



INSTRUCTIONS

AGES: 6+

PLAYERS: 2 to 4

EQUIPMENT: Scorepad, 5 Red Hot dice, 20 Red Hot Chips.

OBJECT: Be the player with the highest total score after 10 rounds of play.

SET-UP: Each player is given three Red Hot Chips and a score sheet. Each player should write his name on his score sheet.

PLAY: The youngest player rolls first. Turns then pass to the left. Begin your turn by rolling all five dice. Set aside the dice you wish to keep in order to try for one of the 10 categories. Roll the remaining dice. After this roll, decide which of the five dice you now wish to keep. You may then take a third and final roll with the remaining dice. (It is possible to roll more than three times if you spend a Red Hot Chip, explained later.)

Next, look at all five dice, and based on what was rolled, fill in your choice of one of the categories under the game column on your score sheet. You must fill in a category in each turn and once filled in it cannot be changed. If you cannot or do not wish to fill any category with a score, you must fill in one of your 10 blank categories with a zero score. In any case, you may only fill in one category per turn.

End your turn by recording your score, and pass the dice to the player to your left.

RED HOT DOTS: Each die has a large red dot in the place of the one. These dots are called the Red Hot Dots and are WILD! You can use a Red Hot Dot to substitute for any number 2 through 6.

THE 10 CATEGORIES: The first five categories are under the section of the score sheet labeled "TOP." In these categories, you are trying to roll dice of all the same number. For example, to score the 3's category, roll as many 3's as you can because you will score 3 points for each three that is rolled. If you end up with four 3's, you will score four times three points, or 12 points.

DOUBLING BONUS: If you roll four of each number in the five categories of the "TOP" section, you will score 80 points. This is the minimum total score that must be rolled to earn the "DOUBLING BONUS." The Doubling Bonus allows you to double the score you earned in the "TOP" section. For example, if your "TOP" score is 83, your "DOUBLING BONUS" is also 83, for a "TOTAL TOP SCORE" of 166.

The last five categories are under the section of the score sheet labeled "BOTTOM." Each category is individually described, as follows:

FULL HOUSE: You must finish your turn with three of a kind and a pair, this may include any number of red hot dots. For example, three 2's and two 5's make a full house. This category earns you a score of 30 points.

FOUR OF A KIND: You must finish your turn with at least four out of the five dice being the same number, such as four 3's. This may include any number of red hot dots. This category earns you a score of 40 points.

RED HOT YOTT: You must finish your turn with five of a kind, such as five 4's. You can use as many of the Red Hot Dots as needed to make up your five of a kind. This earns you a score of 50 points and a Red Hot Yott chip for later in the game.

NATURAL YOTT: You must end up with five of a kind, such as five 4's, but the five dice must all be the natural numbers (no Red Hot Dots), or the five dice must be all Red Hot Dots. This earns you a score of 100 points and a Red Hot Yott chip for later in the game.

NATURAL YOTT BONUS: If your "NATURAL YOTT" space is already filled (with a score of zero or 100), and you roll a Natural Yott, then you score as follows: 100 bonus points if the space is filled with a 100, but only 50 points if it is filled with a zero. You mark a small "x" in the "NATURAL YOTT BONUS" space for each additional Natural Yott you roll, and at the end of the game, you put down either the 100 or the 50 points for each additional Natural Yott rolled. For example, if you scored 100 for a Natural Yott, then rolled two more later in the game, you would have two small "x's"—worth 200 points in the "NATURAL YOTT BONUS."



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NOT SO HOT: When you end your turn with a combination of dice that won't fit into any of the 10 categories, you can enter the total value of the five dice in this space. Red Hot Dots count as 6 points each.

RED HOT YOTT CHIPS: You begin the game with three Red Hot Yott chips. When you have rolled all three rolls in your turn, you may choose to trade in a Red Hot Chip and receive one extra roll to help you make a category. If needed, you may use more than one of your Red Hot Chips to gain even more rolls. If you finish your turn with a Red Hot Yott or a Natural Yott, you win back one Red Hot Chip.

Note: If you roll any kind of Yott, and use it to fill another row, such as "THREES" or "FULL HOUSE", you still earn a chip for rolling the Yott.

THE WINNER: When all 10 categories have been filled, you total your score of "TOP, BOTTOM", and "NATURAL YOTT BONUS", for your "FINAL TOTAL." The player with the highest score in the "FINAL TOTAL" space is the winner.

