

### SET UP

Everyone rolls 1 die, highest starts.  
Give the Bank to this player.  
Set the lid (POT) in front of them,  
placing 1 1 from the Bank into it.  
Give 3 to each player.

### GAMEPLAY

Start player rolls one set of the 3 dice.

- 1) They may keep the roll and score OR re-roll any dice for free.
- 2) Lastly, they may pay 1 into the POT to re-roll any of their dice one final time.

### NOTE!

Rolling a 1 1 1 at any time immediately ends your turn and you pay 3 to the Bank.

Rolling a P O T immediately ends the round and you win the POT plus the Combo bonus.

Once the player stops rolling, they take the appropriate reward if a Dice combo is achieved.  
The sum of their dice is their current score.  
(Letters = value of 0)

Leave the three dice in front of them!  
THIS is the score to beat...

The next player rolls the second set of dice and starts their turn.

Once this next player stops rolling:

If their score is **higher**, pass the POT to this player.  
**Their** dice are now the Winning set.  
Pass the previous dice to the next player.  
If their score is **typed** or **lower**, the next player takes this set of dice and rolls for their turn.

Each time a player takes control of the POT, the next players each get a turn to steal it. If a player successfully retains the POT until it is their turn once again, they win all the coins in it.

This player starts the next round by adding 1 1 from the bank into the POT, then rolling the three dice left in front of them.

The game continues until the end of a round in which a player has accumulated 24 coins.  
The player with the most coins wins!  
Break ties amicably with a 'sudden death' roll-off.

### RUNNER COMBOS

1 2 3 = Take 1 from the Bank, reroll the 1 and 3 to get a final total.

2 3 4 = Take 1 from the Bank.

3 4 5 = Take 1 from two different players OR take 1 1 from the Bank.

P O T = Take 1 1 from the Bank and 1 from each other player. Collect the POT.

### TRIPS COMBOS

3 of the same number

1's = Give 3 back to the Bank. Pass your dice to the next player, your turn is over.

2's = Get EITHER 1 1 from a player; OR 1 from two different players; OR 1 from the Bank.

3's = Take 1 1 from the Bank AND 1 from another player.

4's = Take 1 1 from the Bank AND 1 from 2 other players.

5's = Take 5 from the Bank; keep 3 and give 1 each to two other players.

### EXAMPLES

Jenn rolls a 1 2 4.  
She rerolls the 1 and 2 ending up with 2 4 and 4 for a high score of 10 and keeps it.

Frank rolls a 3 3 3.  
Frank keeps it and takes 1 1 from the Bank and 1 from Jenn. His total is less than 10, so he passes his dice to Dan.

Dan rolls a 1 1 1 and grumbles "Geez! The dice hate me!"  
He puts 3 back into the Bank and passes the dice to Stacey.

Stacey rolls a 2 3 4 and opts to keep the 4 and reroll the other two dice.

She ends up with a 4 4 5.  
Stacey gets the POT for having the high score.

Jenn, Frank and Dan all take another turn. They win coins from combos, but fail to beat the 13. Now it's Stacey's turn again, so she wins the round and takes the coins from the POT.

Stacey starts a new round, puts 1 1 from the Bank into the POT and rolls a 1 5 5.

She rerolls the 1, gets a 1 and decides to pay 1 to the POT to reroll again. She rolls a 5 and ends up with 5 5 5.

She takes 5 from the Bank, keeping 3 and giving 1 each to Frank and Jenn. Jenn rolls the other dice and gets a 5 5 5.

Jenn takes 5 from the Bank, keeping 3 and giving 1 each to Dan and Frank.

Frank rolls a 3 4 5 and takes 1 from Stacey and Jenn.

Dan takes the dice and rolls a P O T.

Dan jumps up excitedly and knocks the T to a 1.  
Frank yells "HA you scored a one!"

A great argument ensues until Dan is finally allowed to keep his P O T roll. He takes 1 1 from the Bank plus 1 each from Jenn, Stacey and Frank.

He also instantly wins the round and takes the POT and adds its coins to his pile.  
He will start the next round.

### BONUS COMBO

4 2 0 = Everyone gets 1 from the Bank.

### CREDITS

**Game Design:** Oswald Greene Jr  
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### OBJECTIVE

Accumulate 24 coins or more to win!

### CONTENTS

55 coins, 5 player aids, 2 sets of three dice.  
Dice have numbers 1 to 5 + one letter (P, O or T)

