

You can play alone or with a group. The goal? Make combinations with the dice and try to get the highest score.

During the game you use 5 dice and a scoring chart. Each player can throw the dice up to 3 times to reach their highest possible score. The player writes down his score by using one of the combinations on the scoring card. After the first two throws, the player can "lock" the dice that he wants to keep and can throw the remaining die/dice. After the third throw, the player is required to write down his score with one of the combinations on the scoring chart. It is possible for a player to use the score of his first throw and not throw again on that round. This is completely up to the player. After a player has completed his turn, it's the next player's turn to play.

Combinaisons :

- ONES** The points of the dice with the number "1" are recorded.
- TWOS** The points of the dice with the number "2" are recorded.
- THREES** The points of the dice with the number "3" are recorded.
- FOURS** The points of the dice with the number "4" are recorded.
- FIVES** The points of the dice with the number "5" are recorded.
- SIXES** The points of the dice with the number "6" are recorded.
- AFTERWARDS, the subtotal is determined.**
- BONUS** 25 points if the subtotal is at least 63 points. Then the total for part 1 is determined.
- 1 PAIR** Only the points of two dice showing identical numbers are recorded
- 2 PAIR** Only the points of the dice showing two pairs are recorded.
- 3 OF A KIND** Only the points of three dice showing identical numbers are recorded.
- 4 OF A KIND** Only the points of four dice showing identical numbers are recorded.
- FULL HOUSE** All numbers recorded if "1 pair" and "three of a kind" were thrown.
- SMALL STRAIGHT** 15 points, if 1-2-3-4-5 was thrown.
- LARGE STRAIGHT** 20 points, if 2-3-4-5-6 was thrown.
- CHOUFFEE!** Regardless of the number rolled, 50 points are recorded here when all 5 dice show the same value.
- CHANCE** Here you can enter the number of any throw you wish (this option is usually used with an otherwise unusable combination or a high number).
- TOTAL** Determine the subtotal of part 2 and add to the subtotal from part 1. The player with the highest total score is the winner.

REGLES DU JEU SPELREGELS GAME RULES



CHOUFFEE

JEU/SPEL/GAME



CHOUFFEE

