

Toss Up!

**Twist &
Tumble**
Dice Game™

Rules

For 2 to 6 Players
Ages 8 & Up

Contents: Twist & Tumble Dice Cup,
10 Toss Up!® Dice

Object: Be the player with the highest score over 100 at the end of the game.

Set Up: You'll need a piece of paper and a pencil. Write each player's name in a column along the top of the paper.

Play:

- Decide who goes first, then play passes to the left.
- On your turn, toss all 10 Dice into the Twist & Tumble Dice Cup. Twist the top of the cup clockwise and watch the Dice tumble out! You may also use The Twist & Tumble as a traditional dice cup, if you choose.
- It's easy to remember what to do if you think of a traffic signal—red means stop, yellow means caution, and green means go!
- If you roll any greens, set them aside. You may take your score (one point for each green) and end your turn, or you may keep rolling the *remaining* Dice.
- After every roll, set aside any newly rolled greens. If you roll enough times to make all 10 Dice green, you now have accumulated 10 points.
- You may roll all 10 Dice again and set aside the greens, adding them to your score of 10, and so on, until you finally decide to quit rolling and take your total points for the turn. You may score over 20, 30, 40 or even more. There is no limit.
- Once you have taken your points, add them to your total score on the score sheet.
- **There's a catch!** If on any roll (this could be

your first roll or you could be rolling remaining Dice), you don't roll any greens and get one or more reds, you have just "run a red light" and you must immediately end your turn and score no points for this turn. (This can be a serious bummer if you have been racking up points, but it's a risk you'll take when you play this game!)

- If you roll all yellows, nothing happens, as these are just "caution lights," and you can either roll again or end your turn and take your points.
- Note that even if you roll just one green and all the rest are red, you still get to set aside the green and roll the remaining Dice again if you wish.
- Once your points are entered on the score sheet, they are safe, and you cannot lose them.
- Here's where it gets dicey! When one player has a total over 100 points at the end of his or her turn, all remaining players get one last turn to try to beat the other player's score. Then, the game ends.

Winning:

If you have the highest score over 100, you're the winner!

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