

the big game of dice

what's it about ?

The big game of dice

A program full of action, tension and especially fun!

This game has been completed in cooperation with dobbelspel.nl and also with all suggestions that were given after the first edition in 2006.

This game is based on existing basic rules, but further developed and with addition of an appropriate design. This could only happen with the help of several people.

In case you have new ideas or suggestions after playing this game, you can mail these to info@ixstudios.nl, or look at kerstdobbelspel.nl

requisites:

Basic requisites:

- about 4 to 20 players / participants
- **2 presents** per player (or more)
- **a poem per present** (this is fun for the 2nd round)
- **chairs / seats for all players**

Print:

- a **poster for each round** with die information (3 posters)
- **instruction cards** (48 cards)
- **bonus cards** (optional, 9 cards)
- (color) printer + scissors for cutting out the cards

GAMERULES

How does it work?

Before you start:

- all players sit around a (big) central table
- everybody places their presents on the table
- use a plate or tray for the dice to go around and throw on
- the person that throws the highest number may begin
- **Start the game!**

The game has 3 rounds.

Agree on a time for each round (possibly, use a timer). For a 12 person group, a playtime of 45 – 60 minutes is more than enough. If you want a quicker game, 20 – 25 minutes per round is sufficient.

You can have a different playtime per round, in that case it is smart to have the longest playtime in the 3rd round.

TIP: you can stop the first round when all the presents are taken from the table

Round 1

- o Hang Poster of round 1, everybody should be able to read it
- o Put all instruction cards for round 1 upside down on the table
- o Chose bonuscards (optional), and mix these through the instruction cards
- o The first can start throwing the die
- o you can read on the poster what to do with each number that you throw with the die

Enjoy the first round, nothing has been decided and a lot can happen in the next 2 rounds. Still, it is smart to try to obtain the most interesting presents and to keep them!

GAMERULES

Round 2

- o hang Poster of **round 2**, everybody should be able to read it
- o **Add instruction cards for round 2** to instruction cards for round 1 and put them upside down on the table
- o Chose bonuscards (optional), and mix these through the instruction cards
- o The participant that **has the turn** can continue the game
- o in this second round, poems will be read out as well

The second round is often more interesting, because you can guess what is in the present when the poems are read out. Possibly, the heaviest and biggest present is not interesting after all! It will probably be an revealing round!

Additionally, the new instruction cards (and optionally, the new bonus cards) cause more action and tension! More presents will be taken, passed or returned.

Luckily, in this round, you can pick 2 cards, that make it possibly to protect a present from giving away. When you pick one of these cards, use it properly!

Round 3

- o hang Poster of **round 3**, everybody should be able to read it
- o **Add instruction cards for round 3** to instruction cards for round 1 and 2 and put them upside down on the table
- o Add all bonuscards (optional), and mix these through the instruction cards
- o The participant with the **least or smallest presents** can start
- o in the third and final round, presents will be unpacked

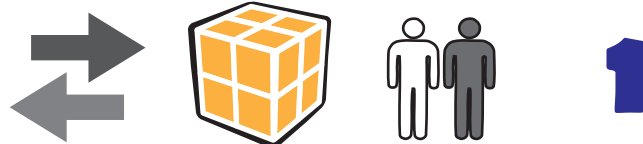
The third round is often the most hectic round, but also the best round. Everybody tries to find out what is in the presents and which ones you prefer to get. The additional instruction cards will complete the uproar.

GAMERULES

Explanation of special cards

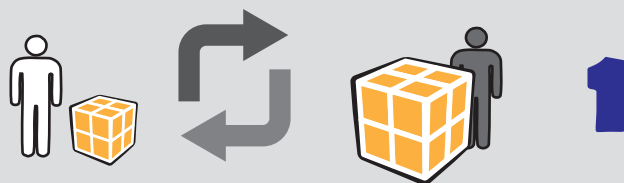
exchange a present with another player

each person may decide which present he/she wants to exchange. When you are the only one with a present, you don't have to do anything.



exchange the smallest (or biggest) present with somebody else

you have to exchange your smallest present, the other person can decide which present he/she gives in return.



