



## Official Tournament Rules

### Game Contents

4 Sets of 14 Different Colored Dice,  
1 Stack® Sack, Rules and Score Sheet

### Getting Started

To begin, choose a set of colored dice. Each set contains 14 dice. You must use the dice set you have chosen for the **entire** round. To determine who will go first, each player rolls one die. The highest number goes first (1's equal 10 points and are the highest value on the die, see **Scoring**). The play rotates clockwise.

### Setting Up

Choose a flat surface roughly 2 feet in diameter. **Everyone** shakes and drops all of their dice onto the center of the playing surface. Drop your dice gently to avoid the "dice everywhere" effect. The dice should land flat and the dice colors should be all mixed up. If the dice land congested, spread them apart so they do not touch each other. Bring in the dice that have traveled too far on the drop.

### The First Play

Starting with the player who won the toss, the player may use any **one** die from their set of dice. (Hint: use your higher values first.) **Stack the chosen die on top of any matching number of any opponent's dice** (for example, 6 is placed on top of a 6 facing up with the 6 still showing, etc.). Once a die is picked up, it must be played. After the player has removed his or her hand from the die, the player's turn is over and the play stands. Once stacked, it cannot be moved or relocated. You cannot stack **directly** on top of your own color, although you can have two of your color dice in a stack.

### The Stacks

A stack can be two, three or four dice high. A stack cannot be five dice high. Stacks with your color on top are your potential points. When a player places the fourth die on a stack, the stack becomes the property of that player and he or she may remove it from the playing surface. The player receives the points from that stack. Points are not totaled until the round ends (see **Two Ways to End the Round**).

### Rolling is an Option

During any turn, rather than stacking immediately, the player may roll the die he or she has chosen to play. They must then stack that die no matter what value comes up. If there is no place to stack the die rolled, their turn is over. You may use the rolling option on as many turns as you wish. Do not roll your die into a stack and knock it over, for if you do so there is a penalty (see **Penalties**).

### Penalties

- 1) **If a player rolls a die into a stack and knocks it over,** he or she loses a turn and must roll a die and subtract the amount shown from their score. Afterwards, return the die to its original number and rebuild the fallen stack(s). If the stack(s) cannot be rebuilt, the player loses an additional 10 points.
- 2) **If a player picks up an opponent's die by mistake,** he or she loses a turn. If the player also mistakenly rolls the opponent's die, the opponent has the option to keep the new number or return it to its original number.
- 3) **If a player goes out of turn,** he or she loses a turn.

\*A turn is lost on the turn of the penalty.

### Two Ways to End the Round

- 1) **A round tentatively ends when a player stacks his or her last unstacked die.**

This player should inform the opponents that he or she is about to go out. When a player has gone out, the opponents have **one** remaining turn regardless of how many dice are still unstacked. When the opponents have taken their last turn, the round has completely ended and it is time to count your score.

- 2) **When a player stacks on an opponent's last unstacked die,** therefore initiating the end of the game, the opponent **and** the player who stacked are out of the round. The remaining players get to use their last turn.

\*There are advantages and disadvantages to stacking on someone's last die. The **advantage** is you eliminate the other player's chance to score more points. If you lead in points this strategy works well. The **disadvantage** is that you are out of the game as well and eliminate your last chance to score points. If you are behind in points, look for another option if possible.

### Winning the Game







Stacks with your color on top are your points. Combine them for your total score (see **Scoring**). Use a scrap of paper to keep a tally of everyone's points or make copies of the Score Sheet on the reverse side of this sheet. Play complete rounds of Stack® until a player is determined to have the highest score over 200 points. The player with the highest score becomes champion.

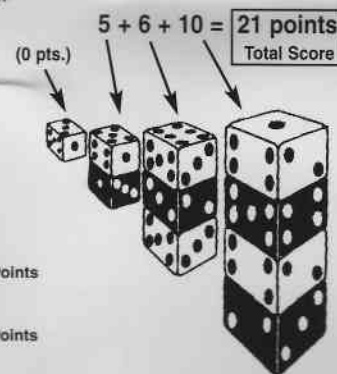
### Scoring

Only the **top number** on a stack counts as points.

**\*\*Left over, unstacked dice have no value.**

### Point Structure

	10 Points		5 Points		3 Points
	6 Points		4 Points		2 Points



### Playing Variations

Try playing Stack® with **teammates**. Each teammate plays a set of dice and together they attempt to win the game with the highest combined score. Teammates are to have one opposing player sitting to the right and left of them. They are not allowed to sit next to each other.

### \*Optional House Rules:

Subtract one point for the following penalties.

- A) Player's dice falls off table
- B) Swearing
- C) When a player rolls a 2.
- D) When a player captures a four dice high stack, all other players subtract 1 point

**\*\*Formulate your own rules and penalties.**

**Have fun and we hope you pass it on!**

**⚠ WARNING:** Contains small parts which pose a hazard for children under the age of three.

\*Photocopy this page for more  
Score Sheets prior to first game!



# Official Tournament Score Sheet

Names	Rounds										total
	1	2	3	4	5	6	7	8	9	10	

Names	Rounds										total
	1	2	3	4	5	6	7	8	9	10	

Names	Rounds										total
	1	2	3	4	5	6	7	8	9	10	

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*Let The Good Times Roll!*