CHILI DICE

A game by Andy Daniel, with art by Barbara Spelger
About 30 minutes 1–4 players ages 8 and up

Inhalt



- *6 dice, with different red numbers*
- *1 score pad*

The Idea of the Game

Roll the dice cleverly to earn as many points as possible with the fewest rolls. You may turn red numbers over to another side or score extra points—a tricky decision! The player with the most points after ten rounds wins the game.

Playing the Game

The last player who ate a spicy meal takes the six dice and goes first. Then take turns going clockwise. When it's your turn, roll the dice as many times as you want and write down your final result on the score pad.

Rolling Dice

Roll all six dice, then choose:

- **Red numbers:** Do you want to change any red numbers to other results?
- **Continue** or **Score:** Do you want to roll again or are you happy with your result?

Red Numbers

Look at each die showing a red number and decide if you want to change it to any other result. You may only change dice you just rolled.
Red numbers usually have special abilities when scoring points (see *The Score Pad*).

Continuing to Roll

In many other dice games, you can only roll the dice three times—but not here! In a game of ***Chili Dice,*** you get up to **30 rolls per game**. When it's your turn, you may roll any number of dice as many times as you like—as long as you have rolls left.



If you have used all of your 30 rolls, you can't continue. Score your result instead. If you have any empty spaces left on the score pad, write 0 points there. Since you can't roll the dice anymore, your turn is skipped for the rest of the game.

Scoring Points



If you're happy with your result or you want to save the rest of your rolls, cross out the number of rolls you have used on the score pad and write the score for your final result in one of the ten spaces. You can only use an **empty** space. Then it's the next player's turn. If you can't score your roll, write down 0 points.

The Score Pad

The Score Pad shows 10 scoring spaces. The space you choose to write your score in determines how you score points for that roll. Red numbers can give you a bonus for most spaces or even allow you to write your result in a different space.

Number Spaces ⚀ through ⚅

Add all of the dice showing the matching number together. If one of them is a red number, double the total.



3 dice x 5 x 2 (red 5) = 30 points for ⚄

ROT – Red

Write down 10 points for each red number showing.



40 points for ROT

STR – Straight

If your dice show all numbers from 1 to 6, write down 21 points for STR. If one of them shows a red number, you may choose to write down the 21 points in the space for that die's number instead.



1 to 6 => 21 points for STR *or* ⚂

PAS – X of a kind

If all the numbers you've rolled show up at least twice, write down the sum of all the numbers you rolled. If one of the dice shows a red number, you may choose to write down the total in the space for that die's number instead.



24 points for PAS *or* ⚁

CHA – Chance

Write down the total of all the dice results. Red numbers have no effect.



22 points for CHA

Special Cases: Little Chili, Big Chili, or Extra-Hot Chili

If you roll six ⚀s, ⚁s, or ⚂s, that's a **Small Chili**. Write down 50 points in the matching space or 25 points in any other space.

Six ⚃s, ⚄s, or ⚅s are a **Big Chili**. Write down 75 points in the matching space or 50 points in any other space.



6 dice x 4 => 75 points for ⚅ *or 50 points for any other space.*

If all six dice show their red sides, you've rolled an **Extra-Hot Chili**. Write down 100 points for ROT or STR, or 50 points in any other space.



1 to 6, all in red => 100 points for ROT *or* STR*, or 50 points for any other space.*

The End of the Game

The game ends after a maximum of ten rounds. If you still have some of your 30 rolls left, you get 5 bonus points for each roll you did not use.
Add up your points in the different spaces of the score pad. The player with the most points wins!