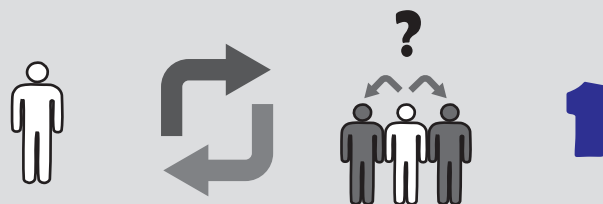
change seat with another participant

you can choose with whom you want to change seats. Of course, the presents remain on the same place (so you change of seat and presents)



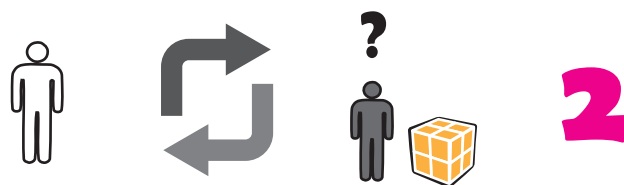
Change seat with your neighbour

You have to change seat with somebody next to you. It is up to you which side you choose.



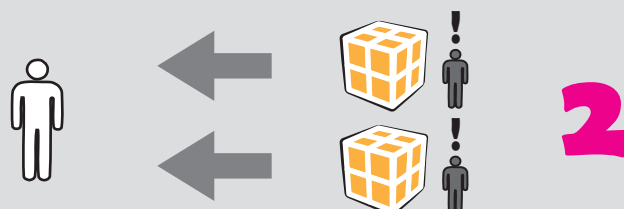
Change seat with the place with the least or smallest presents

You have to change seat with somebody that has no presents, the least or the smallest presents. In case of discord, decide together what prevails (least or smallest).



Take 1 present from 2 other participants

You have to take a present from 2 different players, so you get 2 additional presents! It is not allowed to take 2 presents from the same person.



GAMERULES

Explanation of special cards

You can secure a present !

When you take this card, you can secure one of your current presents. This present is now officially yours and nobody can take it from you.



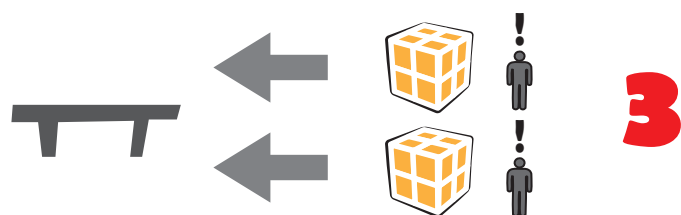
Choose a present that has to be unwrapped

you can pick a arbitrary present that has to be unwrapped. This can be presents from others or from the table.



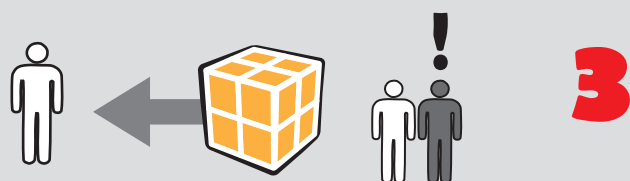
Choose 2 presents and return them to the table

You can choose 2 presents that have to be returned to the table, it can be presents from all participants



All players choose and pick 1 present from the person at your right

Everybody can pick a present from the person at his/her right. If this person has no presents, bad luck!



JOKER

You can keep this card. You can use this Joker-card when: somebody else wants to take a present from you, somebody else wants to change seat with you etc. You can only use this card once, so use it smart!



GAMERULES

Explanation of special cards

The game direction SWITCHES

If the game was playing to the left, it now switches to the right. It can ofcourse switch back to the left when another card is read.



B

The throw can be made undone, you can throw the die again

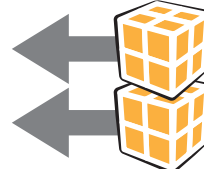
You can keep this card. Another time, when you have a bad throw, you can use the card and throw again. After the new throw, you have to return the card.



