

Other players, help keep track of the rolls!

Spending Boozy Dots

Why spend Boozy Dots? To get combinations in fewer rolls and lower your score, of course! At any time during your turn, you can spend the Boozy Dots you have collected to change 1 or more dice to a number that helps you make a combination.

If you have enough Boozy Dots, you can use as many of them as you want, as often as you like to change dice. Just be sure to cross the number of Boozy Dots you spend off your scorecard.

There is one exception: **You can't spend Boozy Dots to change a die to a Boozy Face. Boozy Faces must be rolled.**

And finally, you can avoid taking a shot by spending a Boozy Dot.

Examples

You roll a 4, but need a 6? Cross 2 Boozy Dots off your scorecard and make the die a 6.

You roll a 4 and a 2, but need two 3's?

Cross off 2 Boozy Dots (1 dot for each die) to get 3's.

The 13 Roll Cutoff

Don't worry, you don't have to roll forever! The maximum number of rolls allowed on any turn is 13. If you do not make a Boozy Combination in 13 rolls, write 13 next to the combination on your scorecard. There is a price to pay, however. If you don't complete a combination in 13 rolls, you **lose 1 Boozy Dot**.

- Pass the dice to the player on your left. Play continues until all players have completed all 5 Boozy Combinations.



What if I don't spend all my Boozy Dots?

Deduct them from your final score!


BOOZY DOTS – FUN TO SAY AND PLAY!

Think of Boozy Dots as money that you choose to either save up or spend. At the end of the game, you deduct from your total rolls any dots you have saved. You spend Boozy Dots during the game to change dice to reduce your rolls or to avoid drinking. Remember, you can only spend Boozy Dots if you have some to spend — no loans allowed!

You start the game with 2 Boozy Dots already marked on your scorecard. You're welcome! You collect Boozy Dots throughout the game, tracking them on your scorecard as you go.

Collecting Boozy Dots

How do you get Boozy Dots? It's simple! Here are the three ways to collect Boozy Dots during game play:

- Anytime a player rolls a Boozy Face, ALL players add 1 Boozy Dot to their scorecard. If a second Boozy Face appears on a roll, then ALL players add another Boozy Dot to their scorecard.
- If during your turn you make a combination in 3 rolls or fewer, you get a reward! Add 1 Boozy Dot to your scorecard. All other players lose 1 Boozy Dot. Pretty awesome!
- The roller gets a Boozy Dot if the red dot (the pimento!) comes up when rolling The Olive.  The Olive

It would be nice to hang on to all your Boozy Dots, but that's not the way the Boozy Dice roll. Boozy Dots can be hard to keep.

Losing Boozy Dots

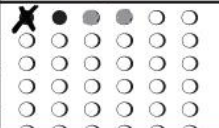





Here are the 4 ways to spend or lose Boozy Dots:

- You spend them to change dice during your turn.
- When a roller completes a combination in 3 rolls or fewer, all OTHER PLAYERS lose 1 Boozy Dot.
- If you do not complete a combination after 13 rolls, you lose 1 Boozy Dot. OUCH!
- You need a break from drinking!



KEEPING TRACK OF BOOZY DOTS

Track Boozy Dots in the space provided on your scorecard. When you collect a Boozy Dot, fill in one of the open dots. When you lose or use a dot, cross one off on your scorecard.

| Rolls | Boozy Dots |
|-------|---|
| |  |
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Example: 1 Boozy Dot spent, and 2 new Boozy Dots collected. Remember, you start with 2 dots already on your card.





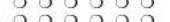
It is possible to go negative on Boozy Dots if you don't have any dots when a situation arises that causes you to lose a dot. When this happens, cross out an open dot on your scorecard. The next time you collect a new dot, fill in the "crossed out" Boozy Dot before adding other dots.

Ending the Game

The game ends when all players have completed all 5 Boozy Combinations.

Calculating Your Score

- Add the total number of rolls it took you to complete the 5 Boozy Card combinations. Write the number next to *Total Rolls* on the scorecard.
- Count all Boozy Dots that you collected during the game but did NOT spend. Enter that total next to *Dots* on the scorecard.
- Subtract your dots from the total rolls to calculate your final score. **Lowest score wins!** If there is a tie score, the person with fewer total rolls (excluding the dots) is the winner.

| Boozy Combos | Rolls | Boozy Dots |
|-------------------------|-----------|---|
| <i>Cheers!</i> | 7 |  |
| <i>12 Oz. Curls</i> | 6 |  |
| <i>Worm in a Bottle</i> | 3 |  |
| <i>Beer Pong</i> | 15 |  |
| <i>Wake it a Double</i> | 5 |  |
| Total Rolls | 21 | -Dots 4 = 17 |