

BANKROLL SHOOTOUT™

AGES | PLAYERS
8+ | **2-4**

The Poker Dice Game with a Twist!

Contents:

20 Wooden Dice, 40 Silver Bullets, 4 Bank Blinders, 4 Pencils, Score Pad and Rules.

Object:

Score the most points in 13 categories and the Bankroll Shootout to win!

Setup:

Take the five colored Dice of your choosing, the corresponding color Bank Blinder, a Score Sheet and Pencil. Designate one player as the Banker to hand out and collect the Silver Bullets. The Banker gives each player two Silver Bullets to start the game.

A New Twist:

On each turn you may roll five dice three times and fill in a score. For every roll less than three that you choose to take on a turn, you collect a Silver Bullet from the Banker as a saved or “banked” roll. Hide it behind your Bank Blinder. You may give back a Silver Bullet to the Banker for each additional roll you wish to take (beyond three) on any turn.

Play:

The youngest player goes first with turns passing to the left.

1. For the **FIRST ROLL**, you must roll all five dice. Set aside any you want to keep. You may now stop and score a category on your Score Sheet or roll again.
 - IF YOU STOP and SCORE after your first roll, collect two Silver Bullets from the Banker and end your turn.
2. If you elect to take your **SECOND ROLL**, reroll any or all of your dice. Again, set aside any you want to keep. You may now stop and score a category on your Score Sheet or roll again.
 - IF YOU STOP and SCORE after your second roll, collect one Silver Bullet from the Banker and end your turn.
3. If you elect to take your **THIRD ROLL**, reroll any or all of your dice.
 - You now STOP and SCORE a category on your Score Sheet OR
 - Turn in a Silver Bullet to roll again. There is no limit to how many rolls you can take on a turn, as long as you turn in one Silver Bullet to the Banker for every extra roll you wish to take. The first three rolls are free!
4. You must write in a score on one of the 13 categories on your Score Sheet at the end of your turn. You can only record a score in a category once per game.

Scoring Categories

(aka “What am I fixin’ to write down?”)

Refer to your Score Sheet. In THE GIDDY UP section, the scoring is straight-forward. Simply add up the total of just the number for which you’re rolling. If you tried for DEUCES, add up only the DEUCES you rolled and write the total on that line of your Score Sheet.



In THE HOE DOWN section, you score as follows:

3 of a Kind: Tally all the dice and write the number on that line of your Score Sheet. You must have at least 3 of one number.

4 of a Kind: Tally all the dice and write the number on that line of your Score Sheet. You must have at least 4 of one number.

Chance: Tally all the dice and write the number on that line of your Score Sheet.

Full House: Any combo of 3 of a number and 2 of another number, write 20 on that line of your Score Sheet.

Small Straight: Any sequence of 4 numbers, write 30 on that line of your Score Sheet.

Big Straight: Any sequence of 5 numbers, write 40 on that line of your Score Sheet.

Yippy Ki-Yay: Any 5 of a kind, write 50 on that line of your Score Sheet.

Extra Yippy Ki-Yays will also score a 50 point bonus. Note this by making an X in the EXTRA YIPPY Ki-YAYS section on your score sheet. Whenever you roll an extra Yippy Ki-Yay, you record it with an X and then roll again, since you still need to fill in one of the 13 categories on each turn.

The Bankroll Shootout!

Once everyone has recorded a score in each of the 13 categories, it's time for a good ol' fashioned shootout!!

1. Each player reveals how many Silver Bullets he or she has left.
2. The player with the fewest Silver Bullets goes first. If that's you, roll the dice as many times as you have bullets to score as high a number as possible by totaling all five dice. Set aside any dice you want to keep as you go. Once you're done rolling, push your five dice toward the center of the table. This is now the score to beat! It is not necessary to use all your bullets, but once you declare your final score you forfeit any remaining rolls.
3. Now the player with the next fewest number of bullets takes his or her turn in the same fashion.
4. The highest score wins the shootout! ONLY ONE PLAYER RECORDS THE TOTAL of his or her five dice in the Bankroll Shootout line of his or her score sheet.
5. If there's a tie for the most points, all the players who tied record their point total in the Bankroll Shootout line of their score sheet.

Time to Tally Up

Once you have filled in all 13 categories on your score sheet and completed the Bankroll Shootout, the game ends. Add up your score as follows:

The Giddy Up:

Add up the scores for six categories, ACES through SIXERS, and enter the total in the TALLY box. If that score adds up to 60 points or higher, add 50 in the box below the TALLY. Enter the sum of the TALLY and the BONUS if you earned it, in the TOTAL TALLY OF THE GIDDY UP box.

The Hoe Down:

Add up your scores for the seven categories and be sure to give yourself an additional 50 points for each Extra Yippy Ki-Yay you scored, if any. Enter this number in the TOTAL TALLY OF THE HOE DOWN box.

After all the scores are tallied the player with the highest score for THE WHOLE SHOOTIN' MATCH wins the game!

- The ability to bank your rolls in Bankroll Shootout brings a whole new dimension to every turn. In this game, you get 39 rolls. How and when you choose to use them will make all the difference. Roll them now or save them for the big Shootout at the end. Remember the best roll, might be a banked roll!
- There are only 40 Silver Bullets. If they have all been handed out, you can not bank a roll on your turn. Keep track of them to plan your strategy!



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