B

When you have the least presents, you can pick 2

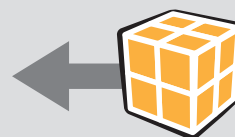
You can keep this card. At the moment that you have the least presents, you can use the card. You can pick 2 presents, either from the table or from one or two players.



B

Everybody to take 1 present from the person at your right

All participants choose a present from the person that sits at his/her right side. If this person has no presents, bad luck!

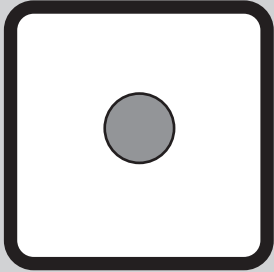


B

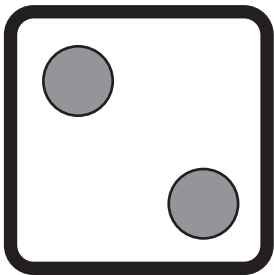
Still got questions or unclearities?

mail them to info@ixstudios.nl

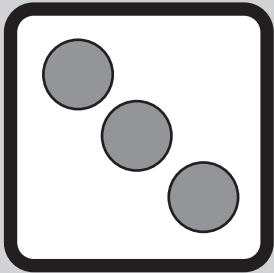
ROUND 1



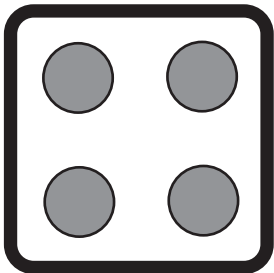
take instruction card



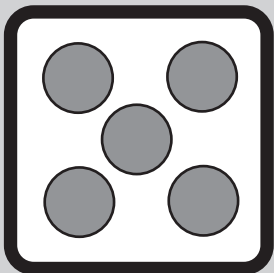
swap 2 presents
with each other



give a present from the
table to another player

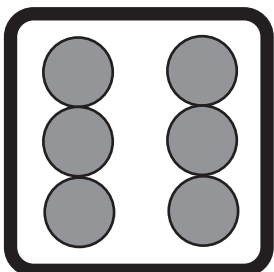


pass the die 4
places to the **left**



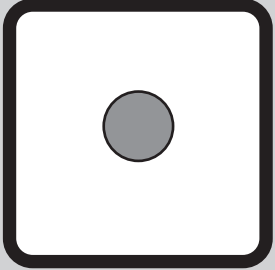
take a present from
another player

no presents = take **instruction** card

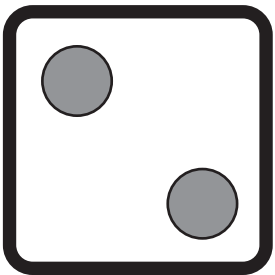


take a present from
the table !

ROUND 2

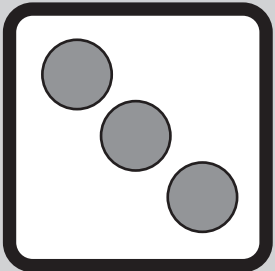


take instruction card



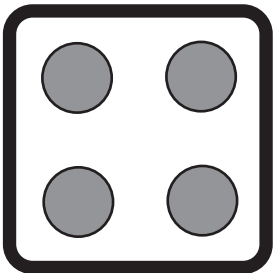
give a present from yourself to another

no present = take **instruction** card

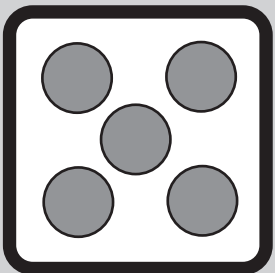


swap a present with another + poem

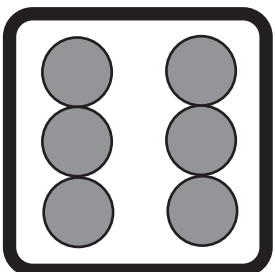
no present = take **instruction** card



pass the die 4
places to the right



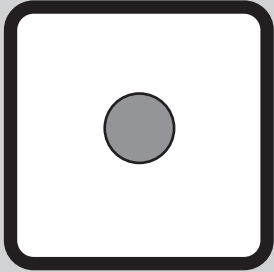
take a present from another player + poem



