



Object of the Game

To be the player who accumulates the highest points total at the end of the game.
A minimum of 5,000 points is required to win.

Dice Values

With each roll of the dice, any of the following single or multiple dice combinations allows the player to score points and, if desired, to continue rolling in the hope of accumulating additional points:

$$\text{\$ G R E E D} = 1000^*$$

$$\text{\$ \$ \$} = 600$$

$$\text{G G G} = 500$$

$$\text{R R R} = 400$$

$$\text{E E E} = 300$$

$$\text{E E E} = 300$$

$$\text{D D D D} = 1000$$

$$\text{Six of a kind} = 5000$$

$$\text{D} = 100$$

$$\text{G} = 50$$

* Please Note:

In order to score 1,000 points for rolling a "\$GREED", you must roll one ebony "E" and one emerald "E", however, in order to score 3 of a kind or 6 of a kind, the E's must be the same colour.

Start

Any number of people can play. Each player rolls all six dice with the player scoring the highest point value beginning the game. Play proceeds in a clockwise direction.

Game Play

Play is conducted in Rounds.

1. Each player rolls all six dice on the first turn of his round.
2. The player then sets aside one or more of the die or dice which have points value. (If there are no scoring dice the turn ends.) At this point, the player may decide to stop rolling and collect the points scored on that particular roll or the player may proceed and attempt to score additional points with the remaining dice available.

Example: A player rolls \$ **G R D D E**

The player may decide to:

- a. Put aside one "D", score 100 points and roll again with the remaining five dice or
 - b. Put aside the two "D"s, score 200 points and roll again with the remaining four dice, or
 - c. Put aside the "D", "D", and "G", score 250 points and roll again with the remaining three dice, or
 - d. Score 250 points and stop there so as not to risk losing the accumulated 250 points.
3. After every roll, the player continues to set aside the die or dice with scoring values and may continue to roll again with the remaining dice available.

However, should no points be scored on an initial or subsequent roll of the dice, that player loses his turn as well as all points which were accumulated during that round of play. The dice are then passed on to the next player.

4. The player is not obligated to set aside all dice with point value after a particular roll of the dice. However, at least one scoring die must be set aside with each roll in order to score points or to roll again in the hope of adding to the accumulated point total.
5. Should a player set aside all six dice for point value during a round, the player must continue that round by picking up all six dice and rolling again. However, any subsequent roll which turns up no scoring points causes forfeiture and the player loses all points which had been accumulated during that round.
6. As mentioned, each player has the option of ending a round after any roll. However, a player may not choose to end any round of play and leave a die or dice with point value on the felt.
7. A player must roll all the dice again should any die leave the felt playing surface or if one die is "leaning" on another or on its edge.

Scoring

In order for a player to begin scoring points, a total of at least 500 points in a single round must be accumulated. After having scored this initial minimum, the player may score any amount in subsequent rounds, with no minimum or maximum limits.

Forfeiture

As previously explained, should a player fail to roll at least one scoring die or combination of dice on a particular roll, all points accumulated by that player in that round are forfeited and the dice are passed on to the next player.

End of the Game

When a player reaches or surpasses 5,000 points (or a value mutually agreed beforehand), that player must stop at the end of his turn and may not roll again.

Each remaining player has one turn to try to "top" the high score. A player trying to "top" the high score cannot stop at a tie.

The player "coming-from-behind" must score more points than the leader in order to win the game. The player with the highest score at the end of the final round wins.

Strategy

Your \$GREED is determined by your risk forfeiting all the points accumulated during a round by rolling again in an attempt to gain more points.

The probability of failing to roll a scoring die or combination of dice increases as the number of dice in play decreases.

As a player approaches 5,000 points, it may be advantageous to pass the dice to the next player just before reaching 5,000.

This may increase the player's chance of winning by increasing the probability of rolling a high scoring combination, since all six dice will be in play on the player's next turn.