

# **ROLL OUT**

## **INSTRUCTIONS • 2 PLAYERS**

### **CONTENTS**

- 18 Wooden Checkers • 2 Dice

### **OBJECTIVE**

Be the first player to remove all your checkers out of play.

### **SETUP**

- Each player places 9 same-color checkers (blue or yellow) directly in front of them with the white sides facedown. It is not necessary to put the numbers in any order. Roll the dice to see who goes first.

### **HOW TO PLAY**

- Player 1 rolls the dice in order to move their corresponding checkers into the center. The numbers of the dice may be used individually OR as a combined sum in order to make a move; however, both dice must be used per roll.
- For example, if Player 1 rolls 5 and 2, they can move their 5 and 2 checkers into the center, or they can move their 7 checker into the center. Player 1 can then choose to stop and eliminate those checkers in the center (moving them off to the side so they are no longer in play) OR they can continue to roll and try to move more checkers to the center in order to

eliminate them all. Alternatively, Player 1 may use the dice in the same way to flip their opponent's checkers—e.g., using the same roll mentioned before, Player 1 could choose instead to flip their opponent's 5 and 2 or flip their opponent's 7 (see “Flipping”).

- Players can roll as many times as they want, so long as they can satisfy both dice with a corresponding move. Or they can choose to stop while they are ahead.
- If a player cannot satisfy both dice with a move, they *roll out* and their turn is over. Any checkers placed in the center on their turn go back into play, but any opponent's checkers that were flipped would remain flipped. Play continues with the next player.
- Players can use any combination of moving their checkers to the center or flipping an opponent's checkers to avoid *rolling out*—e.g., if a player rolls 1 and 3, they can choose to flip their opponent's 1 and move their own 3 to the center, or flip both their opponent's 1 and 3, etc.
- When a player has just one or two checkers left, they **ONLY** need to satisfy the number on **ONE** of the dice.

## **Flipping**

- When you flip over your opponent's checker(s) to the white side, in order for your opponent to remove

that checker on their turn, they must roll the corresponding number to flip that checker back to the right side before trying to roll the same number again to eliminate it. In essence, it will take two turns for your opponent to eliminate that checker.

- A player can only flip their opponent's checker(s) to the white side. They cannot flip their opponent's checker(s) back once it's been flipped to white, nor can they flip their own checker(s) to white.

## **WINNING**

- The first to remove all their checkers out of play wins!

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