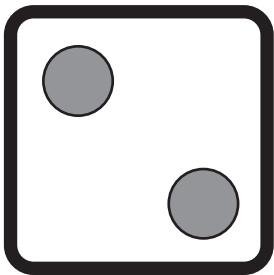
take a present from the table + poem !

no present = take **instruction** card

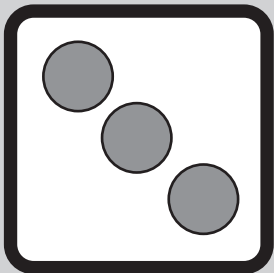
ROUND 3



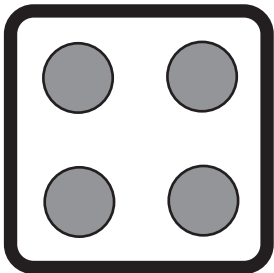
take instruction card



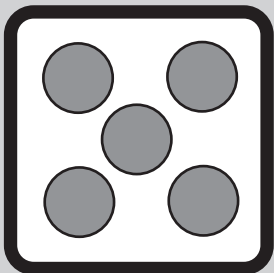
swap 2 presents
+ take instruction card



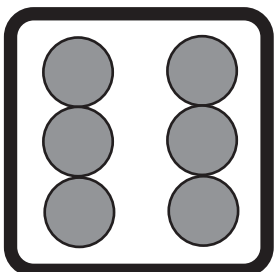
swap 2 presents
and unwrap them
no presents = take **instruction card**



pass the die 4 places
to the left or right !



take a present from
another + unwrap !

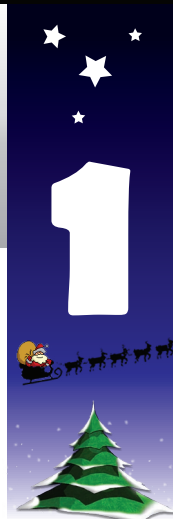


take a present from
the table + unwrap !
no presents = take **instruction card**



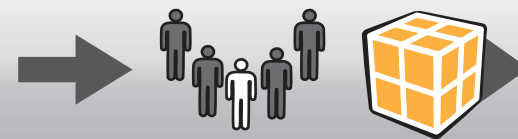
ask what **everybody** wants to drink and **get it** for them

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exchange a present with another player

✂ kerstdobbelspel.nl



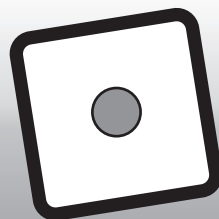
everybody gives a present to the **right**

✂ kerstdobbelspel.nl



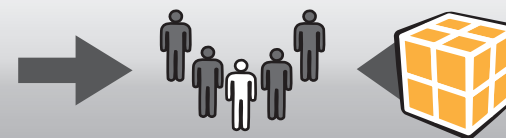
swap **your smallest** present with the **biggest** present

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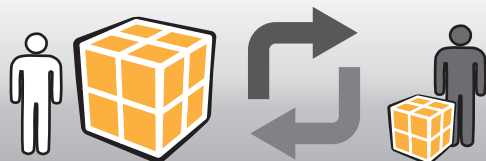
you may throw the die **again**

✂ kerstdobbelspel.nl



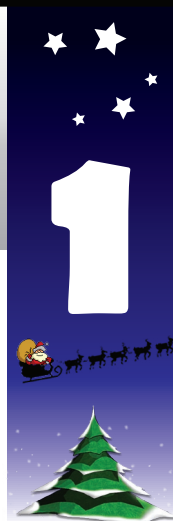
everybody gives a present to the **left**

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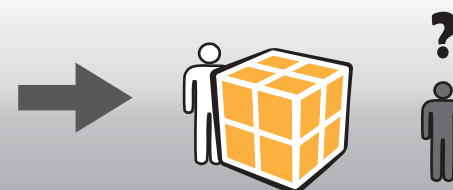
swap **your biggest** present with a present of another player

