

RAINBOW ROLL

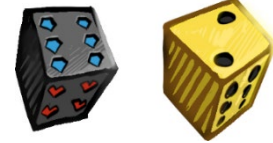
Race to the pot of gold at the end of the rainbow, but don't let any mischievous leprechauns trick you into pushing your luck too far!

Rainbow Roll is a dice game for two or more treasure seekers from ages 8 and up.

COMPONENTS

The game includes these rules, 13 dice, and a dice cup to hold them.


12 Rainbow Dice 1 Lucky Die



GETTING STARTED

- You'll need some way to keep score.
- The starting player is the one who won last game, or the one who most recently saw a rainbow.
- Play begins with the starting player and proceeds clockwise.
- A round consists of each player taking their turn. A player's turn consists of one or more dice rolls.

ON YOUR TURN

1. Put all 13 dice in the dice cup, shake it, and then take 7 dice from it without looking.
 2. Roll all available dice. *(On the first roll of your turn this will be all 7 dice; on later rolls it depends on how many dice you have set aside earlier in the turn).*
 3. Set aside or exchange **one or more** of the rolled dice based on the following restrictions:
 - A rainbow die can only be set aside if its **color** hasn't already been set aside this turn.
 - A rainbow die can only be exchanged with a set aside rainbow die from a previous roll if it's the **same color** and has a **higher value** than the set aside rainbow die.
 - Whenever you have the **lucky die**, it can be set aside after any roll.
-  **Bamboozled!** – If you cannot set aside or exchange at least one rolled die based on these restrictions, immediately end your turn without scoring any points!
4. You may choose to end your turn and proceed to **scoring**, or return to **step 2** and continue rolling the remaining dice.

SCORING

- Score the value of every set aside rainbow die.
- Whenever you have the **lucky die**, double the score of every set aside rainbow die that matches its value!
- If you set aside all six colors of the rainbow, score 10 bonus points!

END OF THE RAINBOW

The game end is triggered when one player reaches a total score of **100 points** or more. Once this happens, the round is completed so that all players have had the same number of turns. At the end of that round, the player with the most points finds the pot of gold and wins the game! If there's a tie, the leaders (*only*) play an extra tiebreaker round.



SAMPLE TURN

	Roll Result	Already Set Aside
Lucky rolls all 7 dice and sets aside the [5] and [6]. He chooses to continue rolling.	[1][2][5][5] [6][3][1]	
Lucky rolls the remaining 5 dice. He sets aside the [4] along with the [4] and [4]. He chooses to continue rolling. <i>Those 4s will each be worth double points since they match the lucky die's value!</i>	[4][3][4] [1][4]	[5][6]
Lucky rolls the remaining 2 dice. He has to exchange the [6] with the set aside [4] to avoid getting "bamboozled" and ending his turn with no points. He chooses to continue rolling.	[6][5]	[5][6][4][4][4]
Lucky rolls the remaining 2 dice. He sets aside the [3] and chooses to end his turn to score all his set aside dice. His score is $5 + 6 + 6 + (4 * 2 = 8) + 3 = 28$ points. <i>Had Lucky chose to continue rolling again and rolled the [5] with his last remaining die, he could've scored 5 more points from the [5] plus 10 bonus points for setting all six colors of the rainbow aside!</i>	[2][3]	[5][6][4][6][4]