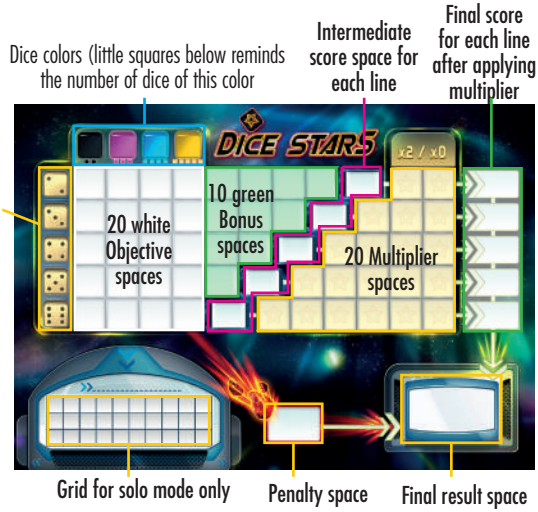
A GAME BY BRUNO CATHALA AND LUDOVIC MAUBLANC

DICE STARS

Pick up dice, roll them, choose either a color or a value, and fill out your score sheet by trying to make the best decisions!

COMPONENTS

- **14 dice:**
  - x 5
    values ☆, ☆, 3, 4, 5, 6
  - x4 x3 x2
    values ☆, 2, 3, 4, 5, 6
- **1 cloth bag**
- **1 score pad**



GAME SETUP

- Each player takes a score sheet and places it in front of themself.
- All 14 dice are placed in the bag and shuffled.

GAME SEQUENCE

On his turn, each player must perform the following two steps:

- Draw and roll 1 to 3 dice and add them to the reserve.
- Take all dice of a chosen type (same color, same value, or stars) and fill out the score sheet accordingly.

1 - DRAW AND ROLL 1 TO 3 DICE AND ADD THEM TO THE RESERVE

The active player MUST draw from 1 to 3 dice from the bag. He must first announce how many dice he will take before drawing them all at the same time.

He then rolls these dice and places them in the middle of the table. They are added to the dice that were left by the previous player, if any. This pool of dice is called the RESERVE.

IMPORTANT: When a player needs to draw dice, if the reserve is empty or contains only dice showing the ☆ face, that player MUST draw and roll 3 dice. At the beginning of the game, the first player will therefore draw and roll 3 dice.

2 - TAKE ALL DICE OF A CHOSEN TYPE, AND FILL OUT THE SCORE SHEET

The active player MUST take dice from the reserve. He must choose either a **color**, a **numbered value (from 2 to 6)**, or the **star value**.

He then takes ALL dice from the reserve that correspond to the chosen type (it could be only one die), and then fills out his score sheet accordingly (see pages 3 to 6).

If the chosen die is the only one with a particular color AND the only one with a particular value, the player chooses whether he is taking it for its color OR for its value.

The chosen dice are then put to the side to make up the DISCARD.

Play continues with the next player, in clockwise order.

PUTTING DICE BACK INTO THE BAG

If, during his turn a player has either:

- taken the last dice from the bag
- and/or chosen dice showing the ☆ value

then the next player MUST, before drawing dice, put ALL dice from the discard back into the bag. He MAY also put ALL dice from the reserve back into the bag.

HOW TO FILL OUT THE SCORE SHEET

1) THE PLAYER HAS CHOSEN A DICE COLOR

- The player takes ALL dice of the chosen color from the reserve.
- On his sheet, in the COLUMN corresponding to the color he chose, he marks as many EMPTY spaces as the number of dice he took, starting from the topmost empty space. In the last space that he fills out, he writes down the sum of the values shown on the dice (☆ faces are worth 0). In the other spaces, he writes an X.
- All dice that were taken then go to the discard.



SUMMARY

1- Draw 1 to 3 dice from the bag, roll them and add them to the reserve.

2- Choose all dice of a same type from the reserve.
Fill out the sheet.

3- Put these dice in the discard.

4- If the bag is empty or if the last type chosen was stars, put the discarded dice back into the bag (and optionally the dice in the reserve too).

