

All players then do the following:

- a. Place all Story Cards without Dice into the discard pile.
- b. Keep any Story Cards that have at least one Die on them.
- c. Draw new Story Cards from the draw pile, so that all players begin the next round with two Story Cards.

If all Dice have been placed on Story Cards before a player has had a turn to roll (no Card is complete), the round ends immediately. Each player discards one Story Card of their choice, returns any Dice on that Story Card to the Dice Cup and draws a new Story Card. Then, the next player rolls to start a new round.

WINNING THE GAME:

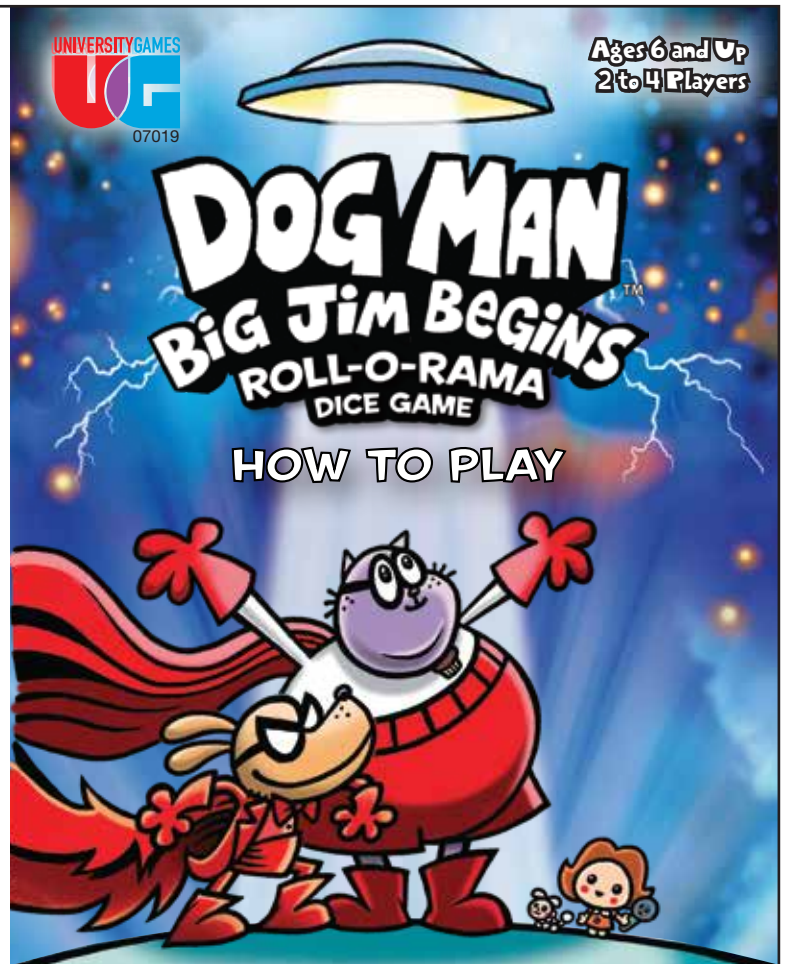
Each character space on a Story Card is worth 1 point. Play continues clockwise with players taking turns rolling Dice and completing Story Cards until one player has earned 10 points. That player is the winner!

In the case of a tie, the players who tied continue rolling Dice using their current Story Cards until one player completes a Story Card.

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CONTENTS:

- 50 Story Cards
- 9 Character Dice
- 1 Dice Cup
- Storage Tray



OBJECT OF THE GAME:


The first player to earn 10 points from completed Story Cards wins the game.


SET UP:

Shuffle the Story Cards and deal two Story Cards to each player. Place the remaining Story Cards face-up in the middle of the play area to form a draw pile. Place the Character Dice and the Dice Cup by the draw pile.



HOW TO PLAY:

1. **Rolling the Dice:** The youngest player starts the game by rolling the Dice using the Dice Cup. At the same time, all players look at the rolled Dice and pick up one Die at a time that matches characters on their Story Cards.
2. **Placing the Dice:** Players place Dice directly onto the matching character spaces on their Story Cards. Dice can be moved and rearranged between a player's Story Cards at any time to help complete a Card.
 - a. **Dog Man's Police Badge:** If Dog Man's Police Badge  appears on a Die, it is considered wild and can represent any character on a player's Story Card.

- b. **Roll-o-Rama:** If Roll-o-Rama appears on a Die, the first player to grab it and shout "Roll-o-Rama!"  rerolls all unused Dice in the play area. That player then collects any Dice that match characters on their Story Cards with the most points. Once that player has collected all matching Dice, all other players race to collect any remaining Dice that match their Story Cards.

3. **Playing a Turn:** Players take turns clockwise, rolling Dice until each player has rolled. After each roll and players have selected and placed Dice, any players that have completed a Story Card should do the following:
 - a. Remove the matching Dice from their completed Story Cards and return them to the Dice Cup.
 - b. Place their completed Story Cards to the side to start a score pile.
 - c. For each completed Story Card, players draw a new Card from the draw pile, ensuring they always have two Story Cards in play.

4. **Ending a Turn:** At the end of a turn, the player to the left of the first roller gathers the remaining Dice, places them in the Dice Cup and rolls.
5. **Ending a Round:** After each player has taken a turn, the round is over.

