How to play:

Players take turns rolling the 5 dice. On each turn, the player may roll the dice up to three times to maximize their score for one of the 13 categories. At the end of turn, the player must put their score in one of the categories, or a zero if no category applies.

On your turn, first roll all 5 dice. Set aside any that you’d like to keep. You may take your score now if you wish. Roll the rest of the dice for your second roll. Again, set aside any that you’d like to keep and take your third roll. After this roll, you must record your score or take a zero in one of the categories.

Score card 1: You must fill the categories in order. (That is, you must start with aces, then twos, then threes, etc.)

For round 2, switch with score card 3.

How to play:

Players take turns rolling the 5 dice. On each turn, the player may roll the dice up to three times to maximize their score for one of the 13 categories. At the end of turn, the player must put either their score or a zero in one of the categories.

On your turn, first roll all 5 dice. Set aside any that you’d like to keep. You may take your score now if you wish. Roll the rest of the dice for your second roll. Again, set aside any that you’d like to keep and take your third roll. After this roll, you must record your score or take a zero in one of the categories.

Score card 2: You may fill the categories in any order you wish.

For round 2, switch with score card 4.
How to play:

Players take turns rolling the 5 dice. On each turn, the player may roll the dice up to three times to maximize their score for one of the 13 categories. At the end of turn, the player must put either their score or a zero in one of the categories.

On your turn, first roll all 5 dice. Set aside any that you’d like to keep. You may take your score now if you wish. Roll the rest of the dice for your second roll. Again, set aside any that you’d like to keep and take your third roll. After this roll, you must record your score or take a zero in one of the categories.

Score card 3: You may fill the categories in any order you wish. The scores are lower than “normal” scores.

For round 2, switch with score card 1.

How to play:

Players take turns rolling the 5 dice. On each turn, the player may roll the dice up to three times to maximize their score for one of the 13 categories. At the end of turn, the player must put either their score or a zero in one of the categories.

On your turn, first roll all 5 dice. Set aside any that you’d like to keep. You may take your score now if you wish. Roll the rest of the dice for your second roll. Again, set aside any that you’d like to keep and take your third roll. After this roll, you must record your score or take a zero in one of the categories.

Score card 4: You must fill the categories in order. (That is, you must start with aces, then twos, then threes, etc.) Also, the scores are lower than “normal” scores.

For round 2, switch with score card 2.