You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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Short Gameplay Overview



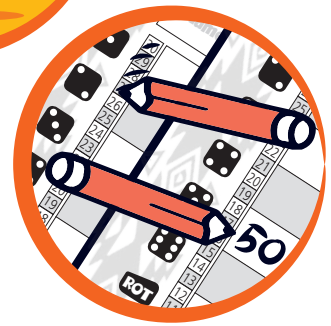
1. Roll the dice



2. Change red numbers or use them for a bonus



3. Continue rolling



4. Write down your result and cross out rolls

Scoring Example

Small Chili
In number spaces ⚀, ⚁ or ⚂
⚀ ⚁ ⚂ ⚃ ⚄ ⚅ ⇒ 50
or 25 in any other space

Big Chili
In number spaces ⚃, ⚄ or ⚅
⚀ ⚁ ⚂ ⚃ ⚄ ⚅ ⇒ 75
or 50 in any other space

Extra-Hot Chili
In ROT or STR
⚀ ⚁ ⚂ ⚃ ⚄ ⚅ ⇒ 100
or 50 in any other space

In the **number spaces**, add up the matching dice—red doubles your total.

⚀ + ⚀ + ⚀ ⇒ 3

⚁ + ⚁ ⇒ 6 x 2 ⇒ 12

For STR and PAS, you may write the total in a red number's space instead

10 points per red side ⚀ + ⚁ + ⚂ ⇒ 30

All of 1 to 6 = total ⚀ + ⚁ + ⚂ + ⚃ + ⚄ + ⚅ ⇒ 21

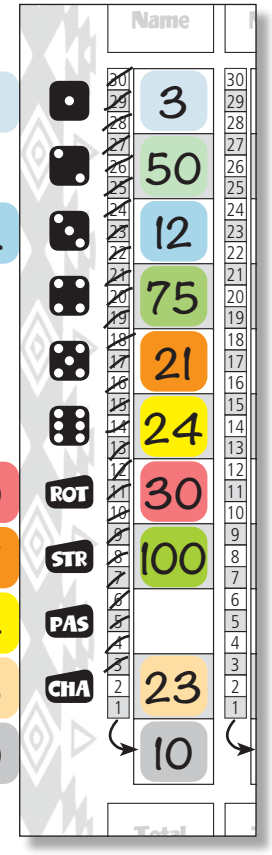
Each value showing at least twice = total ⚀ + ⚀ + ⚂ + ⚂ + ⚃ + ⚄ ⇒ 24

Everything counts = total ⚀ + ⚁ + ⚂ + ⚄ + ⚃ + ⚅ ⇒ 23

5 points per unused roll  x 5 ⇒ 10

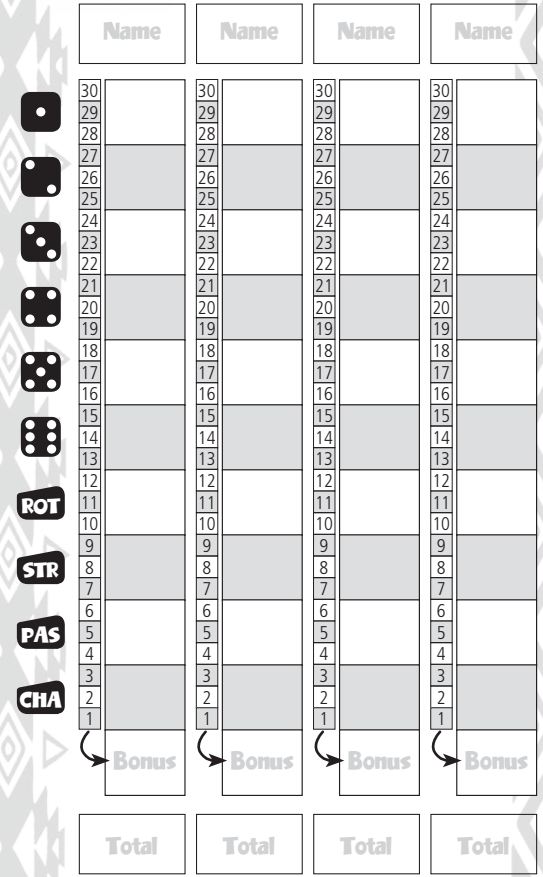
For the complete rules, see the other side.

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