



KA'DICE! Verb: the act of rolling dice with no usable outcome.
/kä-dīs/ "Awww man! I rolled another useless KA'DICE!"

Noun: a pretty awesome game.
"Hell yeah, I rolled a KA'DICE! this game is mine!"

SEQUENCE OF PLAY

ROUNDS

NEW ACTIVE CARDS - Players with no active card in play flip over the top card from their deck.

WARS - Players with matching active cards enter a war, until no active cards match.

URNS - Starting with the dealer, players take turns one at a time clockwise around the table.

DICE ROLL - Player rolls their dice

ABILITY - Player may use their ability now if possible.

ELIMINATION - Player may eliminate a card if possible.

HOLD DICE - Player may hold up to 4 dice for the next turn.

END TURN - Player states that their turn is finished and the player clockwise to the left starts their turn.

ROUND END - A round ends after all players have either taken 3 turns, made an elimination, or had their card eliminated. The dealer token then moves clockwise to the next player, and a new round begins.

REPEAT - Repeat rounds until only one player has cards remaining.

FOR 2 OR MORE PLAYERS
AGES 8 TO ADULT

OBJECTIVE: Roll dice to match and eliminate all of your opponent's cards before they eliminate yours.

EQUIPMENT: 68 cards, 20 dice, 4 hold cards, 1 dealer button and 1 goodie card (see optional rules).

PREPARATION: Each player chooses a matching-color set which includes a deck of 17 cards, 5 dice, and 1 hold card. Players then shuffle their deck, place their hold card in front of them, and place their deck face-down to the left of the hold card. To the right of the hold card is the discard pile where their eliminated cards are placed.

PRE-ROUND GAMEPLAY

Before the first round of the game can begin, all players must immediately engage in a war to determine who is the dealer.

WAR: Each player rolls 1 die. The player with the highest roll wins the war. In the case of a tie, the tied players will roll again with an additional die and the player with the highest sum of their dice rolls is the winner. Repeat this process for each tie until a single player has won the war.

All players draw one card from the top of their deck and place it face-up in front of their hold card. This is your active card. The dealer is given the dealer button, which is placed in front of their active card to denote their position.

If 2 or more players have the same active cards showing, those players engage in war to determine which player gets to keep their card. The losing player(s) place their card in their discard pile and replace it with a new card from their deck. The wars continue until all duplicates are removed from the table.

ROUND GAMEPLAY

The game consists of ROUNDS in which each player gets 3 TURNS to roll dice. On your turn you roll all of your available dice, then you can choose to eliminate an opponent's card or hold dice for your next turn. Play then passes clockwise to the next player for their turn. Turns continue around the table until each player has had 3 turns, made an elimination, or has been eliminated from the round. If there are any ghost players, they take their ghost roll prior to the start of the next round (see GHOST ROLLS). At this point the round ends, and the dealer

button moves clockwise to the next player. Eliminated cards are replaced from that players' deck, and a new round begins. Rounds continue until only one player has cards remaining and is crowned the winner.

HOLDING DICE: If no elimination is made on your turn you can hold up to four dice for the next turn by placing them on your Hold Card. Holding allows you to save dice that will help eliminate one or more opponents' cards on your next turn. You are not required to keep any held dice, and can pick up any dice at the start of a turn if you choose to re-roll them.

ELIMINATION: Cards can be eliminated when a player rolls dice that match the combination of an opponent's active card. You can eliminate multiple cards at once as long as your dice match each of the cards being eliminated. If you eliminate an opponents' card then you AND the eliminated player(s) lose your remaining turns for the round. Your card remains in play and can be eliminated.

TIP: You are not required to eliminate a card. In some cases it may be best to wait until a later turn when you may be able to eliminate a more powerful card, or make multiple eliminations.

EXAMPLE: The Small Straight card requires that an opponent's roll consist of at least 4 dice in a row (e.g. 2,3,4,5) The Four of a Kind card requires a roll of any 4 matching dice (e.g. 2,2,2,2). (See CARDS LIST for full details).

