

For 2 to 4 players
Ages 12 and up



Roll Domo™ Roll

Game Rules



OBJECT:

Win the most chips by strategically rolling the dice, and placing bets on opponents' rolls.

CONTENTS:

7 dice (6 white, 1 red), label sheet, dice cup, game board, 75 scoring chips.

SET-UP:

Decorate the 6 white dice with labels so that each one has 1 Domo, 2 Mr. Usajis and 3 Tashannas in any order.

Decorate the red die with 2 apples, 2 television sets, 1 cell phone and 1 tea cup.

Place the game board in the center of the playing area. Place the dice, cup, and chips near the board.

PLAYING:

The youngest player goes first. Turns then pass to the left. On your turn, use the cup to shake and roll all 7 dice. If the apple comes up, your turn is over immediately, and you win no chips, even if you have rolled something that would have allowed you to win chips.

If the apple does not come up, then you may set aside any of the other 6 dice you wish, as follows. Any Domos you roll can be placed on the Domo area of the board. Any pair (or multiple pairs) of Mr. Usaji can be placed on the Mr. Usaji area of the board. Any triple set (or two triple sets) of Tashanna can be placed on the Tashanna area of the board. After setting aside the dice, you may take your score (explained below), or you may re-roll the dice not set aside (always including the die with the apples on it). You may re-roll as many times as you wish, but remember, if you roll just one apple, you lose your entire turn, and all chips you may have earned on the turn.

INCOMPLETE SETS/KEEP GOING:

If you roll a partial set of Mr. Usaji or Tashanna, you cannot place them in the scoring areas, but you have the option of setting them in the Keep Going section of the board. You then re-roll the remaining dice not set aside, and if they form a set with the dice in the Keep Going section, you may place the completed set in the corresponding scoring area.

SCORING:

When you end your turn, you score the dice you have placed on the board as follows.

DOMO: For each Domo die, you earn one chip. However, if a television set is face up from the last roll you made, then the chips you earn for Domos are doubled.

MR. USAJI: For each pair of Mr. Usaji you earn 1 chip. If the tea cup is face up from your last roll, you double the number of Mr. Usaji chips earned.

TASHANNA: For each set of 3 Tashannas you earn 1 chip. If the cell phone is face up from your last roll, you double the number of Tashanna chips earned.

BONUS TURNS:

If you get all 6 dice placed in scoring areas, then you get to take another turn if you want to risk it! You first must place all chips you just won into the Keep Going section of the board. You then start the bonus turn by rolling all 7 dice again. **CAUTION:** If you roll an apple, you lose your turn and all the chips in the Keep Going section as well. As long as you don't roll an apple, you can take as many bonus turns as you wish.

SIDE BETS:

Before you make your first roll in your turn, you should ask, "Any side bets?" Each of the other players who has chips then has the opportunity to place one chip on their Side Bet space on the board (player 1, player 2, etc.). A player placing a side bet is betting that the turn player is going to roll an apple before ending his/her turn. If this happens, the player placing the side bet wins their chip back plus 3 more chips from the chip supply. But if the turn player ends his/her turn with a score (and doesn't roll an apple), then the turn player wins the side bet chip placed by each player. Note that if a player decides to take a bonus turn, the side bet chips stay in play, because the player still might roll an apple.

THE WINNER:

When all the chips are gone, the player with the most is the winner.

We appreciate your comments on the Roll Domo Roll Game. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.



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