

Collecting Doozy Dots

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

1. Anytime a player rolls a Doozy Face, ALL players add 1 Doozy Dot to their scorecard. If a second Doozy Face appears on a roll, then ALL players get to add another Doozy Dot to their scorecard.
2. If during your turn you make a combination in 3 rolls or fewer, you get a reward! Add 1 Doozy Dot to your scorecard. All other players **lose** 1 Doozy Dot. Pretty Awesome!

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

Losing Doozy Dots

Here are the 3 ways to spend or lose Doozy Dots:

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

Need a Refresher on Spending Doozy Dots?

Check the Spending Doozy Dots section on the previous page for more info.

KEEPING TRACK OF DOOZY DOTS

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

Rolls	Doozy Dots					
	○	●	●	●	○	○
	○	○	○	○	○	○
	○	○	○	○	○	○
	○	○	○	○	○	○
	○	○	○	○	○	○

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

It is possible to go negative on Doozy 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" Doozy Dot before adding other dots.

Ending the Game

The game is over when all players have completed all 5 Doozy Combinations.

Calculating Your Score

1. Add the total number of rolls it took you to complete the 5 Doozy Card combinations. Write the number next to "Total Rolls" on the scorecard.
2. Count all Doozy Dots that you collected during the game but did NOT spend. Enter that total next to "Dots" on the scorecard.
3. 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.

Doozy Combos	Rolls	Doozy Dots					
<i>Snowman</i>	2	○	○	○	○	○	○
<i>Countdown</i>	6	○	○	○	○	○	○
<i>Prime Time</i>	3	○	○	○	○	○	○
<i>Doozy Nog</i>	13	○	○	○	○	○	○
<i>Twozy Tower</i>	5	○	○	○	○	○	○
Total Rolls	29	-Dots	4	=	25		



Contents: 3 standard blue dice, 2 white Doozy Dice with a Doozy Face replacing the "1" pip, 26 Doozy Cards, 1 Scorecard Pad

Objective: Roll the dice to complete 5 Doozy Combinations in fewer rolls than your opponents. Collect Doozy Dots and spend them to improve your rolls or reduce your score. Lowest score wins!

Setup

1. Shuffle the Doozy Cards and deal 5 to the center of the table. Take a minute to get familiar with these cards as they show the combinations you need to roll for this game.



- For most combinations, you must match exactly what you see on the card.
- Some combinations give you flexibility. For example, Triple Scoop allows you to roll "ANY 3 of a Kind" you wish.
- You do not always use all 5 dice to make combinations. Some combinations only require 3 dice or 4 dice.

3-Dice Combos
Triple Scoop
Snowman

4-Dice Combos
Double Up
Quartet
Four Square
Prime Time
Twinzy

Use all 5 dice for all other Doozy Card Combos!

- Some combinations require a Doozy Face or two to complete. When a Doozy Face appears on a Doozy Card you must roll a Doozy Face to complete that combination. Mr. Doozy wouldn't be the same without his smiling Doozy Face!



- Each player takes a scorecard and writes the names of the 5 combinations dealt.
- Everyone then rolls a die and the player with the highest roll goes first (Doozy Face = 1). Play passes to the left.

How to Play

The game consists of 5 rounds. During all rounds each player takes a turn and matches 1 of the 5 Doozy Card combinations. Players can complete them in any order. You use the 2 Doozy Dice along with the 3 standard blue dice to complete a combination in as few rolls as possible.

TAKING A TURN

- Start your turn by rolling all 5 dice.
- Look for any Doozy Faces.

What do you do with Doozy Faces?

- Everyone collects a Doozy Dot by filling in 1 blank dot on their scorecard.
- Check if you must use Doozy Faces to make one of the combinations.
- If it isn't specifically needed to make a combination, use the Doozy Face as a **WILD**. Turn it into any number you need to complete a Doozy Combination.

Doozy Faces = Doozy Dots!

Whenever **ANYONE** rolls a Doozy Face **EVERYONE** collects 1 Doozy Dot.

If 2 Doozy Faces show up during a turn—whether in the same roll or later—that's 2 Doozy Dots for all!

- Compare your dice with the 5 Doozy Cards in play. Set aside any dice that help make one of the combinations. Remember, you want to make combinations in as few rolls as possible!

The 1, 2 or 3 Roll Advantage

Making your combinations in 3 or fewer rolls gives you a BIG advantage:

- You **collect** 1 Doozy Dot.
- All other players **lose** 1 Doozy Dot.

Go for LOW ROLLS!

- Consider spending any Doozy Dots you've collected to change the value of 1 or more dice.



Spending Doozy Dots

At any time during your turn, you can spend your Doozy Dots to change 1 or more dice to a number that helps you complete a combination. For example, if you roll a 4 and you need it to be a 3, you cross 1 Doozy Dot off your scorecard and change the die to 3. If you roll a 4 and a 2, but need two 3's, you can spend 2 Doozy Dots (1 dot for each die) to get 3's.

You can spend as many Doozy Dots as you want to change a die. Using 2 Doozy Dots you can make a 3 into a 5, a 6 into a 4, and so on. Just be sure to cross the number of Doozy Dots you spend off your scorecard.

If you have enough Doozy Dots, you can spend dots to change as many dice as you want as often as you need. There is one exception: **You can't spend Doozy Dots to change a die to a Doozy Face. Doozy Faces must be rolled.**

Why spend Doozy Dots?

To get combos in fewer rolls, of course!

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

You get to deduct them from your final score!

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 Doozy 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 Doozy Dot.

Other players, help keep track of the rolls!

- Continue to roll dice you have not set aside, counting each roll until you complete a Doozy Combination.
- Once you make a combination, enter the total number of rolls on your scorecard next to the Doozy Combination you completed.
- Pass the dice to the player on your left. Play continues until all players have completed all 5 Doozy Combinations.

DOOZY DOTS – FUN TO SAY AND PLAY!

Think of Doozy 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 Doozy Dots during the game to change dice to reduce your rolls. Remember, you can only spend Doozy Dots if you have some to spend – no loans allowed!

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