



Object:

Rolling the Dice, Scoring each round to achieve **6000 points** to **WIN** the game.

Begin:

Each player rolls all six dice and the player with the highest point total begins the game and play proceeds in a left to right direction.

Play is started and conducted in rounds. A round occurs when each player during their turn, rolls all six of the dice, and attempts to score points using the **KABOOM** scoring system indicated by their dice values achieved in a single roll. A player must set aside one or more dice which has a scoring point value. The player may decide to end their turn and take the accumulated points at any time or continue to roll the remaining unscored dice, in the attempt to score additional points. However, if a player does not score points on their initial 1st roll of a round or continued rolls in an attempt to increase their round points, that players turn ends and forfeits all points accumulated during the round. The dice then pass on to the next player.

600 Point (COME OUT) Rule:

Before a player can begin scoring in a game, a round total of **600 Points** or **higher** must be achieved. After scoring the 600 points to COME OUT, A player may then score any amount in their next rounds without any limitations.

Each player does not have to set aside all scoring dice during a roll, as they can choose to keep any scoring combination or scoring single die(s) and re-roll the remaining dice to increase their round score. However, a player must have at least one scoring die to set aside for each turn, rolling the die(s) during a round. The only exception is rolling three **RED BOMBS**, four **RED BOMBS**, or **KABOOM** with two **RED BOMBS**, in which a negative score is received and the player ends their turn for the round. If a player sets aside all six scoring dice during a round, achieving a **FULL HOUSE**, they must roll all dice one more time and attempt to make a **KABOOM scoring combination**, **K**, or **M**. Player can then end their turn or continue trying to earn more points by rolling the remainder of non-scoring dice. If a player decides to continue rolling the remainder dice of dice during their turn and no scoring combination is thrown, all points are lost for the round and the players turn ends.

Single Roll Combinations RULE:

Scoring die(s) in a single roll can not be combined, except in the 1st roll of a round, rolling all 6 dice at once. If a player rolls three **B**'s, sets them aside, and then rolls three more **B**'s on the next roll during a turn, it cannot be combined to score, **6 OF A KIND**, or to score, **Two - 3 of a Kind**. Another example is: If a player rolling all six dice during their first roll of a turn, rolls two **K**'s and a **M**, an **A**, and two **RED Bombs**. They decide to keep the two **K**'s and the **M**, scoring 250 pts, then chooses to continue their turn by rolling the remaining three unscoring dice. The next roll they roll a **K**, **GREEN Bomb**, and a **B**. They cannot keep the scoring **K**, and add the previous two **K**'s to make 400 pts for a three **K** scoring combination score. Their score would be 100 pts for each of the three **K**'s thrown in the turn and 50 pts for the **M** that was rolled, which totals 350 pts and would have to roll the remaining two unscored dice to achieve score to make the **600 Point (COME OUT) rule** to begin scoring for the round of a new game.

Full House:

A player begins their turn in each round by rolling all six dice. If a player sets aside all six dice with scoring combinations, they have rolled a **Full House**. When this occurs they must roll all six dice at once again, at least one more time, essentially continuing their opportunity to increase their point total for the round. If the player does not roll a scoring die or dice combination, their turn ends and all points accumulated are lost for the round.

Winning KABOOM - Regular Scoring System Method:

The 1st player to reach or exceed **6000 Points**, ends the game. However, each of the other remaining players in the game, are allowed one remaining turn to add to their total score. After all players complete the final round of the game, and a score of 6000 Points or higher has been reached, the player with the Highest Total Score, **WINS** the game.

*** Note: Game Play can be enhanced by adding a Dice Tray or a Dice Tower.**