CARD ABILITIES: Each card grants a unique power ability, such as gaining an extra roll on a turn or the ability to manipulate a dice roll. You can use these powers during your turn to help eliminate opponents' cards. (See CARDS LIST for full details)

GHOST ROLLS: After all of a player's cards are eliminated, they are out of the game and are considered a Ghost Player. At the end of each following round, ghost players are allowed one roll of their dice. If that roll matches any ACTIVE card, the player is revived and is no longer a Ghost Player. The matched card is not eliminated. Revived players shuffle their cards and fan them out face-down for another player to draw one card. The chosen card becomes the revived player's new active card and they are back in the game. The remaining cards are returned to their discard pile.

5 OF A KIND: When a player rolls 5 of a kind, all of their dice become wild. They can then change each die to whatever value they choose.

TIP: This is useful for making interesting combinations to take out difficult cards, or multiple cards at once.

KA'DICE!

KA'DICE!

KA'DICE! Verb: the act of rolling dice with no usable outcome.
/kä-dīs/ "Awww man! I rolled another useless KA'DICE!"

Noun: a pretty awesome game.
"Hell yeah, I rolled a KA'DICE! this game is mine!"

SEQUENCE OF PLAY

ROUNDS

NEW ACTIVE CARDS - Players with no active card in play flip over the top card from their deck.

WARS - Players with matching active cards enter a war, until no active cards match.

URNS - Starting with the dealer, players take turns one at a time clockwise around the table.

DICE ROLL - Player rolls their dice

ABILITY - Player may use their ability now if possible.

ELIMINATION - Player may eliminate a card if possible.

HOLD DICE - Player may hold up to 4 dice for the next turn.

END TURN - Player states that their turn is finished and the player clockwise to the left starts their turn.

ROUND END - A round ends after all players have either taken 3 turns, made an elimination, or had their card eliminated. The dealer token then moves clockwise to the next player, and a new round begins.

REPEAT - Repeat rounds until only one player has cards remaining.

CARDS LIST

SINGLE PAIR (1-6)



Elimination :
Roll 2 dice of the cards number (1-6)
Example: 1,1.

Ability :
Your card number (1-6) is Wild. After rolling a Wild die you can change it to any other number. You can only change a die the same turn you rolled it.

3 OF A KIND



Elimination :
Roll 3 dice of the same number.
Example: 2,2,2.

Ability :
You may shift 1 of your dice up, or down one number Example: 2 -> 3, or 2 -> 1. You can do this once per turn. You can only shift a die the same turn you rolled it.

10 OR UNDER



Elimination :
Roll 5 dice with a sum of 10 or under.
Example: 2,2,2,1,3.

Ability :
You may shift 1 of your dice down one number Example: 6 -> 5. You can do this once per round. you can only shift a die the same turn you rolled it.

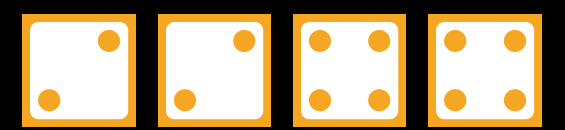
25 OR OVER



Elimination :
Roll 5 dice with a sum of 25 or over
Example: 5,5,6,6,3

Ability :
You may shift 1 of your dice up one number Example: 4 -> 5 You can do this once per round. you can only shift a die the same turn you rolled it.

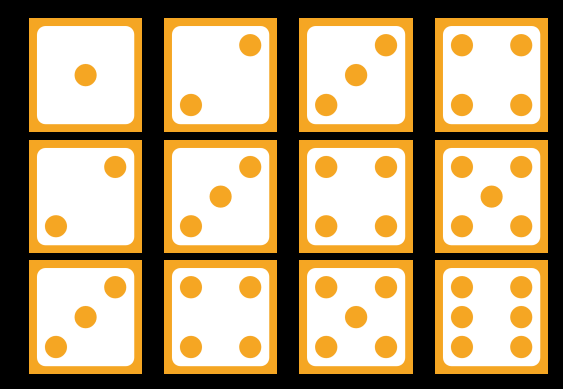
2 PAIRS



Elimination :
Roll 2 pairs. The pairs may be the same number
Example: 2,2,4,4.

