

OBJECT OF THE GAME

To be the first player to roll your way to 200 points. Don't roll "Go-For-Broke"!

CONTENTS

Five white dice with numbers and the words GO and FOR and BROKE on their sides; two blue Bonus dice; twenty Points cards and ten Insurance cards.



5 GO FOR BROKE dice



Blue Bonus dice

1

INSURANCE card



POINT cards

SETUP

Separate the Point cards by value and place these stacks, along with the Insurance cards, to one side. Each player rolls the 2 blue dice. High throw will play first. Play always passes to the left.

2

HOW TO PLAY

To begin, roll only the five white "Go For Broke" dice. Add the total of the numbers showing. You will build off of this total with your next roll. A die with a word showing on it is "out" and can't be rerolled. Set it aside for the rest of your turn.



"Go" die is out and can't be rerolled.
Total points rolled is 17.

3

Pick up the remaining dice, roll these again, and add the new total to your running score. Once again, set aside any die with a word on it; it is also out from now on. Keep rolling until you reach at least 20 points.

- If you succeed, stop rolling, end your turn, and take a 20 Point card ("20 card").
- If, before succeeding, you roll "GO"-"FOR"-"BROKE" during your turn (not necessarily on one throw) or 5 "outs" you're "**broke**" and score 0 for the round.

4

If you roll these your turn ends.



Likewise, if you roll 5 "outs."



After your turn ends, pass the dice to the player on your left.

Whatever Point card you have indicates the points you start your next turn with. Your goal is to get the next higher Point card. Each time you hit the next level, and end your turn, exchange your old Point card for a new one.

5

Example: you start your turn with a 20 Point card. You only need to roll thirty more to exchange it for a 50 Point card.

BONUS:

When you reach 50 points, you also add 1 blue die to your rolls. When you reach 100 points, add both blue dice to your rolls.

6

Big Risk Turn

You don't have to stop at 20 or 50 or 100. You can take a "Big Risk" and keep rolling as many times as you dare to try to reach a higher scoring level—but if you roll Go-For-Broke or get 5 outs, you go broke and get nothing. Sorry, you'll have to begin your next turn with the same card as on your Big Risk turn.

INSURANCE card



7

Insurance

Once you have a 50 Point card, you can earn an insurance card by rolling to at least 75 and stopping before reaching 100. You can also earn an Insurance card if you start with a 100 Point card and stop rolling at 150 to 199.

BENEFIT: You can surrender an Insurance card in order to re-roll 1 die. You can use an Insurance card whenever you desire (including in the Playoffs).

8

200 POINT cards



The Playoffs

As soon as one player earns a 200 Point card, he becomes the first to qualify for the "Playoffs." All other players each get one final turn. Any earning a 200 Point card will also be in the Playoffs. The others are out of the game.

9

WINNING

- If only one player reaches the playoffs, he wins immediately!
- If several players make the playoffs, each rolls all five white dice as many times as desired to try to score the most points without rolling Go-For-Broke or getting 5 outs. The first player to make the playoffs rolls last (the player closest to his left rolls first); if his opponents all score zero, he wins automatically! Otherwise highest score is the winner.

10



winning-moves.com

Contact us:

Winning Moves Games
75 Sylvan Street
Suite C-104
Danvers, MA 01923

Phone: 1-800-664-7788 ext. 114

Fax: 978-739-4847

Email: wmoves@winning-moves.com

For more information about Winning Moves product safety and compliance please visit http://www.winning-moves.com/product_safety

GO FOR BROKE is a trademark of Winning Moves Inc. All Rights Reserved. © 2011 Winning Moves, Inc., Danvers, MA 01923. Colors and parts may vary. Made in CHINA.

Item # 1155



11

