

DICE WIDE SHUT (ENG rule book ver.1)

Contents

Dice : Red 6, Blue 6, Purple 1

Dry erase markers : 6

Player board (erasable) : 5

Note: It doesn't include any dry-eraser but you can just use tissue to erase the board.

Game overview

Players take one / two dice on each turn and check mark the number showing on the dice. The board has numbers that can be filled in depending on the color of the dice (red / blue). More the check marks continuous in one vertical column without any blank space in between, the score gets higher. Try to avoid filling out one full horizontal row as "split" will occur. If "split", the check marks will be crossed out and does not count at scoring. If any player fills in 3 columns on either the red top half of the board or the blue bottom half of the board, the game ends. The player with the highest score wins.

Game Setup

Distribute one player board and one dry erase markers to each player. The number of dice used at a game depends on the number of players. Prepare according to the table below. Put the remaining dice back to the box. The person who most recently touched the monolith becomes the first start player. Or the person who most recently joined the Marine Corps Boot Camp.

Number of players	Red dice	Blue dice	Purple die
2	3	3	1
3	4	4	
4	5	5	
5	6	6	

0. A Player's Turn

In this game, at your turn you can do one "action" which is to take one / two dice and check the numbers on your player board accordingly. (Only the start player can also roll the dice when starting the round)

1. Roll the Dice

The start player roll all the dice. (place all the dice in the center of the table so everyone can see!).

2. Take the Dice

From the start player, choose one / two dice according to the following procedure.

(1) Select the color of the dice (red or blue) you want to choose.

(2) Do one of the following

a. Select **two** dice that shows 1 to 5 of the selected color

b. Select **one** dice that shows 6 of the selected color

(3) Take the selected one/two dice to your player board

The **purple** dice can be used as any color, red or blue. However, it must to be the same color of the other dice you choose. For example, if you select a red and a purple dice, the purple dice becomes a red dice.

Also, when you are taking the dice showing 1 to 5, you must take two dice. You cannot choose to take only one dice. However, if there's only one dice of 1 to 5 you can take, take just one dice. For example, if there's one red dice showing 3, three red dice showing 6, you can choose to take only one red dice showing 3.

When the start player finishes his / her turn, it's the next player's turn (clockwise) to choose one / two dice from the remaining dice. Repeat this until the last player.

3. Check Mark on your Player Board

Write a check mark on your player board of the number showing on the dice you have chosen. If you chose red, write a check mark on top half area of the board, and if you chose blue, write a check mark on the bottom half area of the board

You can check mark any row / column as long as the number showing on the dice you choose matches the board. For example, if you choose two blue dice showing number 1 and 5, you must check mark both numbers, 1 and 5 of the blue bottom half area of the board.

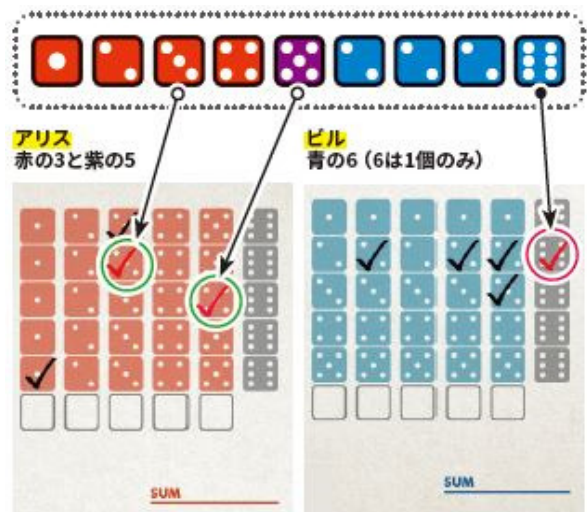
As an exception, if all the numbers showing on the dice you chose have already been marked, you do not need to mark and your turn will end.

If you choose one dice showing 6, check one of the 6 on the column. (It can be any 6) For example, if you choose red, you can either mark 6 in the top half area or 6 in the bottom half area. If you chose a purple showing 6, you can check mark any one 6 on the board.

Ex.1: Three players are playing. The start player Alice roll the dice. (See below picture)

Alice first choose color red. And take one red dice showing 3 and one purple dice showing 5. Since she chose red, the purple dice becomes red. Alice check mark one 3 and one 5 on her red top half of the board. Alice's turn ends.

Next is Bill's turn. Bill first choose color blue. And take one blue dice showing 6. When selecting number 6, only one dice can be taken. Bill check mark one 6 on his blue bottom half of the board. Bill's turn ends.

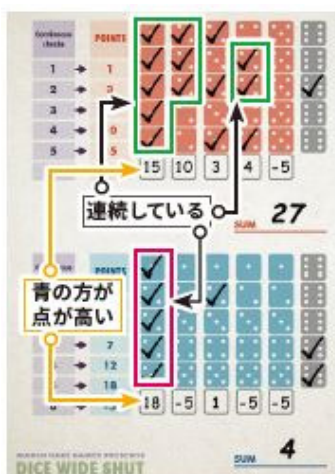


4. Next Round

When everyone finishes their turn, the start player changes clockwise. The new start player collects all the dice and rolls it for the next round. Repeat this until the game ends.

5. Score

At the end of the game, the score will be calculated based on the check marks. Score for the continuous check marks in one column is written on the left side of the board. Calculate the sum of the total score for all 10 columns. More the check marks continuous in one column without any blank space in between, the score gets higher. Even if the check marks are not continuous, each check mark scores individually.