✂ kerstdobbelspel.nl



swap **your smallest** present with a present of another player

✂ kerstdobbelspel.nl



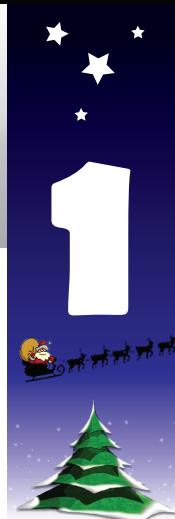
give a present from yourself to somebody with **less presents**

✂ kerstdobbelspel.nl



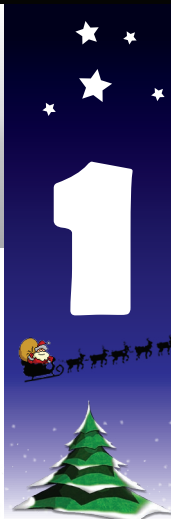


change seats with
another player
presents remain



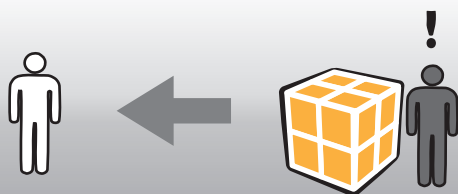
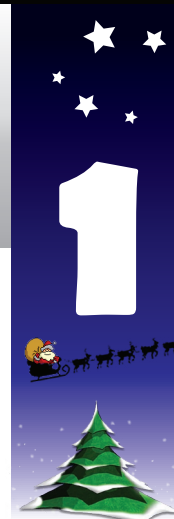
take a present
from the **table**
no presents = take instruction card

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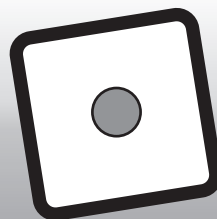
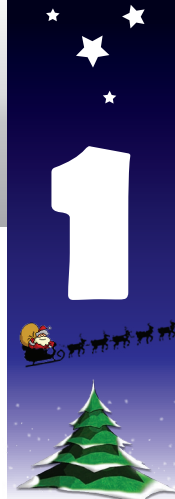


change seats with
a **neighbour**
presents remain

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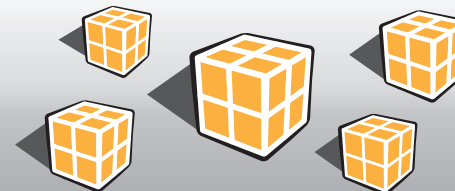
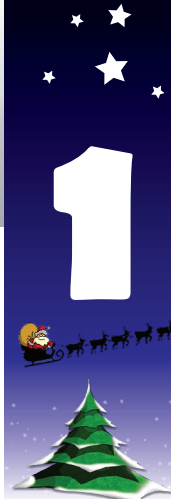


choose a player
who has to **give**
you a present



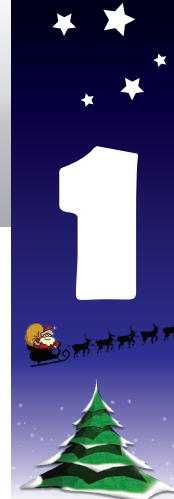
you may throw
the die **again**

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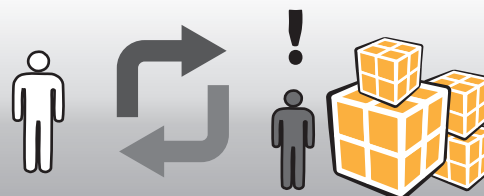


all presents move
1 place to the **left**

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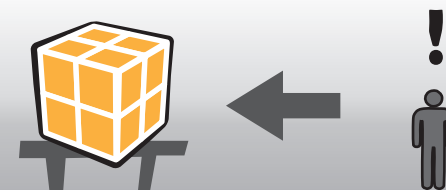


change seats with
the **least** or
smallest presents



change seats with
the **most** or
biggest presents

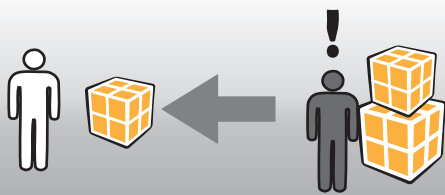
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take a present from
another player and
return it to the **table**

