



# BIG ROLLER WOODEN LAWN DICE INSTRUCTION MANUAL



**PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE**

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## Warnings



Recommended for ages 8 and over.  
Not for use by children without adult supervision.

**This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully.**

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# Parts List



Solid wood lawn dice  
Qty. 6



Carrying Case  
Qty. 1



Scoreboard with pen  
Qty. 2

# Game Instructions

## BIG ROLLER

### Objective of the Game

Big Roller Lawn Dice can be played individually or in a group.

Games consists of 13 rounds.

Within each round, players roll five dice and then score the roll in one of 13 categories. You must score once in each category -- which means that towards the end of the game you may have to settle for low scores or zero in some categories. The score is determined by a different scoring requirement for each category.

The object of the game is to maximize your total score in each of the 13 categories. The game ends once all 13 categories have been scored.

### Rolling the Dice

Players roll five of the six dice. After you roll the five dice, you can either score that roll, or re-roll any or all of the five dice again.

Players can roll the dice of his or her choice up to three times -- the initial roll of all five dice, plus two re-rolls of any or all dice. After rolling three times, you must score the roll.

Once a player has scored a roll the next player may take their role, or that player can roll all five dice again and repeat the process with the goal of gaining a high score in one of the remaining 12 categories. You continue until all 13 categories have been filled, at which time the game is over.

Once a category has been scored it is closed out for the rest of the game. Scores for that category cannot be changed once it's been closed.

# Game Instructions

## Scoring

### Upper Scores

In the upper scores, (1s, 2s, 3s, 4s, 5s, 6s) players total only the specified die face. So if a player rolls:



and scores in the **3s** category, that player's total for that entry would be **9**. This same roll would yield zero points if that player had to score in the **2s**, **5s** or **6s** category, 4 points if scored it in the **4s** category, or 1 point if scored it in the **1s** category.

When the game is over, if a player score 63 or more upper points (an average of 3 die faces per category), that player will get an *upper bonus* of 35 points. Players do not need to score exactly three die faces in each upper category to get the bonus, as long as the upper total is at least 63.

### Lower Scores

In the lower scores, a player scores either a set amount (defined by the category), or zero if that player doesn't satisfy the category requirements.

### 3 AND 4 OF A KIND

For **3 of a Kind**, a player must have at least three of the same die faces. If so, that player totals all the die faces and score that total. Similarly, for **4 of a Kind**, except that player must have 4 of the 5 die faces the same. So for example, if you rolled:



you would receive 18 points (add all dice) for 3 of a Kind, but zero points for 4 of a Kind.

### STRAIGHTS

Like in poker, a straight is a sequence of consecutive die faces; a small straight is 4 consecutive faces, and a large straight is 5 consecutive faces. Small straights score 30 points and large straights score 40 points. Thus, if a player rolls:



that player could score either a small straight or a large straight, since this roll satisfies both.

# Game Instructions

## FULL HOUSE

Also similar to poker, a *Full House* is a roll where you have both a 3 of a kind, and a pair. A full house scores 25 points regardless of dice total.



## THE BIG ROLL - FIVE OF A KIND

A Big Roll is a “5 of a Kind” (i.e. all the die faces are the same), and it scores 50 points. If a player rolls more than one **Big Roll** in a single game that player will earn a 100 point bonus for each additional **Big Roll**, provided that player has already scored a 50 in the category.

If the player does not roll Five of a Kind, no bonus points are awarded. If a player has scored a zero in the bonus category that player cannot receive any bonuses during the current game.

A player can also use subsequent 5 of a Kind rolls as **jokers** in the lower scores section, provided the following criteria have been satisfied:

1. Has scored a zero or 50 in the bonus category.
2. Has filled the corresponding category in the upper scores section. For example, if a player rolls:



the **4s** category must also be filled.

If this is the case, the player can use the Bill Roll as a **joker** to fill in any lower scores category. The player scores the category as normal. Thus for the *Small Straight*, *Large Straight*, and *Full House* categories, you would score 30, 40, and 25 points respectively. For the *3 of a Kind*, *4 of a Kind*, and *Chance* categories, you would score the total of the die face.

## CHANCE

*Chance* is the catch-all roll. A player can roll anything and simply total all the die face values.

