



OTHER STUFF

The **Three-Color Die** is used for different purposes. First and foremost, on your turn you roll this Die to determine which Card deck to draw from. Each of the colors on the Die matches the colors on the Card decks.

Grab some **paper and a pen or pencil**- you'll need to do some drawing!



How to read the **Brown Number Die**: after rolling this Die, the number that is upright and touching the table along the bottom edge of the Die is the number you've rolled. (Example: the number rolled on the Die in this picture is a "4".)



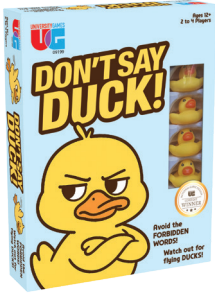
If you roll the **Three-Color Die** and it lands on the red color, draw a red **Trivia Card** and hand it to the person on your left to read the question to you. Now, roll the **Three-Color Die** again to determine which category question should be read (*red, blue, or yellow*). The correct answer is in red.



Use the included **Sand Timer** for the Cards with a time limit.

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ARE YOU GAME?



Don't Say Duck
Ages 12 and Up



Pizza Party
Ages 6 and Up

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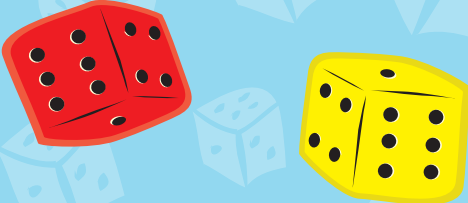


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Ages 12 and Up
2 or More Players



Dicecapades
Can You Complete the Dice Challenges?
INSTRUCTIONS



INCLUDES 50 Dice



STACK ALL THE MINI DICE!



ROLL THE YELLOW DIE. DO THAT MANY PUSHUPS!



229



01157

Ages 12 and Up
2 or More Players



Dicecapades
INSTRUCTIONS

CONTENTS:

- 50 AWESOME Dice
- 75 Thinking Cards
- 75 Action Cards
- 50 Trivia Cards
- Sand Timer

OBJECT OF THE GAME

To win, of course! To do that, you need to win six challenges.

SETTING UP THE GAME

1. Individually shuffle the three Card decks and place them face-down as three piles in the middle of the playing area.
2. Organize the Dice (by type) and place them in the middle of the playing area along with the Sand Timer.
3. Grab some scrap paper and a pencil. You'll need them for the drawing activities!

HOW TO PLAY

The player whose birthday is closest to today's date goes first. Play continues clockwise.

1. Roll the Three-Color Die.
2. Now, draw a Card from the top of the deck that matches the color on the Die. Red is "Trivia", blue is "Action", and yellow is "Thinking".

Note - if you draw a red Trivia Card, don't read it! It's a Card that has the answers on it. Instead, give it to the player on your left who will read the question Card to you.

3. Follow the directions on the Card. It will tell you what Dice you need to complete the challenge.
4. If you successfully complete the challenge Card (or answer the trivia question correctly), you've won the Card! Keep it in front of you - you'll need it to tabulate your score.

Note: The Action Cards contain some drawing and charades activities. These activities enable TWO players to win a Card, both the player who correctly guesses what is being drawn or acted out, AND the player doing the drawing or activity. The extra Card should be drawn from any deck.

DICE REFERENCE CHART

 Three-Color Die x 1	 Blue Number Die x 2	 Double Die x 1	 Green Number Die x 2
 White Spot Die x 6	 Mini Die x 10	 Brown Number Die x 2	 Red Number Die x 2
 Picture Die x 9	 Letter Die x 6	 Black Number Die x 2	
 Poker Die x 5	 Yellow Number Die x 2		

WINNING THE GAME

Standard Rules

- ★ The first player to collect six Cards wins!

Other Ways to Play

- ★ Be the first player to collect three Cards from each category to win (Trivia, Action, and Thinking)!
- ★ Set a time limit for each game. The player who has the most Cards when the time runs out wins! In a hurry? Play for 15 minutes. Looking for a night of explosive fun? Play for an hour or more!
- ★ Play in teams! Kids vs. Adults! Girls vs. Boys!