

BATTLING BONES™

DICE GAME

INSTRUCTIONS

OBJECTIVE:

Be the first player to get all of your colored dice to show the same number. Sides with bones on them are WILD and count for any number.

CONTENTS:

40 dice (10 each of 4 colors)

SETUP:

Each player takes ten dice of the same color.

PLAYING:

At the count of "1, 2, 3" — all players roll all ten of their dice. Set aside any that you want to keep (of the same number and bones dice) and keep rolling

the rest, putting aside the dice that you want to keep. Throughout the game you can choose to change what number you are going for and roll as many or as few dice as you want.

ENDING THE GAME:

The first player to get all of their dice to the same number — including bones — shouts “Bones!” to end the game and win.

GAME VARIATIONS:

TOURNAMENT:

Play so that the first person to get “Bones!” three times, wins.

TEAM PLAY:

Play as one team against another, and try to get all your team’s dice to show the same number.

ALL BONES:

Players roll the three dice that have bones on them and keep rolling until all of them are bones side-up. You can play so that the first player to do that three times, wins. Two players can take six bones dice each and try to be the first to get the six dice all bones side-up.

NO BONES:

Players remove dice that have bones on them, then try to be the first player to roll all of the same number.

LUCKY NUMBER:

Players decide what number — from 1 to 6 — they will be going for. After everyone has announced their number, everyone starts rolling!

GOING FOR 1s, GOING FOR 2s:

Play so that all players are first going for all 1s. When a player does that, they score a point and all players are now going for all 2s. Keep going until you play all six rounds — the player with the most points wins.

LARGE STRAIGHT:

Players are trying to get six dice to show: 1, 2, 3, 4, 5, 6. For more of a challenge, don’t let the bones count as WILD — keep rolling until you have the actual number.

EVEN STEVEN:

Play until one player gets all dice to show even numbers.

THAT'S ODD:

Do the opposite of the above and try to be the player who gets all dice to show odd numbers.

TWENTY IS PLENTY:

Players take twenty dice each and try to be the first to have all the dice on the same number.

We appreciate your comments on this game. Please send your correspondence to: custserv@pressman-toy.com. Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 am CST to 4:00 pm CST at 855-258-8214.



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