

Name: **DICE Blam!**TM

Players: 2 to 4

Age: 7+

Skills: Sorting, Planning

Awards:



Components: 12 Dice, 4 Game Pads, Score Pad, Pencil, Rules

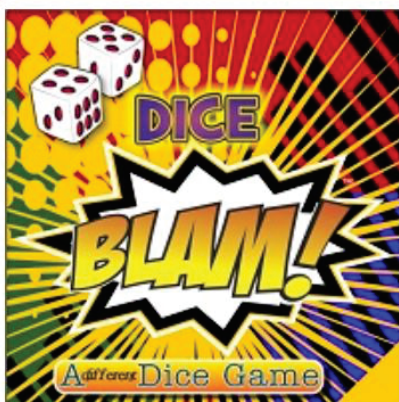
Description:

A surprisingly addictive little dice game. Plus, a fun and simple bonus game: WHOOP! Will you be able to roll a DICE BLAM! on your first roll? Second? Maybe third roll?

Two critical rules:

1. Whatever group you are taking...you have to take them ALL!
2. You can only use up to **HALF** of a group to USE as "TAKERS".

You'll see. It's a fun learning game for kids and adults.



Tillywig Award Winner 2019

By **Missing Piece Press, LLC**

Price \$9.95

Age 7+

In addition to being immensely fun, DICE Blam! gets players' minds thinking in new and exciting ways! The object is to be the player with the fewest points, an outcome that typically translates to being the one to have taken the greatest number of dice throughout the game. Each player's turn begins by rolling all 12 dice and using some of those to 'take' others. Untaken dice are rerolled by the same player (followed by more takes, if possible), with the "roll and take" process repeated up to 3 times. There are very clear rules as to which dice can be 'takers' and which 'taken.' Foremost among these is that the face-up number on the taking die must equal the quantity of other matching-number dice being taken. There is a bit more to it, but the rules quickly become second nature. Players learn to run through all scenarios before taking action since making the best choices significantly impacts final scores. DICE Blam! includes rules for an outstanding bonus game, 1 Blam! rules sheet, 12 dice, 4 double-sided score mats, 1 score sheet pad & 1 pencil. For 2 to 6 players!

A LITTLE thinking...a LOT of fun![®]