FLASH!™

THE LIGHTNING FAST GAME!

Ages 7 to Adult
2 to 6 Players
10 Minutes

Contents:
36 Dice (6 Colors)
6 Scoring Chips
1 Scoring Pad
1 Pencil
1 Travel Bag

OBJECT OF THE GAME:

Achieve the highest score.

SETTING UP:

1. Use the same number of scoring chips as players. Example: If there are 4 players, use chips 1, 2, 3 and 4.



2. Each player takes 6 dice (all of the same color).

3. Write each player's name on the scoring sheet.

PLAYING THE GAME:

1. One player chooses a challenge from the scoring sheet for the first round. Everyone will try to achieve this dice combination.

2. On the count of three, all players roll their 6 dice. As you roll, put aside any dice you want to keep and quickly roll again until you achieve the desired dice combination.

3. Once you complete the challenge, shout "Flash!" and take the highest scoring chip available. The other players continue until everyone has collected a chip.

4. Write down everyone's score on the scoring sheet next to the challenge you just completed. Return the scoring chips to the center of the table and start a new round with a new challenge.

IMPORTANT:

1. **The Flash symbol (⚡) is wild and can represent any number you wish.**
2. **The winner of a round chooses the next challenge.**
3. **Each challenge may only be used once per game.**

WINNING THE GAME:

The game ends after all the challenges on the scoring sheet have been completed. Add up the points. The player with the highest total wins!

1ST VARIATION: FREESTYLE FLASH

This variation is played exactly like the original game except that players choose their own challenge for each new round. You do not have to say what challenge you're attempting, and you're allowed to change your mind as you're rolling if it seems like you're closer to completing a different challenge. Each challenge may only be used once per player and per game.

Don't forget to shout "Flash!" as soon as you complete your challenge!

2ND VARIATION: SPEED FLASH

Want a faster way to play? This variation is played like the original game except scores are not recorded.

At the end of each round, the last player to collect a chip is out of the game.

Start each new round with one less scoring chip. The winner of the previous round chooses the next challenge.

Continue playing until only one chip remains. The last player standing wins the game!



SCORING SHEET CHALLENGES

SIX-OF-A-KIND: All six dice show the same number.



3 PAIRS: Three pairs of dice show the same number.



ALL EVEN: All dice show even numbers.



FOUR-OF-A-KIND AND 1 PAIR: One set of four dice shows the same number and one pair of dice shows the same number.



ALL ODDS: All dice show odd numbers.



2 THREE-OF-A-KIND: Two sets of three dice show the same number.



STRAIGHT: All six dice follow each other.



FLASH: All dice show Flash symbols.



More scoring sheets are available at www.blueorangegames.com

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