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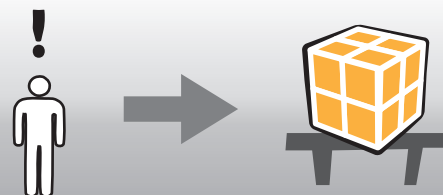


2



take a present from
somebody with
more than 2 presents

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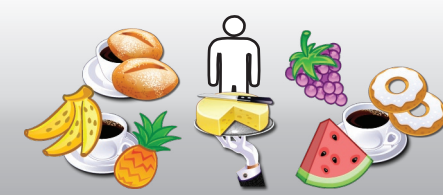
2



**if you have
more than 2 presents:
return a present
to the table**

otherwise = take instruction card

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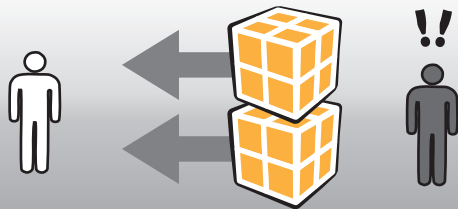


2



**go around
with snacks**

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2



**choose somebody
that has to give
you 2 presents**

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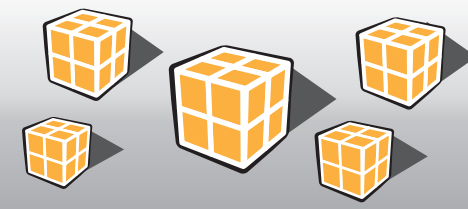


2



**give the die
to another player**

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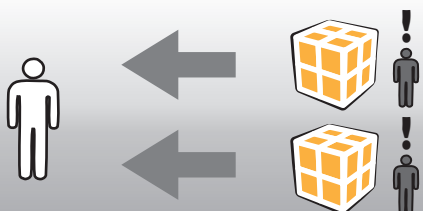


2



**all presents move
1 place to the right**

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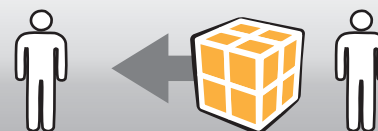


2



**take 1 present from
2 other players**
(one present per person)

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2



**take a present that
you bought from
another player**

already have your own presents? = bad luck!

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CARD TO KEEP
return after use

**secure 1 present
temporary
against
giving away**

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2





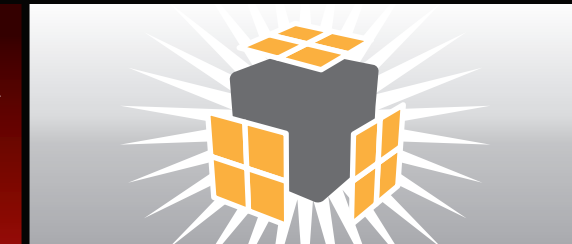
you may
secure
a present
it will be yours !!

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choose 2 presents
and **return** them
to the **table**

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you may
unwrap
a present

no present = take instruction card

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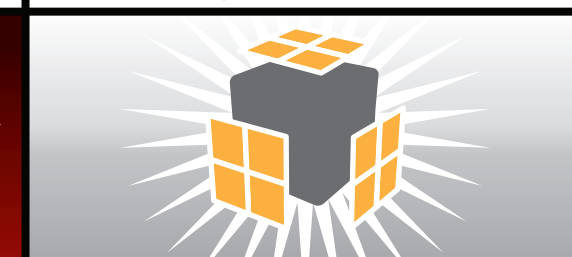
you may
secure
a present
it will be yours !!