Discard

Reserve

2) THE PLAYER HAS CHOSEN A DICE VALUE (FROM 2 TO 6)

- The player takes ALL dice of the chosen value from the reserve.
- On his sheet, in the LINE corresponding to the value he chose, he fills out as many EMPTY spaces as the number of dice he took, starting from the leftmost empty space. In the last space that he fills out, he writes down the sum of the values shown on the dice. In the other spaces, he writes an X.
- All dice that were taken then go to the discard.



USING THE BONUS SPACES

The BONUS spaces (in green) can be treated as normal white spaces. At certain times during the game you might have to use them in order to follow the rules described above.



3) THE PLAYER HAS CHOSEN TO TAKE DICE SHOWING STARS

• The player takes ALL dice showing the STAR value from the reserve.

• On his sheet, he marks as many MULTIPLIER spaces (yellow spaces) as the number of dice he took.

For each ☆ he can mark any empty space, in the order of his choice, but he has to use ALL the ☆.

• All dice that were taken then go to the discard.



EFFECT OF THE MULTIPLIER SPACES AT THE END OF THE GAME

For a line in which you have not marked any multiplier spaces, you will score the sum of the values written on that line.

For a line in which you have marked ALL of the multiplier spaces, you will score double the sum of the values written on that line.

For a line in which you have marked only SOME of the multiplier spaces, you will score... ZERO!!

In other words, ☆ can be as risky as they can be powerful!

PENALTY SPACE

When a player has rolled the dice, if it is possible for him to take dice (of the same color, same value or showing stars) that would allow him to fill out spaces on his sheet, then he MUST do so.

However, it is possible that there will not be enough empty spaces left on the sheet to allow for dice to be taken while following the rules described previously. If such a situation occurs, the player MUST still choose a color or a value, put the selected dice in the discard and write the sum of those dice in the PENALTY space of his score sheet.

Filling out the penalty space triggers the end of the game!



END OF THE GAME

The end of the game is triggered when one of two situations occurs:

- A player fills out the last Objective space (white space) of his score sheet.
- A player is forced to fill out the penalty space of his score sheet.

Play continues until all players have played the same number of turns.

CALCULATING THE FINAL SCORES

- Each player adds up the values of each line of his grid and writes down the result in the corresponding intermediate score space.
- If none of the multiplier spaces are marked, the player simply writes down the same result in the rightmost space of that line.
- If all multiplier spaces of that line are marked, he writes down double the intermediate value in the rightmost space.
- If only some of the multiplier spaces are marked, he writes down zero in the rightmost space.
- He then adds up all of the rightmost spaces and substracts the penalty value, if necessary.

The player with the highest total wins the game!



SOLO VARIANT

With Dice Stars you can also play by yourself. In order to win, you will have to:

1 - Finish filling out the white spaces of your score sheet before your virtual opponent finishes his.

2 - Get a better score than he does!

Rules for this variant are exactly the same as for the base game and you will fill out your grid exactly the same way.

But in addition, at the end of each turn (that is after discarding the dice you picked to fill out your sheet) you will mark a certain number of spaces in the solo grid depending on the number of dice left in the reserve, as explained to the right.

- **If the reserve is empty**

You don't mark any spaces in the solo grid (Yeah! But be careful, you will have to roll 3 dice on the next turn).

- **If there are only stars left**

You have to mark ONE space in the solo grid (no matter how many stars there are).

- **If there are only numbered values left**

Add up all the values and mark ONE space for each group or partial group of 5 points (e.g. you cross one space for 1 to 5 points, 2 spaces for 6 to 10 points, 3 spaces for 11 to 15 points, and so on).

- **If there are numbered values AND stars left**

Add up all the values and multiply the result by 2 (no matter how many stars there are) and mark spaces for each group of 5 points as above.

END OF THE GAME

- If the last space of the solo grid is crossed out... you immediately LOSE the game!!!

- Otherwise, the game will end normally, either because you have filled out the last of your white spaces, OR because you have been forced to fill out your penalty space... Count up your points and those of your opponent (for him, each marked space is worth 5 points). The highest total wins the game!

Easy? Not so sure... TRY TO MAKE THE RIGHT CHOICES!