



RULES

DICE ACADEMY™

PARIS!

ELVIS!

POKER!









YANNICK GOBERT





Get ready to test your knowledge and your mental agility! Be the first player to match each theme to a word which starts with the letters you're given!

Rolls of the dice will come thick and fast as players' minds run riot and words fire out!





CONTENTS

- 5 “letters” dice (5 different colours)
 - 5 “themes” dice (5 different colours)
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OBJECT OF THE GAME

Roll the dice, identify the themes and pair them with the letters dice!

The first player to reach the number of points chosen at the start of the game wins.



SET-UP

- Remove the dice from the box so they will be easier to roll.
- With the other players, choose how many points you wish to play for (10 points for a fast game, 20 points for a small challenge and 30 points for a normal competitive game).
- Each player can remember their own score or you can arm yourself with a notepad to keep track of everyone's score.
- Choose someone to roll first. Players take turns to roll.

You are ready to play!



HOW TO PLAY

The game is played in several successive rounds.

Each round starts as follows:

- Separate the dice by placing the 5 'themes' dice to one side and the 5 'letters' dice to the other.
- First, roll the 5 'themes' dice in the centre of the table. Everyone should look at them together and clearly identify each visible theme.
- When each player has clearly identified the themes, the 5 letters dice can be rolled.



As quickly as possible, each player will now attempt to pair together as many dice as they can, by taking one 'letters' die of a particular colour and pairing it with a 'themes' die of a **different colour**. As soon as a player comes up with a word which starts with one of the rolled letters, and which also corresponds with one of the rolled themes of a different color, they must declare it in a loud voice, taking the two corresponding dice and placing these in front of them.



If a player makes a mistake when calling a match (with the spelling, or if the dice are of the same color), both dice are put back in the center of the table and that player will be excluded from the game until the next round.

Continue playing until there are no more possible pairs or no one is able to come up with a pair.

For every pair found, a player gains 1 point.

The round is then over and a new one can begin.

END OF THE GAME

The game ends as soon as a player gains or surpasses the number of points decided at the start of the game. In the event of a draw, play an extra round between the two players who are tied.

LIST OF THEMES



TV program or series



Song or music



Sport or sporting accessory



City



Country



Film



Something rectangular



Something square-shaped



Something circular



Something big



Something small



Something liquid



Job



Female first-name



Fictional character



Singer



Male
first-name



Famous person



Bird or flying
animal



Land animal



Fish or
underwater animal



Tree or plant



Object



Monument



Item of clothing



Vehicle



Meal



Drink



Game



Fruit or
vegetable