Ex. 2: Below is the final score of a sample player.

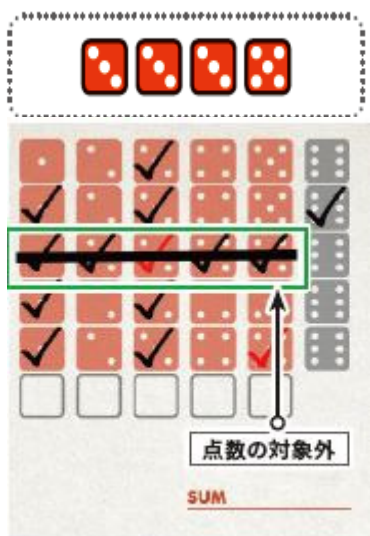
For the red top half board, the first vertical column scores 15 points because there are 5 continuous check marks. The second column scores 10 points because there are 3 continuous check marks. The third column scores 3 points as the 3 check marks are not continuous. Each check mark scores 1 point so the total score is 3 points. The fourth column scores 4 points as there are 2 continuous check marks (3 points) and one independent check mark (1 point). Since there is no check mark on the fifth column, it's -5 points.

The blue bottom half board is calculated in the same way.

6. Split

If you check mark all the numbers in one horizontal row (not including 6), the line "splits". If a row "splits", draw a line and cross out the row to make it easy to see. If there is a "split", the check mark that is crossed out now does not score any points.

Ex. 3: It is another turn of Alice, this time, Alice is the last player.



On Alice's turn, there are only three red dice showing 3 and one red dice showing 5. Since there isn't any 6, she has to pick two red dice. She chooses one red dice showing 3 and one red dice showing 5. She then check mark 3 and 5 on her player board. As there's only one blank 3 left on the red top half of the board, she has to check mark that 3 which fills the row therefore "splits" the row. The check marks on this row does not score any points anymore. The first vertical column had 4 continuous check marks but because the second check mark is crossed out, the first column now has 1 individual check mark and 2 continuous check mark. And for the second and fourth column, the only check mark is now crossed out so now these column has no checkmark which can lead to -5 points at the end of the game.

7. Protect Your Row with "6"

When you take a dice showing 6, you can choose any 6 to check mark on your board. This is a protection to avoid "split". From the next turn, you can call out you want to use this "6" power and you can choose not to check one number on that row. If you once use the power of "6", you cannot use this again for the same horizontal row so to make it easy to see, color the 6 black when used.

Ex. 4: Alice 's another situation.



Again, there are only three red dice showing 3, one red dice showing 5. Alice chooses one red dice showing 3 and one red dice showing 5. She now has to check mark 3 and 5 on her player board. She check mark 5 but in this situation, if she check mark 3, a "split" occurs so she doesn't want to check it. She has checked 6 on that row so decides to call out to use power of "6".

She now color 6 black instead of checking 3 and her turn ends. On her next turn, even if she takes a dice showing 6, she cannot check mark 6 for the row already used and colored black. (She still can check mark the other 6 remaining and also use the power of "6" if it is not used.)



8. End of game

If any one player check mark all the numbers of 3 columns of either red top half of the board or the blue bottom half of the board, the game ends. Even if a "split" occurred, the crossed out check mark is considered to be filled out for that column. When the remaining players finishes their turn, the game ends and all players calculate their score.

9. Calculate Your Score

Follow the scoring table on the left of the board and write in the score at the bottom of each column. The player with the highest total score for all 10 column wins. If it is a tie, the player with the most "split" wins. If that is also a tie, the player who most recently attended a masquerade party wins.

Ex. 5: End of game and score calculation

continuous checks	POINTS	Column 1	Column 2	Column 3	Column 4	Column 5
1 →	1	✓	✓	✓	✓	✓
2 →	3	✓	✓	✓	✓	✓
3 →	6	✓	✓	✓	✓	✓
4 →	10	✓	✓	✓	✓	✓
5 →	15	✓	✓	✓	✓	✓
0 →	-5	15	10	3	4	-5
						27

continuous checks	POINTS	Column 1	Column 2	Column 3	Column 4	Column 5
1 →	1	✓	✓	✓	✓	✓
2 →	3	✓	✓	✓	✓	✓
3 →	7	✓	✓	✓	✓	✓
4 →	12	✓	✓	✓	✓	✓
5 →	18	✓	✓	✓	✓	✓
0 →	-5	8	-5	7	8	8
						26

For the red top half board, the first vertical column numbers are all checked, so it scores 15 points. Since there are 4 continuous check marks in the second column, it scores 10 points. The third column has three individual check mark (not continuous). Each check mark scores 1 point so total is 3 points for this column. For the fourth column, there are one 2 continuous check mark which scores 3 points and one independent check mark which is 1 point, so the total is 4 points. Since there is no check mark for the fifth column, it is -5 points!

For the blue bottom half board, the second horizontal row is "split" and the check marks on that row does not count. So for the first, fourth, fifth column, the first check mark is now an individual check mark and scores only 1 point and the other 3 continuous check mark scores 7 points. Total score for each of these three column is 8 points. For the second column, since the check mark is crossed out and does not count, there are no check mark and it scores -5 points. The third column now has 3 continuous check mark so scores 7 points.

The total score for this player is 27 points for the red top half and 26 points for the blue bottom half. You add the 2 and the total game score is 53 points.