Don’t You For- Get- It

Objective:

Be the first player to reach 500 points

Directions:

Choose one player to be the scorekeeper.

On your turn, roll all nine dice. Set aside the word and point dice as follows:

THE WORD DICE: All dice that come up with FOR, GET or IT must be set aside together. If you get at least one of each of these, you spell FORGET IT and immediately lose your turn. You score no points and the next player goes.

THE POINT DICE: Choose ONE number from the dice (1 through 5) that you've rolled at least two of a kind of (ie: two 3s or three 5s, etc.) The dice with the number you choose are the only point dice you put aside.

Once you've put these dice aside, you must now decide what to do with the remaining dice. You can end your turn and take your score or you can continue to roll the remaining dice, setting aside all WORD DICE and all POINT DICE with the same number as those put aside from the first roll. You may continue to roll the remaining dice as many times as you wish. But, remember, if you spell FORGET IT, you end your turn and score no points for that round!

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ALL NINE DICE SET ASIDE: If, on a round, you are able to set aside all nine dice, you have a choice:

* you can decide to end your turn and take your score **or**
* you can keep track of how many and what number your point dice are and roll all nine dice again, hoping to add to your score. In this case, you must still set aside all word dice, and only those point dice that match the number you have been accumulating. For example, if you had five 3s from the previous rolls, you must continue to put aside more 3s. However, should you spell out FORGET IT, you lose ALL points in the turn, including those made in the first set of rolls in the turn.

**Scoring:** If you end your turn before spelling out FORGET IT, the scorekeeper enters your score in the column under your name. You score the total of all the point dice you put aside. For example, three 4s will give you a score of 12.

**Scoring Bonuses:** If you put aside a total of four point dice in the turn, you DOUBLE your score.

If you put aside five point dice, you TRIPLE your score.

If you put aside six or more point dice, you QUADRUPLE your score.

**Ending and Winning the Game:**

When one player's score reaches or exceeds 500 points, normal play is over. Each remaining player gets one last turn to try and beat the leading scorer. The game is then over and the player with the highest score wins.