✂ kerstdobbelspel.nl



choose a present that
has to be **unwrapped**
everything unwrapped =
take instruction card

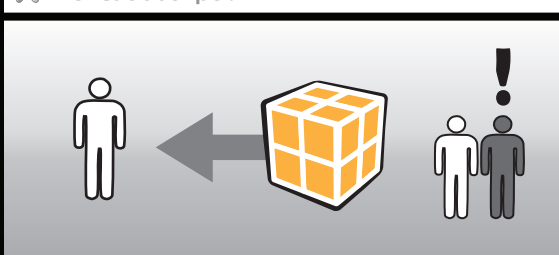
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you may
unwrap
a present

no present = take instruction card

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everybody **picks** a
present from the player
on the **right**
no present = bad luck!

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CARD TO KEEP
r e t u r n a f t e r u s e

JOKER

exemption from an
instruction from
another player

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CARD TO KEEP
r e t u r n a f t e r u s e

JOKER

exemption from an
instruction from
another player

✂ kerstdobbelspel.nl



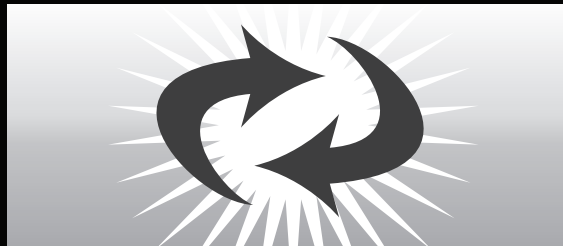
CARD TO KEEP

return after use



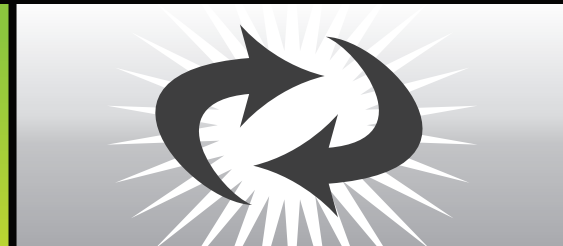
throw can be cancelled
throw again

kerstdobbelspel.nl



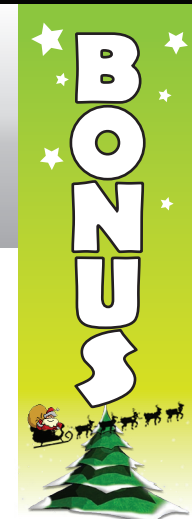
the game direction
SWITCHES

kerstdobbelspel.nl



the game direction
SWITCHES

kerstdobbelspel.nl



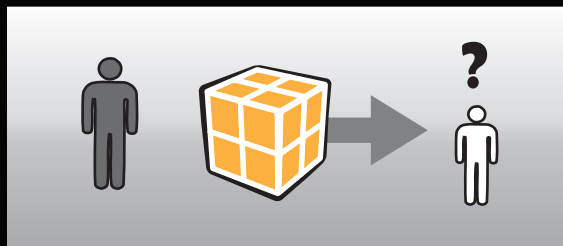
CARD TO KEEP

return after use



throw can be cancelled
throw again

kerstdobbelspel.nl



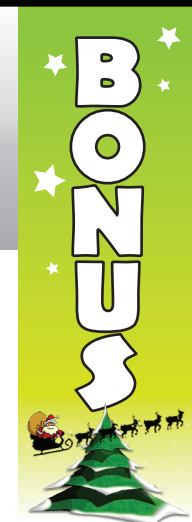
you **get** a present from
a person that had
his/her **turn before you**

kerstdobbelspel.nl



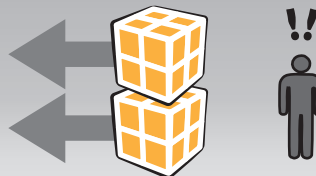
you may take
a snack
no snacks = bad luck!

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CARD TO KEEP

return after use



when you have the **least**
presents you can **take 2**
presents from other players

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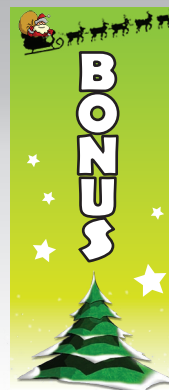
CARD TO KEEP

return after use



exemption from an
instruction from
another player

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drink your glass
in
ONE TIME !

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