

KLONDICE RULES!

PLAYERS USE IMPRESSIVE CONTENTS TO PLAY THE GAME

Included with this game are: thirty five gold dust dice, twelve double-sided game boards, a mine cart board holder, Dice Mountain dice tower, 49 ten-credit gold tokens, 25 fifty-credit gold tokens, 25 one hundred-credit gold tokens and a banker token.

THE QUICK START OVERVIEW

OBJECT: Collect the most gold credits after 6 rounds of play.

SET UP: Assemble Dice Mountain and set within reach of all players. Shuffle the game boards and place them in a stack on the table. Draw one game board and slide it into the mine cart board holder.

Designate a banker to give out (and take away) the gold credits throughout the game. The banker gives each player 1 fifty-credit gold token and 5 ten-credit gold tokens to start.

Each player takes the number of dice, depending on the number of players in the game, according to the **DICE CHART**.

To determine who starts, each player rolls one die. The highest roll goes first, then play continues to the left.

TO PLAY:

During a round, players in turn roll their dice through the Dice Mountain and place them on matching spaces to fill the rows on the board. In any row, dice must be placed from left to right. Earn gold credits by placing the last die in a row, staking a claim. When all the claims on the board have been filled, the round is over. Remove all dice from the board. Divide the dice as you did in the Set Up. Players keep the gold credits they've won until the end of the game. Choose a new game board and slide it into the board holder to begin a new round of play. The player who completed the board in the previous round is the first to go in the new round.

ROLL AND PLACE DICE TO SCORE

DICE MUST BE PLACED FROM LEFT TO RIGHT

Place one or more dice from your roll on an open matching space on any row. You must place at least one die (if possible) for each roll. You may place more than one dice in the same row or in different rows. In any row, dice must be placed from left to right. If you can't place a die, your turn is over. Whenever you place the last die in a row, collect the equivalent of its point value in gold credits from the banker. If you complete a negative row you must pay the banker its point value in gold credits (if you have it).

DICE CHART

PLAYERS  DICE EACH

2	16
3	10
4	8
5	6
6	5

THE ROLLING RULES

NEVER ROLL MORE THAN 5 DICE

On your turn, you must roll the dice. If you have more than 5 dice, set the extras aside. If you have less than 5 dice, roll all that you have. If you don't have any dice, you are out of turns for the round. After placing dice from your roll, you can roll again or pass (end your turn). If you roll again, roll only the dice you haven't yet placed on your turn (do not add reserve dice).

Keep rolling and placing as often as you wish. Your turn is over when any of the following happen:

- You can't place any dice from your roll.
- You decide to stop rolling.
- You run out of dice to roll.

When your turn ends, combine any dice you didn't place with your reserve dice. Start your next turn with 5 dice again (if you have that many left).

HOW YOU WIN THE GAME

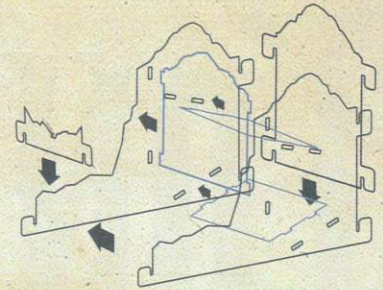
A standard game ends after 6 rounds of play. Of course, more or less than 6 rounds can be played if everyone agrees.

When a game is over, players count up the value of their gold credits. The player with the most value in gold credits is the winner!

In the case of a tie, ALL players play another board to determine the clear winner.

BUILD DICE MOUNTAIN

Follow this diagram to assemble the Dice Mountain dice tower.



STAKE YOUR CLAIM

TYPE	EXAMPLE	DESCRIPTION
STRAIGHT CLAIM		Place consecutively numbered dice, from left to right, in ascending or descending order.
NUMBER CLAIM		Place dice of all the same number.
WILD CLAIM		Place any dice first. All remaining dice placed must match the first dice.
FULL HOUSE CLAIM		A full house is 2 of a type of die and 3 of another. Any die can be placed on the first light blue axe then the dice placed on the other light blue axe must match that number. Any other number die can be placed on the first axe with the light blue background. The dice placed on the other axes with the light blue background must be the same number.
NEGATIVE CLAIM		Fill these dark blue spaces the same way as other claims but try to avoid completing them as the point value is deducted from your gold credits.



These Klondice experts are on a roll.

STRATEGY TIP FROM THE EXPERTS

Fill in the spaces so that you — not your opponents — can complete a claim. It may take several turns to complete a certain claim. Don't waste your dice by placing too many dice in rows you can't complete. If you can't complete a claim on a turn, try not to "set-up" an easy score for a gold-snatching opponent!

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2-6
PLAYERS



AGES
8+



20+
MINUTES