



**DICEWORDS™** is a point-scoring game for 2 or more players (and there's no real limit!). Play proceeds in a clockwise direction around the table, each player playing by himself. At his turn, each player rolls and selectively rerolls the nine dice up to a total of three times in order to build the highest scoring word possible, the score for the declared word then being added to his total. Scores are recorded on a sheet of paper and the highest total wins. The game ends when one player's total hits a pre-agreed target (we suggest 400), although the final round should be completed, so all players have the same number of turns (therefore one of the other players could still win on his last turn).

Gold	? A E I O U
Indigo	Y A E I O U
Red Orange	J A H M N R
Red	K E D F H L
Purple	Q O L R S T
Blue	V U C F G S
Brown	W Y B N P S
Black	X I B C D T
Green	Z E G M P T

### the dice table

The **DICEWORDS** set has been designed to reflect typical English language letter usage, and to give the best possibility of useful letter combinations.

An important aspect of the game is to know what letters can be achieved by rerolling certain dice. The Dice Table lists all the dice and their faces. A good **DICEWORDS** player will soon learn the Dice Table!

Very importantly, each die is printed in its own unique identifying colour. Each die face has a main character, a number (the 'letter value') and a small identifying character (? , Y , J , K , Q , V , W , X , Z - an aid for anybody who can't distinguish the colours).

### scoring

Look at the word **RULES** at the top of this page. All the five letters have a 1 point letter value so the word value is 5, but then we **MULTIPLY THE WORD VALUE BY THE NUMBER OF LETTERS IN THE WORD** (also 5). So the total score for **RULES** is  $5 \times 5 = 25$ .

Let's try another word. How about **COMPUTER**? All the letters are worth 1 each, except C, M and P which are all worth 3 (on the reverse of the tube insert card is a letter distribution table with letter values). So that's a word value of 14 multiplied by 8 letters = 112.

The multiplying function can make for high scores with longer words, especially using the rare letters (**SQUEEZING** would net you 225!). The set includes score reckoner sheets to help with the maths.

Suppose your first roll gives you these dice:

**E L E P H N T E V**

Clearly, you're very close to spelling **ELEPHANT**, just needing an A. A quick glance at the Dice Table tells you that the gold die contains all the vowels and so a reroll could give the missing A (scoring  $11 \times 8 = 88$ ). But it's also worth noting that rolling the blue die could produce an S with which you could spell **ELEPHANTS** and use all nine dice (for a score of  $12 \times 9 = 108$ ). In fact, the selection above is already only **one** letter away from another nine letter word; an O would make **TELEPHONE**. But a closer look at the Dice Table reveals that no letter in **TELEPHONE** appears on the blue die, so it is not a spellable word in **DICEWORDS**. This is a good example of using the Dice Table to avoid pointless rerolls for impossible letters.

So let's say you reroll the gold and blue dice:

**E L E P H N T S I**

You got the S but the gold die has come up with I. Do you roll it again? The gold die also includes the 'wild-card' face ('?') which can count as any letter, so that could be your A. Incidentally, the wild-card is worth -2 which means it subtracts 2 from the word value. Therefore this would give a score of  $9 \times 9 = 81$  (NB. It is seldom worth using the wild-card just to extend an existing word; it often reduces the score).

You have one roll left, but can you spell anything else now? **PLINTHS** is available for  $10 \times 7 = 70$ .

Perhaps it would be safer to keep **PLINTHS** and reroll the two Es, hoping to improve on 70...

### a few extra rules

The minimum allowable word length is 3 letters. Only one word can be declared per turn. A word cannot be declared **after** it has been destroyed by rerolling. Any words found in a standard English dictionary are permitted except those containing apostrophes, hyphens or capitals (accents can be ignored). Abbreviations and slang are also invalid. A dictionary may only be used to check a **declared** word; a successfully refuted word scores nothing. You may agree on a 3 minute turn limit if desired.

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