DICE REFERENCE CHART



Three-Color Die



Blue Number Die



Double Die



Green Number Die



White Spot Die



Brown Number Die



Mini Die



Red Number Die



Picture Die



Yellow Number Die



Letter Die



Poker Die



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50 AWESOME dice, 75 Thinkingtown cards, 75 Actionland cards, 50 Triviaville cards, and sand timer

Object of the Game

To win, of course! To do that, you need to win cards by successfully completing challenges. The player who wins a specific number of cards is the game winner.

- Setting up the Game

 Individually shuffle the three card decks and place them face-down as three piles in the center of the playing area.
- 2 Organize the dice (by type) and place them in the center of the playing area along with the sand timer.
- **3** Grab some scrap paper and a pencil. You'll need them for the drawing activities!

What to do on Your Turn

The player whose birthday is closest to today's date goes first. Play continues clockwise.

- Roll the Three-Color Die.
- 2 Now, draw a card from the top of the deck that matches the color on the die. Red is "Triviaville", blue is "Actionland", and yellow is "Thinkingtown".

Note-if you drew a Triviaville card, don't read it! It's a trivia card that has the answers on it. Instead, give it to the player on your left who will read the proper question to you.

- 3 Follow the directions on the card. It will tell you what dice you need to complete the challenge.
- 4 If you successfully complete the challenge (or answer the trivia question correctly), you've won the card! Keep it in front of you-you'll need it to tabulate your score.

Note-the Actionland deck contains drawing and charades cards. These cards enable TWO players to win a card - both the player who correctly guesses what is being drawn or acted out, AND the player doing the drawing or activity. Draw this additional card from any deck.

Winning the Game

Standard Rules

- ★ If you have more than four players, collect six cards to win!
- ★ If you have four players or less, collect eight cards to win!

Other Ways to Play

- ★ Be the first player to collect three cards from each category to win (Triviaville, Actionland, and Thinkingtown)!
- ★ Set a time limit for each game. The player who has the most cards when the time runs out wins! In a hurry? Play for 15 minutes. Looking for a night of explosive fun? Play for an hour or more!
- ★ Play in teams! Kids vs. adults! Girls vs. boys!



We encourage you to make up your own ways to play and win. Send us your suggestions and we'll send you one of our Dicecapades!® Expansion Packs!

Email your ideas to social@haywiregroup.com

Other Stuff



The **Three-Color Die** is used for different purposes. First and foremost, on your turn you roll this die to determine which card deck to draw from. Each of the colors on the die match the colors on the card decks.



Grab some **paper and a pen or pencil**-you'll need to do some drawing!



Not all cards have the answers on them! On these cards it's up to you and the other players to determine the correct answer. If no one can agree, take a vote to decide.



How to read the **Brown Number Die**: after rolling this die, the number that is upright and touching the table along the bottom edge of the die is the number you've rolled. Example: the number rolled on the die in this picture is a "4".



If you roll the Three-Color Die and it lands on the red color, draw a red **Triviaville card** and hand it to the person on your left to read the question to you. Now, roll the Three-Color Die again to determine which category question should be read (red, blue, or yellow). The correct answer is in yellow.



Use the included **thirty-second sand timer** for the challenge cards with a time limit.



YouTuber? Great! Take a video of yourself playing the game- perhaps a certain Actionland challenge that you've mastered. Upload your video, email the link to us at **social@haywiregroup.com**, and we'll send you a Dicecapades!® Expansion Pack!

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