

18 Circles

Guidelines for working with the Dice Roll version 5-28-23

Three Dice

- 1) Add all three numbers together to obtain a number.
- 2) Add any two numbers together and **subtract** a third number from the total. The result must be zero or higher.
- 3) Add any two numbers together and subtract that total **from** another number. The result must be zero or higher.

Two Dice

- 1) Add two numbers together to obtain a number.
- 2) Subtract one number from another and use the difference. The result must be zero or higher.

One penalty point will be assessed for that round.

One Die

- 1) Choose **one** number from the three numbers in the dice roll to match a **Number Circle**. This can only be done for the **Number Circles 1-8**.

*There will be a **two point** penalty assessed.*

Straights

Points are awarded for arranging numbers in the inner **Purple Ring** to form a **Straight**. A minimum of **four** numbers in a row are required to form an individual **Straight**. Each number is worth **two** points.

A **Straight** may be formed in either a **clockwise** or **counter-clockwise** direction. A player has the following numbers in a row: **3,4,5,6,5,4,3**. Breaking it down, **3,4,5,6** would be one **Straight** and **6,5,4,3** would be another. The **6** may be both the beginning and end in this example. The points earned for these two **Straights** would be $8 \times 2 = 16$. The **6** would be counted twice.

A **Straight8** is comprised of **eight** numbers in sequence and must begin with a **1** and end with an **8**. The **1** or **8** in a **Straight8** may be included in another **Straight** or **Straight8**. See the complete rules for examples.

TRIPS

If a player rolls three dice with the same number, or **TRIPS**, they may **change** one number to use in the **Purple Ring** and also may enter the three numbers in any unused **Circle Row** of their choice **without** having to make the total equal the **Number Circle** they choose. They will **circle** both the roll number added next to the **Number Circle** and the one in the **Roll Number Box** where the **TRIPS** were written down. All three **Number Markers** will be filled in above the numbers.