



Battle of the Sixes™

A matching game of digits and dice.

OBJECT OF THE GAME

Be the first player to score 60 points or over, or, to reach a score with two digits that add up to six i.e. 15, 24, 33, 42, 51.

GAME PREPARATION

Decide who plays which color scorer. Position the scorers on the start position (Battle Logo) on the score mat. Now the players roll their dice and battle for points using "HARD" and "SOFT" sixes.

-A **HARD** six is a die with a six on the face 6

-A **SOFT** six is **ANY** combination of dice that equal six

for example:

$$2 + 4$$

or $1 + 3 + 2$

or $2 + 2 + 1 + 1$

GAME PLAY

Players simultaneously roll their dice using their cup. All **HARD** sixes that are rolled must be played immediately.

Match dice by placing them next to the opponent's dice, for example: 6 6 Once the dice are matched, they cannot be played or rolled again. Points are tallied at the end of the round.

A player possessing unmatched **HARD** sixes has one of two options;

1) The player may match it with a **SOFT** six from any combination of available dice of their opponents,

for example: 6 5 1

2) Or they may choose a *single die of their opponents,

for example: 6 5

When all **HARD** sixes have been matched, each player may choose to play any **SOFT** sixes from their remaining rolled dice. If a **SOFT** six is played, they must be matched by the opponent. The opponent must match it with a **SOFT** six or play a *single die

for example:

$$2 \quad 4 \quad 5 \quad 1$$

or $2 \quad 4 \quad 2$

NOTE: AT ANY TIME DURING THE GAME, A PLAYER MAY ADD ON A DIE, OR DICE, TO PARTIAL SOFT SIX COMBINATIONS IN ORDER TO MAKE A FULL SOFT SIX.

Reroll any remaining unused dice, immediately matching up HARD sixes before deciding to play with the SOFT Continue rolling and playing until one player's dice have all been played. The opponent is allowed one final roll in order to score before the round is over.

SCORING Tally each player's score for the round and move the scorer accordingly.

DICE COMBINATIONS	SCORES
HARD vs SINGLE DIE < 6 or NO DICE	2 for HARD
HARD 6 vs. SOFT 6	1 for HARD / 0 for SOFT
HARD 6 vs. HARD 6	0 for BOTH
SOFT 6 vs. SINGLE DIE < 6 or NO DICE	1 for SOFT
SOFT 6 vs. SOFT 6	0 for BOTH

*STRATEGIC MOVES

KEEP IN MIND THAT THE MORE DICE YOU HAVE TO REROLL, THE BETTER CHANCE OF SCORING. BUT THE SAME APPLIES FOR YOUR OPPONENT SO DECIDE CAREFULLY WHAT YOU PLAY OF THEIRS. AND WATCH OUT THAT THEY DON'T GAIN JUST ENOUGH POINTS TO REACH A SCORE WITH TWO DIGITS THAT ADD UP TO SIX!

WINNING

The first player to score 60 or more, or have the 2 digits in their score add up to 6, wins!

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