

KOR™

KEEP ON ROLLIN'™



OVERVIEW: Players attempt to roll a 25, 50 or 100 in every roll to score as many points as possible before their turn ends. A player's turn ends when three matching road signs **OR** no scoring dice (25, 50, 100) have been rolled in a single toss. Players do not have the option to end their turn early; the dice determine when a player's turn is over. No minimum score is needed to get on the board; a player can have an opening score of 25.

OBJECT: Be the first player to score 6,000 or more points at the **end** of their turn.

SET UP: Elect a scorekeeper, (use pencil & score pad provided). Youngest player rolls first and play passes to the left.

PLAY: A player starts their turn by rolling all six dice. If the roll does not have three matching road signs (See *Road Signs*) **and** contains a scoring die; the player pulls **one** (the highest) scoring die aside and **must** roll the remaining five dice. They repeat the process and keep on rolling (i.e., 4 dice, 3 dice, 2 dice, 1 die, 6 dice, 5 dice, 4 dice, etc.) until their turn ends when three matching road signs **or** no scoring dice have been rolled in a single toss. (The amount of rolls made in a turn will vary; could be one or a ton!) At the end of each turn the player's points are added/subtracted to their score. NOTE: This will depend on what caused the player's turn to end.

ROAD SIGNS: When a player rolls **three** matching road signs in a single roll **ALL** scoring dice are ignored and the player must follow the rules for that particular road sign. If a player's roll resulted in a split (e.g., three of one road sign and three of another), the player has the choice of which road sign to follow.



THREE STOP SIGNS: Ends the player's turn and **ALL** accumulated points from that turn are tallied and added to the player's score.



THREE DEAD END SIGNS: Ends the player's turn and **ALL** accumulated points from that turn are forfeited. (They score zero points for their turn.)



THREE U-TURN SIGNS: Ends the player's turn and **ALL** accumulated points from that turn are tallied and added to the player's score; the player then chooses any opponent to receive the U-TURN penalty.

The opponent receiving the U-TURN penalty **MUST** roll all six dice (like a regular turn) and KEEP ON ROLLIN until stopped and **ALL** accumulated points during the U-TURN are **SUBTRACTED FROM THEIR SCORE!** Road Signs rolled during the penalty have the same actions as normal play. For example:

THREE STOP SIGNS: Ends the player's penalty, **ALL** accumulated points are tallied and subtracted from their score.

THREE DEAD END SIGNS: Ends the player's penalty, **ALL** accumulated points are forfeited and nothing is subtracted from their score. (The only time **DEAD END** signs are a good thing.)

THREE U-TURN SIGNS: Ends the player's penalty, **ALL** accumulated points are tallied and subtracted from their score; the player then chooses any opponent to receive the new U-TURN penalty and so on.

Normal play resumes after all penalties have been served. Turns resume to the left of the player who first rolled the U-TURN.

WINNING: The first player to score 6,000 or more points at the **END** of their turn **WINS!**

VARIANTS: Players should agree before each game.

BANK ROLL: Any time a player rolls SIX SCORING DICE IN A SINGLE ROLL (SHOWING ALL NUMBERS AND NO ROAD SIGNS); **ALL** accumulated points for their turn are **INSTANTLY TALLIED AND ADDED TO THEIR SCORE!** The player's turn resumes and starts fresh by rolling all six dice. Bank Roll's thrown during a U-TURN are instantly tallied and **subtracted** from the players score. The player resumes their U-TURN and starts by rolling all six dice. Normal rules resume and player's must keep on rolling until their penalty is over.



BANK ROLL EXAMPLE: Jim has accumulated 825 points from successfully rolling scoring dice and not 3 matching Road Signs in the last six consecutive rolls of his turn. He has just tossed a BANK ROLL! (Nice Job) He would instantly tally his BANK ROLL ($100+25+50+50+25+100 = 350$) and add it to his 825 to bank 1175 points! Jim resumes his turn and rolls all six dice. Normal play/scoring resume.

FINAL ROUND WIN: When any player reaches 6,000 or more points at the end of their turn the game enters a final round of play. Each remaining player, not points leader, gets a final turn to beat or U-TURN the point leader. The player with highest score above 6000 points after the final round WINS! If after the final round no player has a winning score above 6000 points, because of penalty, then normal play resumes, starting with the player left of the original points leader. The final round is repeated until a winner is declared



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