

### Seer stone

The first time that a die is exchanged between two players, the player who receives a die from another player gets the seer stone in addition to that player's die. As play recommences, the seer stone is considered a wild die and is advantageous to the person who holds it by becoming any image that he or she wants it to be ONLY while they are stating how many of a particular die exist on the table. If you are not the player making a statement, the seer stone is simply an additional die and can be chosen from that player's hand if he or she loses a match.

### Determining a winner

The winner is determined when one player has all the dice in his or her possession. However, the rules of winning can be changed to suit the players playing to make the game progress more quickly. For example, players may decide at the start of the game that a player is eliminated when he or she only has 2, 3, or 4 dice left at the end of any given round. In this case, the players left with these amounts would be eliminated, along with the dice that are left in their possession at that time.



### INSTRUCTIONS

For 2–6 players  
Ages 6+

#### Contents:

20 regular dice  
1 seer stone die

### Dice Distribution Among Players:

2 players

Each player gets 10 dice. Place the seer stone die at the center of the table.

3 players

Each player gets 6 dice. Place the seer stone die at the center of the table.

4 players

Each player gets 5 dice. Place the seer stone die at the center of the table.

5 players

Each player gets 4 dice. Place the seer stone die at the center of the table.

6 players

Each player gets 3 dice. Place the seer stone die at the center of the table.

## What does DODGY Mean?

DODGY is an old English term that means that something is a bit suspicious, doesn't seem quite right, or doesn't seem to be the real deal.

## Rules

To begin, all players simultaneously pick up their dice and roll them all on the table in front of them. Once the dice are rolled, each player quickly covers his or her dice so that other players are not able to view the dice.

Once each player has had a chance to look over the dice, the youngest player voices his or her statement of how many dice of a particular image exist on the entire table for all players combined.

For example, "There are three bows on the table," or "There are six ships on the table."

After that player has voiced the statement, the other players look at the images on the dice in their hand and determine if the voiced statement could be correct or DODGY (incorrect).

### In the case of a correct statement

If the statement is believed to be possible by all members, then the next player on the left looks at the dice in his or her possession and makes another statement of how many dice of a particular image exist on the entire table.

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This statement must exceed the previous statement in quantity of dice by at least one die. The image that is chosen to be included in the statement is allowed to change with each statement that is voiced.

Example statements: If the original statement was "There are two swords on the table," then the next statement must be, "There are three (or more) [any given image] on the table."

### In the case of a DODGY (incorrect) statement

If the statement is made and any person on the table believes it to be DODGY, then that player shouts "DODGY," and all players must immediately reveal their dice and determine

who was correct in their statement. In order for a statement to be correct, there must be at least that many, or more, images on the table.

If the original statement was correct, then the player who declared it a DODGY statement must let the player whose statement was correct choose a die from his/her hand. If the original statement was a DODGY statement, then the player of the original statement must let the player who exposed his/her statement as being DODGY choose a die from his/her hand.

Once the die has been exchanged between the players, play resumes, starting with the person who just lost a die.

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