

NAMASTE

ROLL
YOUR LUCK



A dice game for
2 to 4 players aged 8 and over


moses.

What's the game all about?

Roll the dice and enter the numbers in ascending order. Attempt to fill the rows and columns before your fellow players do – only in this way will you earn the most luck points. So? Who's in the lead and the luckiest among you?

Here's what's inside:

3 white dice (with numbers

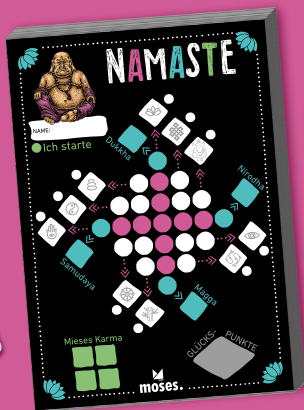
2 to 6 and 1/7)

1 turquoise die (with numbers

2 to 6 and 1/7)

1 score pad

Each player will also need a pen.



How to set up the game:

Each of you takes a score sheet and a pen. Lay the four dice ready at the center of the table. You can now begin playing.

How to play:

The youngest player starts; play then continues in a clockwise direction. When it's your turn, check the "I'm first" box. You're then the starting player for this game. Your fellow players do not check this box. Now pick up the dice. You must **always** roll the turquoise die and **at least** one white die. Decide whether you want to add just one, two, or all three of the white dice.

Then roll your chosen dice **once**. Now add all the **numbers on the white and turquoise dice** together. This is the result for your turn. Did one or more of the dice land on the side bearing the numbers 1/7? Then you can decide whether you wish to use the 1 or the 7. Then record your result on your score sheet.

How do you do this? Take a look at the score sheet. You'll see 25 circles at the center arranged in seven horizontal rows and seven vertical columns. Around these circles are **10 white symbol spaces**, **4 turquoise truth spaces**, and **4 green bad karma spaces**.

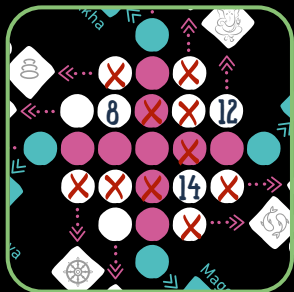


Here's how to enter your result:

You can decide which of the 25 circles you wish to enter your result in, however be sure to keep the following in mind:



- ◆ The circle must be empty – you cannot write over another number that you've already entered.
- ◆ In each horizontal row, the numbers must increase in ascending order from left to right.
- ◆ In each vertical column, the numbers must increase in ascending order from top to bottom.
- ◆ You may leave gaps (i.e., circles empty) between the numbers you enter.
- ◆ You may also choose not to enter a result – you'll receive minus points for that though (see "Can't or don't want to enter anything?").
- ◆ Note: You must write a different number in each circle in each row and column. The same number cannot appear more than once in each row or column.



Example: Magdalena's dice roll yields a total of 14. She wants to enter this in one of the circles on her score sheet, however she's already entered 14 once (hence some circles are already unavailable). The 8 and 12 she's already entered mean several other circles also cannot be used. Magdalena cannot enter the 14 in any of the circles marked with a red cross. She can still enter it where there is a green check though.

Now it's your fellow players' turn to play:

Have you entered your result? Then your fellow players can also now write a number on their score sheet. However, they may only add up all the numbers on the faces of the **white dice**. The **turquoise die** is **off limits** for your **fellow players** and does not count towards their result.

Note: Did one or more of the dice rolled by the player whose turn it is land on the side bearing the numbers 1/7? Then each player can decide for themselves whether they wish to use the 1 or the 7.

Example: Magdalena rolls two white dice and the turquoise die. The white dice land on the sides bearing the numbers 1/7 and 2; the turquoise die lands on the side bearing the number 4. She chooses the 1, then adds the numbers on the faces of all three dice together: $1 + 2 + 4 = 7$. She enters the 7 on her sheet. If Magdalena had chosen the 7, she would have entered a 13 on her sheet ($7 + 2 + 4 = 13$).

Magdalena's fellow players can write the sum of the two white dice on their sheet and also decide for themselves whether they wish to use the 1 or the 7. So there are two possible results for the fellow players: $1 + 2 = 3$ or $7 + 2 = 9$.

