



A roll-and-write game  
For 1 or more players

Ages 10 and up  
20–30 Minutes

Welcome to Dice County! Every autumn, we get together at the county fair. While you're here, you can dine in the Food Hall, play games in the Midway, and take rides in the Carnival. We're open from 10 am to 10 pm each day, so be sure to plan your trip and pack in all the fun you can!

You and your friends have gone to the fair together and have agreed to pool your money to ensure that everyone has a good time. You've agreed to meet every hour to share stories and buy more tickets, tokens, and coins, which you use to purchase and perform activities at the Fair.

## Game Components

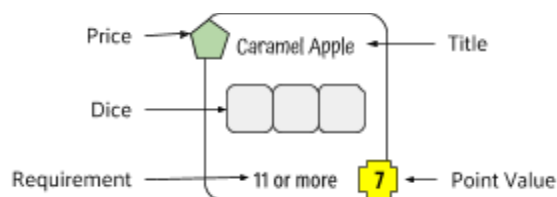
6 standard 6-sided dice (any colors), 1 Dice County Fair game sheet per player, pens or pencils.

## Playing the Game

Your game board is made up of three sections: *Food Hall*, *Midway*, and *Carnival*. Each section has 6 activities that require certain dice combinations to complete. Your goal is to score points by completing activities. There are three phases to the game: *Planning*, *Fair-Going*, and *Scoring*.

### Planning

Each activity must be *purchased* before you can perform it. In the planning phase, decide how best to spend your money.



Each activity has a Title, an assigned Point Value, the number of Dice to be played, and its Requirement.

Use the numbers 1 to 6 to determine the Price you will pay for each activity. Each number can only be used once per section.

*A Caramel Apple uses 3 dice that total 11 or more. It is worth 7 points at the end of the game. Use the value and requirements of the activity to help set the Price you will pay.*

When you have finished entering your prices,, the Fair-Going phase can begin.

### Fair-Going

The last person to attend a fair is the first player. Each round, the first player rolls all 6 dice and *all* players use them to fill in activities on their own score sheets. Only one die may be used in any space on your game board.

Before you complete an activity, you must *purchase* it by matching one die from the roll. You may purchase up to 6 activities per turn. You do not need to complete the activities in the same turn, but you must be in that activity's section when you purchase *and* when you perform the activity. Activities must be *completed* within a single turn.

During a turn, you begin in a specific section of the Fair. You may only move to another section by spending an appropriate die. Use an odd numbered die to go to the Food Hall, an even to go to the Midway, and any die to go to the Carnival. *You may only move to one new section per turn, and you may not use the last die of your turn to move to a new section.* (Exception: on the first turn, you may start in any section without spending a die.)

On each turn, record any movement in the Turns area. Use the left side to record the die spent, and the right side to record the section you end the turn in. Record your ending section even if you do not move this turn.



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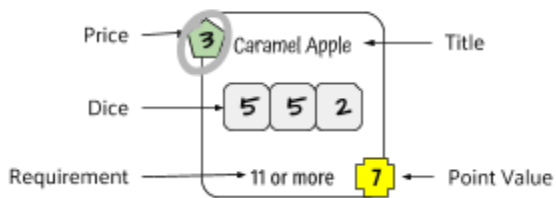
Your game board tracks the number of Turns played, your Activities, and your game score.

Each turn, record your movement in the Turns row, and your Purchases and Activities in the Fair Sections.

*When you purchase an activity, circle its price on your board.*

Completing an activity must use the exact number of dice indicated by the available spaces. These dice must total a value that meets the requirements of the activity. For example, play 6-5-4-3-3 to finish the High Striker activity, which has five spaces.

Any dice that you cannot spend on activities, purchases, or moves are recorded as *excess*. Excess is recorded in the section in which you end your turn. Enter the value of each unused die in one space. Use the Coins area of the Food Hall, the Tokens area of the Midway, and the Tickets section of the Carnival to record your excess.



*In this example, the die roll for the turn was 1-2-2-3-5-5.*

### Example Turn

Kate began this turn in the Carnival section. She spends the 1 die to *move* to the Food Hall. She then *purchases* a Caramel Apple with the 3 die.

She completes the *activity* with one 2 and two 5 dice. She then records the other 2 as *excess* Coins.

Each player should narrate their actions at the end of the turn, explaining how they spent their dice. Embellish your stories as you wish. At the end of the round, pass the dice to the left. The game ends after the 10 pm turn is complete (12 turns).

### Scoring

- If you have completed an activity in all three sections, take a 10 point bonus.
- Add the point value of all your completed activities to the proper section.
- For the “Most” awards, the player with the highest number (*not* point value) of completed activities in the section wins the primary bonus. The second place player receives the secondary bonus. If two or more players are tied, they all receive the secondary bonus.
- For the “Fewest” awards, count the *total die value* in each section to determine first and second place.
- Add all items to find the total score. The highest score wins.

### Solo Play

Play the game as normal. Your objective in solo play is to score at least 100 points. In solo mode, only the “Experience All Areas” bonus is available. You can also score the “Fewest” bonuses by having zero excess in a category, giving a high score of 124.