



"KABOOM" SCORING SYSTEM [ DICE VALUES SCORING ON A SINGLE ROLL ]					
K	A	B			M
K	A	B			M
K	A	B			M
<b>6 OF A KIND</b>					
<b>5 OF A KIND</b>					
K	K	K	K		
A	A	A	A		
B	B	B	B		
M	M	M	M		
K	K	K	A	A	A
B	B	B	M	M	M
A	A	A	K	K	K
A	A	B	B	K	K
A	A	M	M	K	K
B	B	K	K	M	M
B	A	M			
K	K	K			
A	A	A			
B	B	B			
M	M	M			
K					
M					

SCORE	DICE VALUES ON A SINGLE ROLL & SCORING DESCRIPTION
1000	1000 PTS : Player must roll all dice one more time and have a scoring combination or a 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 no scoring combination is thrown after rolling this color combo KABOOM with one GREEN bomb and one RED bomb, then all points are lost for the round and the players turns ends.
900 *	* 900 PTS : Score 900 PTS on the 1st roll of a new game. * After round one is complete, any player that rolls this color combo KABOOM with two GREEN bombs, the player must take the " <u>Highest Score</u> " of any player from the previous round, ending the current player's turn for the round.
-500 **	** Minus -500 PTS : Score -500 PTS on the 1st roll of a new game, and the player is allowed to COME OUT and begin scoring for the game. ** After round one is complete any player that rolls this color combo KABOOM with two RED BOMBBS, the player must take the " <u>Lowest Score</u> " of the player from the "Previous Round", and ends the player's turn for the current round.
6,000	6,000 PTS : [ 6 OF A KIND ] Any combination of dice containing six of the same Letters, or Red, or Green Bombs rolled in a single roll of a players turn.
1,500	1,500 PTS : [ 5 OF A KIND ] Any combination of dice containing <u>five</u> of all the same Letters, Red Bombs, or Green Bombs.
800	4 GREEN BOMBBS rolled in a single roll of a players turn. Player scores 800 PTS Player and can then end their turn or continue trying to earn more points by rolling the remainder of non-scoring dice. If no scoring combination is thrown or a K or M after rolling this four GREEN BOMB combination, then all points are lost for the round and the players turns ends.
700	4 of a Kind : Any 4-Letter Dice Combination rolled in a single roll of a players turn. [Examples as shown to the left.]
600	Two - 3 of a Kind: Any Two, 3-Letter Dice Combination, rolled in a single roll of a players turn. [Examples as shown to the left.]
500	Three Pair containing 2 of a Kind consisting of the Letters K, A, B, or M combination(s) rolled in a single roll of a players turn. [Examples as shown to the left, excludes AABMM.]
400	3 GREEN BOMBBS rolled in a single roll of a players turn. Player scores 400 PTS and can continue to add points their current turn for the round.
400	Spell BAM, on a single roll. If BAM, BAM is rolled, score is doubled and player must roll all the dice one more time. If player does not have any scoring dice on this next roll, all points are lost and player turn ends. If player rolls any scoring dice, they can stop or continue to accumulate points for their current turn.
400	KKK scores 400 PTS when rolled in a single roll
300	3 OF A KIND with Letter Dice Combination (AAA or BBB) rolled in a single roll.
200	MMM scores 200 PTS when rolled in a single roll
100	100 PTS
50	50 PTS
-100	3 RED BOMBBS rolled in a single roll of a players turn. Player scores -100 PTS and any previous points in the round or current roll are lost and the players turn ends for the round.
-400	4 RED BOMBBS rolled in a single roll of a players turn. Player scores -400 PTS and any previous points in the round or current roll are lost and the players turn ends for the round.