Ability :
After you eliminate a card. this card becomes immune to attack and can't be eliminated this round. turn the card sideways to indicate it can no longer be attacked. Immunity ends at the start of the next round.

SMALL STRAIGHT



Elimination :
Roll a straight run of 4 dice in a row.
Example: 1,2,3,4. 2,3,4,5, or 3,4,5,6.

Ability :
On your first turn you get a bonus roll immediately after holding dice from your first roll.

FULL HOUSE



Elimination :
Roll a 3 of a kind and a pair.
Example: 3,3,3 and 4,4.

Ability :
After you eliminate a card, you do not lose your remaining turns for the round. You must reroll all of your dice on your next turn.

ALL EVENS



Elimination :
Roll 5 dice that are all evens.
Example: 2,2,4,4,6.

Ability :
If you roll ALL EVENS, you may eliminate any 1 active card of your choice. You may also eliminate any additional cards if your dice meet the requirements.

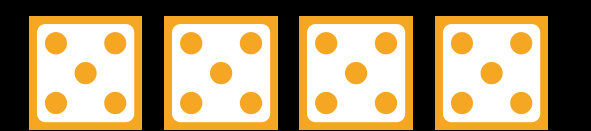
ALL ODDS



Elimination :
Roll 5 dice that are all odds.
Example: 1,1,3,3,5.

Ability :
If you roll ALL ODDS, you may eliminate any 1 active card of your choice. You may also eliminate any additional cards if your dice meet the requirements.

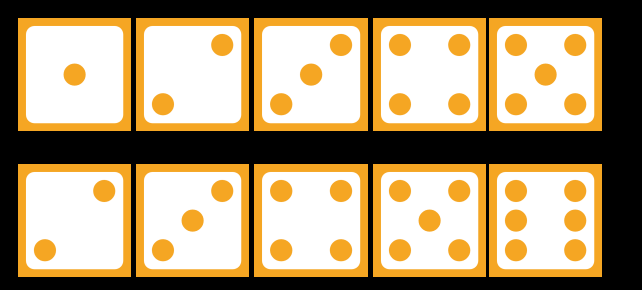
4 OF A KIND



Elimination :
Roll 4 matching dice.
Example: 5,5,5,5.

Ability :
If you roll 4 OF A KIND, you may eliminate any 2 active cards of your choice. You may also eliminate any additional cards if your dice meet the requirements.

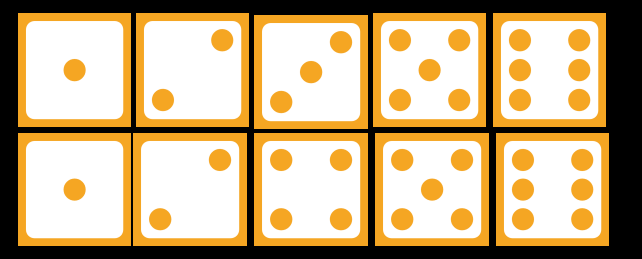
LARGE STRAIGHT



Elimination :
Roll a straight run of 5 dice in a row
Example 1,2,3,4,5. or 2,3,4,5,6.

Ability :
If you roll a LARGE STRAIGHT, you may eliminate any 2 active cards of your choice. You may also eliminate any additional cards if your dice meet the requirements.

KA'DICE



Elimination :
Roll 5 dice with no pairs, and no straights.
Example 1,2,3,5,6. or 1,2,4,5,6.

Ability :
When you roll a KA'DICE, eliminate all other active cards on the board.