Then it is the next player's turn to roll the dice.

What do the white symbol spaces mean?

Have you managed to fill an entire horizontal row or vertical column with ascending numbers? That's great! You'll now receive **luck points**. Simply take a look at the **number** you have entered in the pink circle exactly in the middle of this row or column:

- ◆ If you're the **first to complete this row or column**, you receive this number as points. Enter it in the white symbol space for this row or column. Your fellow players must now check the small circle beside this symbol. Only half the number of points are now available for this row or column:

Note: Did one or more players completely fill a row or column at the same time as you? Then each of you receives the full points.

By the way: All of the symbol spaces are equal and do not affect the points. However, they will help you to explain to your fellow players which symbol space they should check.

- ◆ Was a **fellow player faster** and already earned the full points? Never mind, you'll still receive **half the points**. Simply take a look at the number you've entered in the pink circle exactly in the middle of this row or column: Halve the number and round it up if it's a decimal number (e.g., 1.5, 2.5, etc.). Then enter the points in the corresponding white symbol space.

Daniel has just added a 9 to his row. He's the first to completely fill the second row. There's a 7 in the pink circle, so he can enter the 7 in the white symbol space. If Daniel had been the second to complete the row, he could have entered a 4 in the white symbol space: $7 : 2 = 3.5$ He would then have rounded this up to 4 and entered it in the white symbol space.



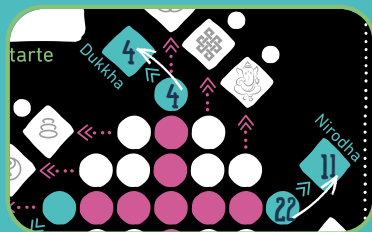
What do the truth spaces mean?

The **turquoise** truth spaces are associated with the rows and columns only comprising one circle. Have you filled one of these **single circles**? Then you also earn points:

- ◆ You receive the **full points** for the **turquoise circles at the top and on the left**.
- ◆ You receive **half the points** for the **turquoise circles at the bottom and on the right**. Round up decimal numbers as usual.

So for the truth spaces, it doesn't matter if you were first, second, or last to complete the row or column.

Example: Magdalena enters a 4 in the truth space at the top left—this number is also her result that appears in the turquoise circle. She enters an 11 in the truth space at the bottom right, so half of the result for the turquoise circle ($22 : 2 = 11$).



Can't or don't want to enter anything?

Did you roll the dice but can't or don't want to add your result to your sheet? Then you must enter the result you rolled for the **turquoise** die in an empty bad karma space as **minus points**.

Note: Did the turquoise die land on the face showing 1/7? Then you receive just one minus point.

End of the game:











The game can end in one of two different ways: At least one of you has filled in ...

- ◆ all 25 of the circles or
- ◆ all four of the bad karma spaces.

Finish the round you're playing so that each of you has had an equal number of turns rolling the dice. Each of you must then add up the points you've written in the symbol and truth spaces. Subtract the minus points from this total. Whoever has the most points wins. In the event of a tie, the tied player

who filled the least bad karma spaces wins. If there is still a tie, then there are multiple winners.

What do the symbols on the symbol spaces mean?

-  Lotus flower = self-realization, enlightenment and (re)birth
-  Infinite loop = endlessness
-  Elephant = luck and power
-  Eye = unity of all things and spiritual awakening
-  Fish = wealth and luck as well as courage and fearlessness
-  Bamboo = resistance and purity
-  Dharma wheel = symbolizes the Noble Eightfold Path
-  Hand = protection and power
-  Yin and yang = opposing forces that belong together
-  Stacked stones = serenity

Did you know ...?

“Namaste” means “I bow to you” in Sanskrit and is used widely as a greeting. For this greeting, press the palms of your hands together in front of your heart and bow slightly. And incidentally, in Buddhism there are what are known as the “Four Noble Truths.” **Dukkha** means that life is suffering. **Samudaya** names the causes for this suffering (greed, hatred, etc.). **Nirodha** gives hope that each individual can overcome the suffering. **Magga** explains how: by leading a life oriented to the **Noble Eightfold Path**. This involves practices such as right conduct, right speech (no lies), and so on. With this in mind, take care of your karma. Namaste.