# Game Instructions



## Outdoor Dice Score Card

UPPER SECTION	HOW TO SCORE	GAME #1	GAME #2	GAME #3	GAME #4	GAME #5
<b>1s</b>	Count & add only 1s					
<b>2s</b>	Count & add only 2s					
<b>3s</b>	Count & add only 3s					
<b>4s</b>	Count & add only 4s					
<b>5s</b>	Count & add only 5s					
<b>6s</b>	Count & add only 6s					
<b>TOTAL SCORE: EACH GAME</b>						
<b>BONUS</b> IF TOTAL SCORE IS 63 OR OVER	<b>+35</b>					
<b>TOTAL SCORE: UPPER SECTION</b>						

### LOWER SECTION

<b>3 of a Kind</b>	Add Total Of All Dice					
<b>4 of a Kind</b>	Add Total Of All Dice					
<b>Full House</b>	SCORE 25					
<b>Sm Straight</b> (Sequence of 4)	SCORE 30					
<b>Lg Straight</b> (Sequence of 5)	SCORE 40					
<b>Big Roll</b> (5 of a KIND)	SCORE 50					
<b>Chance</b>	Score Total Of All 5 Dice					
<b>BIG ROLLER BONUS</b>	✓ For Each Extra BIG ROLL					
	SCORE 100 PER ✓					
<b>TOTAL SCORE: UPPER SECTION</b>						
<b>TOTAL SCORE: LOWER SECTION</b>						
<b>GRAND TOTALS</b>						

# Game Instructions

## Simple Dice Games

There are countless games and variations of games that can be played with dice including Liar's Dice, Farkle and others. The instructions below are for a few simpler games to get you started.

### For all games:

Each player throws two dice to start. The player with the lowest total goes first to start the game.

## BUNCO (OR BUNKO)

Dice needed: 3

Object of the game: Throw 1 – 2 – 3 – 4 – 5 – 6 in succession to reach 21 first in each round.

There are six rounds within a game where the number of the round number serves as the target for that round's throws. Within a round, players alternate turns rolling three dice, aiming to obtain the target number. Players score points for each die matching the target. If the player gets three-of-a-kind of the target number (a Bunco), they get 21 points and wins that game. The game stops when a player reaches 21 points. The winner wins the most games.

Variation: A player can keep throwing the dice during their turn until they fail to get the number for which they are trying.

## BLACKJACK 21

Dice needed: 6

Object of the game: Throw 21 in each round without going over.

Before play begins select an odd number of rounds for the match. In each round players start by tossing three of their six dice attempting to get as close to 21 as possible without going over. Players may then, at their option, toss up to three additional dice in the round. If the score is tied then that round is replayed with the last person to score the tie starting the repeated round. The winner wins the most rounds.

## ROUND THE CLOCK

Dice needed: 2

Object of the game: To be the first player to throw all the numbers from 1 to 12 in order

The first player throws both dice, hoping to throw a 1. Players then take turns (in a clockwise direction) trying to throw a 1.

On the next round, those players who threw a 1 will try to throw a 2. Any player who did not throw a 1 in the first round will try again this round. Players can do so by throwing a 2 or two 1s.

Play continues round-by-round with players trying to throw all the numbers from 1 to 12 in sequence. Players may count the spots on just one die or on both dice added together. For example, throwing a 3 and a 6 could be counted as 3, 6, or 9.

The first player to go "Round the Clock" – throw all the numbers from 1 to 12 in order – wins the game.

Variation: A player can keep throwing the dice during their turn until they fail to get the number for which they are trying.

# Game Instructions

## STUCK IN THE MUD

Dice needed: 5

Object of the game: Avoid throwing 2s and 5s to accumulate points

Start with 5 dice to play. Before play begins select an odd number of rounds for the match. Five works well.

The first player rolls all five dice. If any 2s or 5s are rolled, no points are scored for this throw. If no 2s or 5s are rolled, add up the total of the dice and write it down.

The player sets aside any 2s and 5s, and throws the remaining dice. Again, if any 2s or 5s are thrown, no points are scored. If there are no 2's or 5s, add the total to the previous score.

Continue in this way until all the dice are "Stuck in the Mud." After the score is totaled, play passes to the left

## PIG

Dice needed: 1 – each player gets one die for the game.

Object of the game: Reach 100 in fewest rounds without throwing 1s.

With each turn a player repeatedly throws a die until either a 1 is rolled or the player decides to "hold":

If the player throws a 1 they score nothing and it becomes the next player's turn.

If the player rolls any other number, it is added to their turn total and the player's turn continues.

If a player chooses to "hold", their turn total is added to their score, and it becomes the next player's turn.

The first player to score 100 or more points wins.

For example, the first player begins a round with a toss of 4. That player can hold and score 4 points for that round or choose to roll again. If that player then throws a 6 that player may choose to hold at 10 and lock in that first round score. If that player instead decides to throw a third die and rolls a 1 then the turn ends with a score of zero.

## Maintenance

Your dice are sealed with a varnish finish. If dice should require cleaning wipe with a warm wet cloth or paper towel. Soap should not be needed. Dice can get wet but should not be exposed to prolonged dampness or moisture. Dice should not be returned to their carry case if they are wet.