

NO DICE!

INSTRUCTIONS • 2+ PLAYERS

CONTENTS

- 5 Equation Dice • Scorepad • Pencil

OBJECTIVE

Try to score as little as possible each turn by arranging the numbers and signs on the dice to form logical math equations that equal zero or as close to zero as possible.

SETUP

- Place all 5 dice in the center of all the players. Opponents keep score for each other with the scorepad and pencil.
- Decide which player goes first.

HOW TO PLAY

- Player 1 begins their turn by rolling all 5 dice at once. If the player is able to arrange the dice to create a logical math equation, they may choose to stop rolling OR choose to reroll (all or any number of dice, up to two more times per turn), in an attempt to get the smallest sum (score) possible. A player cannot roll more than 3 times in a given turn.
- Players can only create equations that equal positive and whole numbers. Equations that equal

fractions or negative numbers do not count.

- Once a player is satisfied with their roll/equation, their opponent(s) verify their score and add it to the scorepad. The game continues clockwise to the next player.
- A player's score accumulates with each turn. When a player reaches 30 points (or as many points as all the players agree on), that player is out of the game. The game continues until there is only one remaining player.
- A logical math equation can be either a **3-dice equation** or a **5-dice equation**:

3-Dice Equation

NUMBER • SIGN* • NUMBER

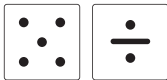
*Addition, subtraction, multiplication or division sign

Example: **3 + 2**

3-Dice Equation



Remainder Dice



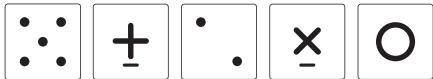
- In this case, the remaining two dice would not be part of the equation, and the face value of each would be added to the sum of the equation in play.

- Addition, subtraction, multiplication and division signs each have a face value of **2 points**.
- In the example above, the total score would be **12 points**.

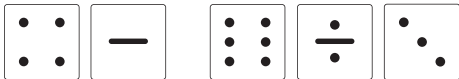
5-Dice Equation

NUMBER • SIGN • NUMBER • SIGN • NUMBER

Example: **5 + 2 x 0**



- In the example above, the player's score would be **0 points**.
- The amount is added to their running tally, and the next player begins their turn.
- For the purpose of this game, any number multiplied OR divided by zero equals zero!
- An equation that looks like this is also valid: **4 - (6 ÷ 3)**



- The total score for the above would be **2 points**.

The Third Roll

- By the third roll, a player must make an equation if there is one to be made (either a 3-dice equation or a 5-dice equation). If the player cannot make an equation on the third roll, they must add the face value of each die showing and mark it towards their ongoing tally.
- The game continues clockwise to the next player.

WINNING

- The final remaining player to NOT reach or exceed 30 points (or as many points as were agreed upon) is the winner!

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