variations can be played within one game, with players choosing how to achieve their score.

The player rolls all the dice together which counts as the players first turn. The player then has four choices of how to achieve their score.

Play 1: The Player keeps the score of the dice rolled ie: If the player has rolled a Gold pumpkin and has four other pumpkins they can 'stick' - tripling their score to keep 15 points.

Play 2: The player can choose to use the Number and Category dice to play and score in the usual way, which they would probably choose to do if they roll a 5 or 6 on the Number Die.

Play 3: The player can choose the icon rolled by the Gold Die and then rolls the remaining dice to acquire more of the same icon, but **must score** every roll or they lose everything. All icons (including the Silver icon) are worth one point, and points are tripled at the end of a player's turn. So as to not risk losing their score, a player can choose to 'stick' with their score at any time.

Play 4: The player can choose the icon rolled by the Silver Die and then rolls the remaining dice to acquire more of the same icon, but again, must score every roll or they lose everything. All icons (including the Gold icon) are worth one point, and points are doubled at the end of a player's turn. Again, to not risk losing their score a player can choose to 'stick' at any time.

Absolute Dice Kids

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

Starter Game: For this game only the purple Category die and the white Scoring dice are used to play and the game is played one round at a time. The youngest player starts by rolling the purple Category die. The white Scoring dice are then rolled all together, the player then matches the icons on the white dice to the one they rolled with the Category die. They then count the icons to get their score - the player with the most matches wins the round.

Absolute Dice Kids Game: Initially Absolute Dice Kids is probably best played one round at a time. As with the other games the youngest player usually starts the game by separating the purple Category and Number dice from the white Scoring dice, then rolls them together to see which category of dice to go for and how many turns they have to gain their score. The player then rolls all the white scoring dice, setting aside any icons on each roll of the dice that match the icon on the purple Category die. At the end of the round the winner is the player who has rolled the most matching icons. In the event of a tie each player chooses an icon, and using one scoring die each, both players take it in turns to roll their die. The first player to roll their nominated icon is the winner.

Depending on the age of the child the next step up with the game is to play to accumulate points, in which case it falls to the oldest player to nominate a target number of points to achieve to win the game (7, 11, 15 points ..) which can be increased along with a 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' to add another dimension to the game.

Absolute Dice emoji® plays the same as all the other themed games.