

Don't You **For Get It** dice Game



RULES

For 2 or more players

Ages 8 to adult

Object:

Be the first player to reach 500 points.

Contents:

9 game dice, score pad, storage pouch.

All dice that come up with FOR, GET or IT

If you don't have the original dice, you can take 3 sets of 3 dice of different colors.

Ex. 3 Red, 3 White and 3 Blue.

The 6 become FOR, GET and IT.

Ex. The 6 of Red = **FOR**, the 6 of the White = **GET**, the 6 of the Blue = **IT**

Set Up:

Each player rolls one die. The player with the highest number goes first

(Sorry: any number beats rolling "FOR", "GET" or "IT."), then play moves to the left.

Choose one player to be the scorekeeper. That player writes down the names, or initials, of the players in the space above "player 1," "player 2," etc.

Playing:

On your turn, roll all nine dice. Set aside the word and point dice as follows:

THE WORD DICE:

All dice that come up with FOR, GET or IT must be set aside together. If you get at least one of each of these, you spell FORGET IT and immediately lose your turn. You score no points and the next player goes.

THE POINT DICE:

Choose ONE number from the dice (1 through 5) that you've rolled at least two of a kind of (ie: two 3s or three 5s, etc.) The dice with the number you choose are the only point dice you put aside.

Once you've put these dice aside, you must now decide what to do with the remaining dice. You can end your turn and take your score or you can continue to roll the remaining dice, setting aside all.

WORD DICE and all **POINT DICE** with the same number as those put aside from the first roll. You may continue to roll the remaining dice as many times as you wish. But, remember, if you spell **FOR GET IT**, you end your turn and score no points for that round!

ALL NINE DICE SET ASIDE:

If, on a round, you are able to set aside all nine dice, you have a choice:

- you can decide to end your turn and take your score or
- you can keep track of how many and what number your point dice are and roll all nine dice again, hoping to add to your score. In this case, you must still set aside all word dice, and only those point dice that match the number you have been accumulating.

For example, if you had five 3s from the previous rolls, you must continue to put aside more 3s.

However, should you spell out **FOR GET IT**, you lose **ALL** points in the turn, including those made in the first set of rolls in the turn.

Scoring:

If you end your turn before spelling out **FOR GET IT**, the scorekeeper enters your score in the column under your name. You score the total of all the point dice you put aside. For example, three 4s will give you a score of 12.

Scoring Bonuses:

If you put aside a total of four point dice in the turn, you **DOUBLE** your score.

If you put aside five point dice, you **TRIPLE** your score.

If you put aside six or more point dice, you **QUADRUPLE** your score.

Sample Turn:

First roll: 2, 2, 3, 3, 3, 4, 4, 5, GET

The player decides to set aside the three 3s. The player **MUST** set aside the GET.

Next roll: 3, 4, 5, 5, IT

The player must set aside the 3 and the IT.

Next roll: 1, 3, GET

The player must set aside the 3 and the GET.

Next roll: 2

Next roll: 4

Next roll: 3

The player must set aside the 3. Now, all nine dice have been set aside: GET, GET, IT and six 3s.

The player could end the turn and take a score of $6 \times 3 = 18$ -- which is then quadrupled to 72 points because of the scoring bonus.

Lets suppose, though, that the player continues to roll as follows:

Next roll: 1, 1, 1, 2, 2, 3, 4, 5, 5.

The player must set aside the 3.

Next roll: 1, 1, 2, 2, 4, 4, 4, FOR.

The player must set aside the FOR.

Next roll: 1, 3, 3, 4, FOR, GET, GET

The player sets aside the two 3s and decides to end the turn. The player scores on a total of 6 plus 3, or nine 3s, which is 27 points, then quadrupled to a total score of 108 points.

Ending and Winning the Game:

When one player's score reaches or exceeds 500 points, normal play is over. Each remaining player gets one last turn to try and beat the leading scorer. The game is then over and the player with the highest score wins.



	1	2	3	4	5	6	7	8	9	10
1										
2										
Total										
3										
Total										
4										
Total										
5										
Total										
6										
Total										
7										
Total										
8										
Total										
9										
Total										

You need 9 dice

All dice that come up with FOR, GET or IT

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