

BINGO DICE



1. Content

1 Dice Tray – OR – Coffin Dice Tray (Vampire Edition)

1 Rulebook

1 First-player marker

1 Reference Sheet

5 Dice

2 Bingo Marker

1 Travel bag (only for this Kickstarter)

50 Scorecards

2. Scorecard Overview

DICE BINGO

UNLOCKED

2 PAIR	2 PAIR	FREE TRICK OR TREAT	3 OF A KIND	3 OF A KIND	REROLL
SMALL STRAIGHT	SMALL STRAIGHT	FREE TRICK TREAT	3 OF A KIND	3 OF A KIND	
STRAIGHT	FULL HOUSE	DICE BINGO	STRAIGHT	4 OF A KIND	MAIN GOALS
4 OF A KIND	4 OF A KIND	4 OF A KIND	FULL HOUSE	FULL HOUSE	JOKER
DOUBT	DOUBT	FREE	DOUBT	DOUBT	

USED

UNLOCK

USE

3. Game Start

Give each player a scorecard and a Bingo marker.

Randomly choose the first player and give that person the first-player marker and dice. The first-player marker never moves; it's meant to indicate which player started the game.

4. Objective

Achieve all of the main goals on your scorecard by taking turns and rolling dice.

STRAIGHT	STRAIGHT	TRIPLES	A KIND	A KIND	MAIN GOALS
STRAIGHT	FULL HOUSE	DICE BINGO	STRAIGHT	4 OF A KIND	
4 OF A KIND	4 OF A KIND	4 OF A KIND	FULL HOUSE	FULL HOUSE	

5. Turns

The active player rolls as many dice as they like, up to three times. But before the third roll, the player to the left of the active player may **Doubt** (see **Doubt**).

After the third roll, the active player may use any number of open **Rerolls** or **Jokers** (see **Rerolls/Jokers**) on their scorecard.

The active player dabs any achieved main goal or reroll goal and then passes the dice to the next player clockwise.

6. Reroll

You earn additional rerolls once you cannot dab a main goal, but still manage to roll the combination of a reroll field.

You use rerolls by invalidating a reroll field. You can do so after you used your three rolls to roll any number of dice again.

You can use multiple rerolls per turn.

A reroll does not invalidate a doubting player's Joker.

7. Doubt

The player to the left of the active player may use **Doubt** if they believe the active player won't achieve a main goal without using a **Joker** or **Reroll**.



To **Doubt**, the doubting player must dab an unused **Doubt** field in the upper left corner before the third roll and only if the active player decides to roll for a third time.

If the active player does not achieve a main goal, the doubter has released a **Joker**.

However, if the active player achieves a main goal, the doubter must immediately invalidate the **Joker** by dabbing the bottom right of the square.

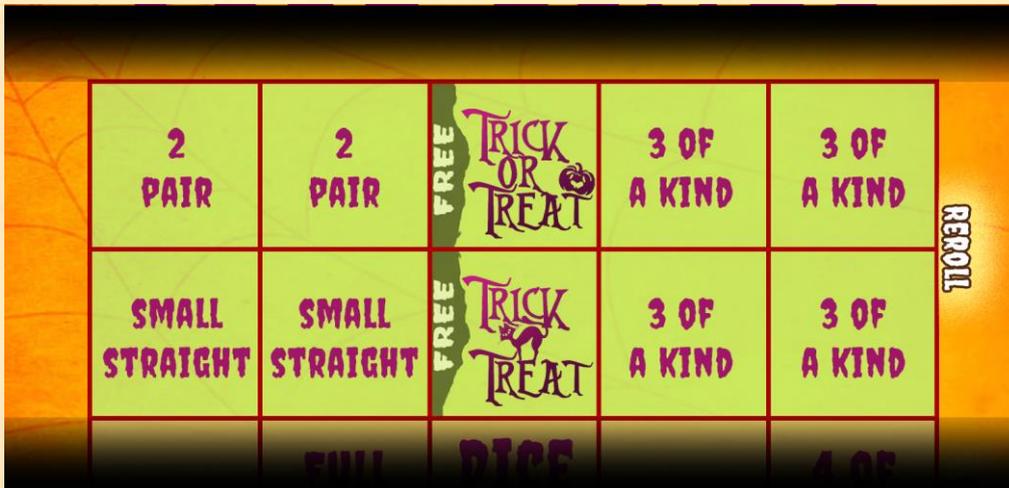
8. Using a Reroll/Joker

At the beginning, each player starts with two free **Rerolls** and one **Joker** (marked with FREE). More **Rerolls** and **Jokers** must be earned through rolling and doubting.



If a **Reroll** or a **Joker** is used, that square is invalidated by dabbing it at the bottom right of the square.

There are five **Jokers** and 10 **Rerolls** on your scoreboard.



Reroll



Joker

9. Turn Example

Player A is trying to achieve a straight.

1st roll: Player A rolls all five dice to get a 1, 1, 3, 4 and 5.

2nd roll: Player A takes one of the 1 dice and rolls a 6.

Player B **Doubts** that Player A will be able to get a straight.

3rd roll: Player A takes the 6 dice and rolls a 4.

Player B earns a Joker because Player A didn't complete a main goal.

Player A can now use a **Reroll** or **Joker**.

After Player A reaches a goal, Player A passes the dice clockwise.

10. How to Win the Game

As soon as one player achieves all of their main goals (the section in yellow), the remaining players up to the first player gets one more turn. Everyone gets an equal number of turns. All players who achieve all of their main goals win the game.

Rerolls

2 pair Two sets of the same number.

Example: 1,1,3,3

3 of a kind Three of the same number.

Example: 1,1,1

Small straight Four numbers in consecutive order.

Example: 1,2,3,4

Main Goals

4 of a kind Four of the same numbers.

Example: 1,1,1,1

Full House A set of the same number, and a three of a kind.

Example: 3,3,3,5,5

Straight Five numbers in consecutive order.

Example: 1,2,3,4,5

Dice Bingo Five of a kind.

Example: 1,1,1,1,1